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

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

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

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html
OW2

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

Apache

The following artifacts are ASL2 licensed.

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

MortBay

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

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

Mortbay

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html
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1.8 babel-helpers 6.24.1
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1.9 zlib 1.2.3

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

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1.11 commondir 1.0.1

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1.12 kind-of 6.0.3

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1.13 to-object-path 0.3.0 0.3.0

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1.14 lodash.isequal 4.5.0 4.5.0

1.14.1 Available under license:

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1.15 batik-svg-dom 1.13
1.15.1 Available under license:
No license file was found, but licenses were detected in source scan.

<!-- .............................................................. -->
<!-- SVG 1.1 Core Attribute Module ................................-->
<!-- file: svg-core-attrib.mod -->

This is SVG, a language for describing two-dimensional graphics in XML.
This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Core Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-core-attrib.mod"

<!ENTITY % SVG.id.attrib "id ID #IMPLIED" >
<!ENTITY % SVG.base.attrib "xml:base %URI.datatype; #IMPLIED" >
<!ENTITY % SVG.lang.attrib "xml:lang %LanguageCode.datatype; #IMPLIED" >
<!ENTITY % SVG.space.attrib "xml:space ( default | preserve ) #IMPLIED" >
<!ENTITY % SVG.Core.extra.attrib "" >
<!ENTITY % SVG.Core.attrib "%SVG.id.attrib;
%SVG.base.attrib;
%SVG.lang.attrib;
%SVG.space.attrib;
%SVG.Core.extra.attrib;" >

<!-- end of svg-core-attrib.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
This is SVG, a language for describing two-dimensional graphics in XML.
Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: svg-profile.mod 1733416 2016-03-03 07:07:13Z gadams$

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

```
PUBLIC "//W3C//ELEMENTS SVG 1.1 Color Profile//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-profile.mod"
```

This module declares markup to provide support for color profile.

```
<!DOCTYPE color-profile SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-profile.mod" >
```

```
<!ENTITY % SVG.color-profile.qname "color-profile" >
```

```
<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.XLink.attrib "" >
```

```
<!ENTITY % SVG.Profile.class | %SVG.color-profile.qname; %SVG.Profile.extra.class; >
```

```
<!ENTITY % SVG.Profile.attrib "color-profile CDATA #IMPLIED
```
<!-- SVG 1.1 Tiny Attribute Collection

This module defines the set of common attributes that can be present on many SVG elements.

--> 

<!-- module: svg-conditional.mod ....................... --> 

<!ENTITY % ExtensionList.datatype "CDATA" > 
<!ENTITY % FeatureList.datatype "CDATA" > 

<!ENTITY % SVG.Conditional.extra.attrib "" > 
<!ENTITY % SVG.Conditional.attrib 
"requiredFeatures %FeatureList.datatype; #IMPLIED
requiredExtensions %ExtensionList.datatype; #IMPLIED
systemLanguage %LanguageCodes.datatype; #IMPLIED
%SVG.Conditional.extra.attrib;" 
>

<!-- module: svg-style.mod ......................... --> 

<!ENTITY % ClassList.datatype "CDATA" > 
<!ENTITY % StyleSheet.datatype "CDATA" > 

<!ENTITY % SVG.Style.extra.attrib "" > 
<!ENTITY % SVG.Style.attrib 
"style %StyleSheet.datatype; #IMPLIED
class %ClassList.datatype; #IMPLIED
%SVG.Style.extra.attrib;" 
>

<!-- module: svg-basic-text.mod ...................... --> 

<!ENTITY % FontFamilyValue.datatype "CDATA" > 
<!ENTITY % FontSizeValue.datatype "CDATA" > 

<!ENTITY % SVG.Font.extra.attrib "" > 
<!ENTITY % SVG.Font.attrib 
"font-family %FontFamilyValue.datatype; #IMPLIED
font-size %FontSizeValue.datatype; #IMPLIED
font-style ( normal | italic | oblique | inherit ) #IMPLIED
font-weight ( normal | bold | bolder | lighter | 100 | 200 | 300 | 400 |
500 | 600 | 700 | 800 | 900 | inherit ) #IMPLIED
%SVG.Font.extra.attrib;" 
>

<!-- end of svg11-tiny-attribs.mod -->
This is SVG, a language for describing two-dimensional graphics in XML. Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved. Revision: $Id: svg-cursor.mod 1733416 2016-03-03 07:07:13Z gadams$

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Cursor//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-cursor.mod"

This module declares markup to provide support for cursor.

<!-- 'cursor' property/attribute value (e.g., 'crosshair', <uri>) -->
<!ENTITY % CursorValue.datatype "CDATA" >

<!-- Qualified Names (Default) ......................... -->
<!ENTITY % SVG.cursor.qname "cursor" >

<!-- Attribute Collections (Default) ................... -->
<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.XLinkRequired.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Cursor.class .................................. -->
<!ENTITY % SVG.Cursor.extra.class "" >

<!-- SVG.Cursor.class .................................. -->
<!ENTITY % SVG.Cursor.class 
"| %SVG.cursor.qname; %SVG.Cursor.extra.class;"
SVG 1.1 Tiny DTD

This is SVG Tiny, a proper subset of SVG.

The Scalable Vector Graphics (SVG)
Permission to use, copy, modify and distribute the SVG DTD and its accompanying documentation for any purpose and without fee is hereby granted in perpetuity, provided that the above copyright notice and this paragraph appear in all copies. The copyright holders make no representation about the suitability of the DTD for any purpose.

It is provided "as is" without expressed or implied warranty.

Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg11

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/resources/svg11-tiny.dtd
No license file was found, but licenses were detected in source scan.

<!-- ....................................................................... -->
<!-- SVG 1.1 Basic Graphics Attribute Module ............................... -->
file: svg-basic-graphics-attrib.mod

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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Basic Graphics Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-graphics-attrib.mod"

....................................................................... -->

<!-- Basic Graphics Attribute -->

display, visibility

This module defines the Graphics attribute set.

-->

<!ENTITY % SVG.display.attrib
"display ( inline | block | list-item | run-in | compact | marker |
  table | inline-table | table-row-group | table-header-group |
  table-footer-group | table-row | table-column-group |
  table-column | table-cell | table-caption | none | inherit )
#IMPLIED"
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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Modular Framework//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-framework.mod"

This module instantiates the modules needed to support the SVG modularization model, including:

+ Datatypes
+ Qualified Name
+ Document Model
+ Attribute Collection

<!ENTITY % svg-datatypes.module "INCLUDE" >
<![%svg-datatypes.module;]
<!ENTITY % svg-datatypes.mod
PUBLIC "//W3C//ENTITIES SVG 1.1 Datatypes//EN"
"svg-datatypes.mod" >
%svg-datatypes.mod;]]>

<!ENTITY % svg-qname.module "INCLUDE" >
<![%svg-qname.module;]
<!ENTITY % svg-qname.mod
PUBLIC "//W3C//ENTITIES SVG 1.1 Qualified Name//EN"
"svg-qname.mod" >
%svg-qname.mod;]]>

<!ENTITY % svg-model.module "INCLUDE" >
<![%svg-model.module;]
<!-- instantiate the Document Model declared in the DTD driver -->
%svg-model.mod;]]>

<!ENTITY % svg-attribs.module "INCLUDE" >
<![%svg-attribs.module;]
<!-- instantiate the Attribute Collection declared in the DTD driver -->
%svg-attribs.mod;]]>

<!-- end of svg-framework.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
jar/org/apache/batik/dom/svg/resources/svg-framework.mod
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<!-- ....................................................................... -->

<!-- SVG 1.1 Structure Module .............................................. -->
<file: svg-structure.mod

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Revision: $Id: svg-structure.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "//W3C//ELEMENTS SVG 1.1 Structure//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-structure.mod"

....................................................................... -->

<!-- Structure

svg, g, defs, desc, title, metadata, symbol, use

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This module declares the major structural elements and their attributes.

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.svg.qname "svg" >
<!ENTITY % SVG.g.qname "g" >
<!ENTITY % SVG.defs.qname "defs" >
<!ENTITY % SVG.desc.qname "desc" >
<!ENTITY % SVG.title.qname "title" >
<!ENTITY % SVG.metadata.qname "metadata" >
<!ENTITY % SVG.symbol.qname "symbol" >
<!ENTITY % SVG.use.qname "use" >

<!-- Attribute Collections (Default) ................... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVGOpacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.DocumentEvents.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLinkEmbed.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Description.class ............................. -->

<!ENTITY % SVG.Description.extra.class "" >
<!ENTITY % SVG.Description.class
"%SVG.desc.qname; | %SVG.title.qname; | %SVG.metadata.qname;"
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The Scalable Vector Graphics (SVG)
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Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg11

dimensional graphics in XML.

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Revision: $Id: svg11

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Basic Structure//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-structure.mod"

<!-- Basic Structure

svg, g, defs, desc, title, metadata, use

This module declares the major structural elements and their attributes. -->

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.svg.qname "svg" >
<!ENTITY % SVG.g.qname "g" >
<!ENTITY % SVG.defs.qname "defs" >
<!ENTITY % SVG.desc.qname "desc" >
<!ENTITY % SVG.title.qname "title" >
<!ENTITY % SVG.metadata.qname "metadata" >
<!ENTITY % SVG.use.qname "use" >

<!-- Attribute Collections (Default) ................... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.DocumentEvents.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLinkEmbed.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Description.class ............................. -->
<!ENTITY % SVG.Description.extra.class "" >
<!ENTITY % SVG.Description.class "%SVG.desc.qname; | %SVG.title.qname; | %SVG.metadata.qname; %SVG.Description.extra.class;" />

<!-- SVG.Use.class ..................................... -->
<!ENTITY % SVG.Use.extra.class "" >
<!ENTITY % SVG.Use.class "| %SVG.use.qname; %SVG.Use.extra.class;" >
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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Shape//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-shape.mod"

....................................................................... -->

<!-- Shape -->

path, rect, circle, line, ellipse, polyline, polygon

This module declares markup to provide support for graphical shapes.

<!-- a list of points -->
<!ENTITY % Points.datatype "CDATA" >

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.path.qname "path" >
<!ENTITY % SVG.rect.qname "rect" >
<!ENTITY % SVG.circle.qname "circle" >
<!ENTITY % SVG.line.qname "line" >
<!ENTITY % SVG.ellipse.qname "ellipse" >
<!ENTITY % SVG.polyline.qname "polyline" >
<!ENTITY % SVG.polygon.qname "polygon" >

<!-- Attribute Collections (Default) ................. -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!-- Gradient

linearGradient, radialGradient, stop

This module declares markup to provide support for gradient fill.
--> 

<!-- a <number> or a <percentage> -->
<!ENTITY % NumberOrPercentage.datatype "CDATA" >

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.linearGradient.qname "linearGradient" >
<!ENTITY % SVG.radialGradient.qname "radialGradient" >
<!ENTITY % SVG.stop.qname "stop" >

<!-- Attribute Collections (Default) ................... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.XLink.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Gradient.class ................................ -->
<!ENTITY % SVG.Gradient.extra.class "" >

<!ENTITY % SVG.Gradient.class
"| %SVG.linearGradient.qname; | %SVG.radialGradient.qname; %SVG.Gradient.extra.class;"
>

<!-- SVG.Gradient.attrib ................................ -->
<!ENTITY % SVG.Gradient.extra.attrib "" >

<!ENTITY % SVG.Gradient.attrib
"stop-color %SVGColor.datatype; #IMPLIED
stop-opacity %OpacityValue.datatype; #IMPLIED %SVG.Gradient.extra.attrib;"
>

<!-- linearGradient: Linear Gradient Element .......... -->
%SVG.Core.attrib;
%SVG.Style.attrib;
%SVG.Color.attrib;
%SVG.Gradient.attrib;
%SVG.XLink.attrib;
%SVG.External.attrib;
cx %Coordinate.datatype; #IMPLIED
cy %Coordinate.datatype; #IMPLIED
r %Length.datatype; #IMPLIED
fx %Coordinate.datatype; #IMPLIED
fy %Coordinate.datatype; #IMPLIED
gradientUnits ( userSpaceOnUse | objectBoundingBox ) #IMPLIED
gradientTransform %TransformList.datatype; #IMPLIED
spreadMethod ( pad | reflect | repeat ) #IMPLIED
>
<!-- end of SVG.radialGradient.attlist -->]]>

<!ENTITY % SVG.stop.extra.content "" >

<!ENTITY % SVG.stop.element "INCLUDE" >
<![%SVG.stop.element;[
<!ENTITY % SVG.stop.content
"( %SVG.animate.qname; | %SVG.set.qname; | %SVG.animateColor.qname;
  %SVG.stop.extra.content; )*"
>
<!ELEMENT %SVG.stop.qname; %SVG.stop.content; >
<!-- end of SVG.stop.element -->]]>

<!ENTITY % SVG.stop.attlist "INCLUDE" >
<![%SVG.stop.attlist;[
<!ATTLIST %SVG.stop.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
  %SVG.Color.attrib;
  %SVG.Gradient.attrib;
  offset %NumberOrPercentage.datatype; #REQUIRED
>
<!-- end of SVG.stop.attlist -->]]>

<!-- end of svg-gradient.mod -->

Found in path(s):
  * /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/resources/svg-gradient.mod

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Revision: $Id: svg-marker.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Marker//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-marker.mod"

--------------------------------------------- -->

<!-- Marker -->

marker

This module declares markup to provide support for marker.

<!-- 'marker' property/attribute value (e.g., 'none', <uri>) -->

<!ENTITY % MarkerValue.datatype "CDATA" >

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.marker.qname "marker" >

<!-- Attribute Collections (Default) ................. -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!ENTITY % SVG.Marker.class "" >

<!ENTITY % SVG.Marker.extra.class "" >

<!ENTITY % SVG.Marker.class "|
%SVG.marker.qname; %SVG.Marker.extra.class;" >

<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Marker.extra.attrib "" >

<!ENTITY % SVG.Marker.attrib "" >
"marker-start %MarkerValue.datatype; #IMPLIED
marker-mid %MarkerValue.datatype; #IMPLIED
marker-end %MarkerValue.datatype; #IMPLIED
%SVG.Marker.extra.attrib;" >

<!ENTITY % SVG.Presentation.attrib "" >
<!ENTITY % SVG.Presentation.extra.attrib "" >

<!ENTITY % SVG.Presentation.attrib "" >
"%SVG.Container.attrib;
%SVG.Viewport.attrib;
%SVG.Text.attrib;
%SVG.TextContent.attrib;
%SVG.Font.attrib;
%SVG.Paint.attrib;
%SVG.Color.attrib;
%SVG.Opacity.attrib;
%SVG.Graphics.attrib;
%SVG.Marker.attrib;
%SVG.Profile.attrib;
%SVG.Gradient.attrib;
%SVG.Clip.attrib;
%SVG.Mask.attrib;
%SVG.Filter.attrib;
%SVG.FilterColor.attrib;
%SVG.Cursor.attrib;
flood-color %SVGColor.datatype; #IMPLIED
flood-opacity %OpacityValue.datatype; #IMPLIED
lighting-color %SVGColor.datatype; #IMPLIED
%SVG.Presentation.extra.attrib;"
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Revision: $Id: svg-extensibility.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Extensibility//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-extensibility.mod"

................................................................. -->

<!-- Extensibility

foreignObject

This module declares markup to provide support for extensibility. -->

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.foreignObject.qname "foreignObject" >

<!-- Attribute Collections (Default) ................. -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Extensibility.class ......................... -->
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Revision: $Id: svg-mask.mod 1733416 2016-03-03 07:07:13Z gadams$

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

```
PUBLIC "//W3C//ELEMENTS SVG 1.1 Mask//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-mask.mod"
```

This module declares markup to provide support for masking.

```
<!ENTITY % MaskValue.datatype "CDATA" >

<!-- Qualified Names (Default) ..................... -->
```
"%SVG.Container.attrib;
%SVG.Viewport.attrib;
%SVG.Text.attrib;
%SVG.TextContent.attrib;
%SVG.Font.attrib;
%SVG.Paint.attrib;
%SVG.Color.attrib;
%SVG.Opacity.attrib;
%SVG.Graphics.attrib;
%SVG.Marker.attrib;
%SVG.Profile.attrib;
%SVG.Gradient.attrib;
%SVG.Clip.attrib;
%SVG.Mask.attrib;
%SVG.Filter.attrib;
%SVG.FilterColor.attrib;
%SVG.Cursor.attrib;
flood-color %SVGColor.datatype; #IMPLIED
flood-opacity %OpacityValue.datatype; #IMPLIED
lighting-color %SVGColor.datatype; #IMPLIED
%SVG.Presentation.extra.attrib;"
>

<!-- mask: Mask Element ................................ -->
<!ENTITY % SVG.mask.extra.content "" >

<!ENTITY % SVG.mask.element "INCLUDE" >
<![%SVG.mask.element;]
<!ENTITY % SVG.mask.content
"( %SVG.Description.class; | %SVG.Animation.class; %SVG.Structure.class;
  %SVG.Conditional.class; %SVG.Image.class; %SVG.Style.class;
  %SVG.Shape.class; %SVG.Text.class; %SVG.Marker.class; %SVG.Profile.class;
  %SVG.Gradient.class; %SVG.Pattern.class; %SVG.Clip.class;
  %SVG.Mask.class; %SVG.Filter.class; %SVG.Cursor.class;
  %SVG.Hyperlink.class; %SVG.View.class; %SVG.Script.class;
  %SVG.Font.class; %SVG.mask.extra.content; )*"
>
<!ELEMENT %SVG.mask.qname; %SVG.mask.content; >
<!-- end of SVG.mask.element -->]]>

<!ENTITY % SVG.mask.attlist "INCLUDE" >
<![%SVG.mask.attlist;]
<!ATTLIST %SVG.mask.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
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Revision: $Id: svg11-model.mod 1733416 2016-03-03 07:07:13Z gadams $
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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 View//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-view.mod"

This module declares markup to provide support for view.
<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.view.qname "view">

<!-- Attribute Collections (Default) ................... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.View.class .................................... -->

<!ENTITY % SVG.View.extra.class "" >

<!ENTITY % SVG.View.class
    "| %SVG.view.qname; %SVG.View.extra.class;"
>

<!-- view: View Element ................................ -->

<!ENTITY % SVG.view.element "INCLUDE" >
<![%SVG.view.element;]
<!ENTITY % SVG.view.content
    "( %SVG.Description.class; %SVG.view.extra.content; )*"
>
<!ELEMENT %SVG.view.qname; %SVG.view.content; -->

<!ENTITY % SVG.view.attlist "INCLUDE" >
<![%SVG.view.attlist;]
<!ATTLIST %SVG.view.qname;
    %SVG.Core.attrib;
    %SVG.External.attrib;
    viewBox %ViewBoxSpec.datatype; #IMPLIED
    preserveAspectRatio %PreserveAspectRatioSpec.datatype; 'xMidYMid meet'
    zoomAndPan ( disable | magnify ) 'magnify'
    viewTarget CDATA #IMPLIED
>
<!-- end of SVG.view.attlist -->]

<!-- end of svg-view.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/resources/svg-view.mod
No license file was found, but licenses were detected in source scan.

/*
 * Copyright (c) 2005 World Wide Web Consortium,
 * 
 * (Massachusetts Institute of Technology, European Research Consortium for
 * Informatics and Mathematics, Keio University). All Rights Reserved. This
 * work is distributed under the W3C(r) Software License [1] in the hope that
 * it will be useful, but WITHOUT ANY WARRANTY; without even the implied
 * warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.
 * 
 * 
 * Modifications:
 * 
 * September 18, 2005
 * Translated IDL to Java.
 * Placed interface in org.apache.batik.dom.svg12 for the time being.
 * Added javadocs.
 */

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
  jar/org/apache/batik/dom/svg12/SVGGlobal.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
  jar/org/apache/batik/dom/svg12/Global.java

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

<!-- ....................................................................... -->
<!-- SVG 1.1 Animation Events Attribute Module ............................. -->
<!-- file: svg-animevents-attrib.mod
This is SVG, a language for describing two-dimensional graphics in XML.
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Revision: $Id: svg-animevents-attrib.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

    PUBLIC "-//W3C//ENTITIES SVG 1.1 Animation Events Attribute//EN"
    SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-animevents-attrib.mod"

....................................................................... -->

<!-- Animation Events Attribute

onbegin, onend, onrepeat, onload

This module defines the AnimationEvents attribute set. --->
<ENTITY % SVG.onbegin.attrib
  "onbegin %Script.datatype; #IMPLIED"
>

<ENTITY % SVG.onend.attrib
  "onend %Script.datatype; #IMPLIED"
>

<ENTITY % SVG.onrepeat.attrib
  "onrepeat %Script.datatype; #IMPLIED"
>

<ENTITY % SVG.onload.attrib
  "onload %Script.datatype; #IMPLIED"
>

<ENTITY % SVG.AnimationEvents.extra.attrib ""
>

<ENTITY % SVG.AnimationEvents.attrib
  "%SVG.onbegin.attrib;
  %SVG.onend.attrib;
  %SVG.onrepeat.attrib;
  %SVG.onload.attrib;
  %SVG.AnimationEvents.extra.attrib;"
>

<!-- end of svg-animevents-attrib.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1- jar/org/apache/batik/dom/svg/resources/svg-animevents-attrib.mod

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

<!-- ................................................................. -->
<!-- SVG 1.1 Basic Document Model Module ......................... -->
<!-- file: svg11-basic-model.mod

This is SVG Basic, a proper subset of SVG.
Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: svg11-basic-model.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Basic Document Model//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg11-basic-model.mod"
<!-- SVG 1.1 Basic Document Model

This module describes the groupings of elements that make up common content models for SVG elements.

-->
Public identifier:
PUBLIC "

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik(dom/svg/resources/svg10.dtd
No license file was found, but licenses were detected in source scan.

<!-- ....................................................................... -->
<!-- SVG 1.1 Hyperlinking Module ........................................... -->
<!-- file: svg-hyperlink.mod -->

This is SVG, a language for describing two-dimensional graphics in XML.
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Revision: $Id: svg-hyperlink.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Hyperlinking//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-hyperlink.mod"

..................................................................... -->

<!-- Hyperlinking -->

a

This module declares markup to provide support for hyper linking.

-->

<!-- link to this target -->
<!-- ENTITY % LinkTarget.datatype "NM_TOKEN" -->

<!-- Qualified Names (Default) ......................... -->

<!-- ENTITY % SVG.a.qname "a" -->

<!-- Attribute Collections (Default) ................... -->

<!-- ENTITY % SVG.Core.attrib "" -->
<!-- ENTITY % SVG.Conditional.attrib "" -->
<!-- ENTITY % SVG.Style.attrib "" -->
<!-- ENTITY % SVG.Viewport.attrib "" -->
<!-- ENTITY % SVG.Text.attrib "" -->
<!-- ENTITY % SVG.TextContent.attrib "" -->
<!-- ENTITY % SVG.Font.attrib "" -->
<!-- ENTITY % SVG.Paint.attrib "" -->
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLinkReplace.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Hyperlink.class ............................... -->
<!ENTITY % SVG.Hyperlink.class "" >

<!-- SVG.Presentation.attrib ........................... -->
<!ENTITY % SVG.Presentation.extra.attrib "" >
<!ENTITY % SVG.Presentation.attrib "%SVG.Container.attrib;
%SVG.Viewport.attrib;
%SVG.Text.attrib;
%SVG.TextContent.attrib;
%SVG.Font.attrib;
%SVG.Paint.attrib;
%SVG.Color.attrib;
%SVG.Opacity.attrib;
%SVG.Graphics.attrib;
%SVG.Marker.attrib;
%SVG.Profile.attrib;
%SVG.Gradient.attrib;
%SVG.Clip.attrib;
%SVG.Mask.attrib;
%SVG.Filter.attrib;
%SVG.FilterColor.attrib;
%SVG.Cursor.attrib;
flood-color %SVGColor.datatype; #IMPLIED
flood-opacity %OpacityValue.datatype; #IMPLIED
lighting-color %SVGColor.datatype; #IMPLIED
%SVG.Presentation.extra.attrib;"
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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "//W3C//ENTITIES SVG 1.1 Container Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-container-attrib.mod"

....................................................................... -->

<!-- Container Attribute

enable-background

This module defines the Container attribute set.
-->

<!-- 'enable-background' property/attribute value (e.g., 'new', 'accumulate') -->
<!-- ENTITY % EnableBackgroundValue.datatype "CDATA" -->

<!-- ENTITY % SVG.enable-background.attrib

"enable-background %EnableBackgroundValue.datatype; #IMPLIED"
>

<!-- ENTITY % SVG.Container.extra.attrib "" -->

<!-- ENTITY % SVG.Container.attrib

"%SVG.enable-background.attrib;
 %SVG.Container.extra.attrib;"
>

<!-- end of svg-container-attrib.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
jar/org/apache/batik/dom/svg/resources/svg-container-attrib.mod
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<!-- ................................................................. -->

<!-- SVG 1.1 Clip Module ............................................ -->

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Revision: $Id: svg-clip.mod 1733416 2016-03-03 07:07:13Z gadams$

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "//W3C//ELEMENTS SVG 1.1 Clip//EN"
This module declares markup to provide support for clipping.

`clip-path` property/attribute value (e.g., 'none', `<uri>`) -->

`clip-path` attribute collections (Default) ................... -->

SVG.Clip.class .....................................

SVG.Clip.attrib ...................................

<!ENTITY % SVG.Clip.class "| %SVG.clipPath.qname; %SVG.Clip.extra.class;" >

<!ENTITY % SVG.Clip.attrib "" >

<!ENTITY % SVG.Clip.extra.attrib "" >

<!ENTITY % SVG.Clip.attrib"" >
"clip-path %ClipPathValue.datatype; #IMPLIED
clip-rule %ClipFillRule.datatype; #IMPLIED
%SVG.Clip.extra.attrib;"

<!-- clipPath: Clip Path Element ....................... -->

<!ENTITY % SVG.clipPath.extra.content "" >

<!ENTITY % SVG.clipPath.element "INCLUDE" >
<![%SVG.clipPath.element;[
<!ENTITY % SVG.clipPath.content
"(( %SVG.Description.class; )*, ( %SVG.Animation.class; %SVG.Use.class;
 %SVG.Shape.class; %SVG.Text.class; %SVG.clipPath.extra.content; )*)"
]>
<!ELEMENT %SVG.clipPath.qname; %SVG.clipPath.content; >
<!-- end of SVG.clipPath.element -->]]>

<!ENTITY % SVG.clipPath.attlist "INCLUDE" >
<![%SVG.clipPath.attlist;[
<!ATTLIST %SVG.clipPath.qname;
 %SVG.Core.attrib;
 %SVG.Conditional.attrib;
 %SVG.Style.attrib;
 %SVG.Text.attrib;
 %SVG.TextContent.attrib;
 %SVG.Font.attrib;
 %SVG.Paint.attrib;
 %SVG.Color.attrib;
 %SVG.Opacity.attrib;
 %SVG.Graphics.attrib;
 %SVG.Clip.attrib;
 %SVG.Mask.attrib;
 %SVG.Filter.attrib;
 %SVG.Cursor.attrib;
 %SVG.External.attrib;
 transform %TransformList.datatype; #IMPLIED
 clipPathUnits ( userSpaceOnUse | objectBoundingBox ) #IMPLIED
]>
<!-- end of SVG.clipPath.attlist -->]]>

<!-- end of svg-clip.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
 jar/org/apache/batik/dom/svg/resources/svg-clip.mod
No license file was found, but licenses were detected in source scan.
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*/

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/SVGAnimatedPathDataSupport.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/SVGItem.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/TraitAccess.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/SVGOMTransform.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/SVGMotionAnimatableElement.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/ListHandler.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/AbstractSVGPathSegList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/IdContainer.java
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* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGPathContext.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg12/SVGMOMWheelEvent.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGPathSegItem.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/LiveAttributeException.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGOMAngle.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/AbstractSVGMatrix.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGOMEvent.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGZoomAndPanSupport.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/AbstractSVGPointList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/ExtendedTraitAccess.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGSVGContext.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGOMUseShadowRoot.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGDocumentFactory.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGMOMPoint.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/LiveAttributeValue.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/AbstractSVGList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/AbstractSVGTransform.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGContext.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGMOMMatrix.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/AbstractSVGPreserveAspectRatio.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGMORect.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg12/XBLOMShadowTreeEvent.java
```
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/AbstractSVGNumberList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/AbstractSVGItem.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/AbstractSVGNormPathSegList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/SVGAnimationContext.java

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

<!-- ....................................................................... -->
<!-- SVG 1.1 Qualified Name Module ......................................... -->
<!-- file: svg-qname.mod

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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-/W3C//ENTITIES SVG 1.1 Qualified Name//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-qname.mod"

....................................................................... -->

<!-- Qualified Name

This module is contained in two parts, labeled Section 'A' and 'B':

Section A declares parameter entities to support namespace-qualified names, namespace declarations, and name prefixing for SVG and extensions.

Section B declares parameter entities used to provide namespace-qualified names for all SVG element types:

-->

<!-- Section A: SVG XML Namespace Framework :..................... -->

<!-- 1. Declare a %SVG.prefixed; conditional section keyword, used to activate namespace prefixing. The default value should inherit '%NS.prefixed;' from the DTD driver, so that unless overridden, the default behaviour follows the overall DTD prefixing scheme.

-->

<!ENTITY % NS.prefixed "IGNORE" >
```
<!ENTITY % SVG.prefixed "%NS.prefixed;" >

<!-- 2. Declare a parameter entity (eg., %SVG.xmlns;) containing
       the URI reference used to identify the SVG namespace:
-->
<!ENTITY % SVG.xmlns "http://www.w3.org/2000/svg" >
<!ENTITY % XLINK.xmlns "http://www.w3.org/1999/xlink" >

<!-- 3. Declare parameter entities (eg., %SVG.prefix;) containing
       the default namespace prefix string(s) to use when prefixing
       is enabled. This may be overridden in the DTD driver or the
       internal subset of an document instance. If no default prefix
       is desired, this may be declared as an empty string.
-->
<!ENTITY % SVG.prefix "" >
<!ENTITY % XLINK.prefix "xlink" >

<!-- 4. Declare parameter entities (eg., %SVG.pfx;) containing the
       colonized prefix(es) (eg., '%SVG.prefix;:') used when
       prefixing is active, an empty string when it is not.
-->
<![%SVG.prefixed;[
 <ENTITY % SVG.pfx "%SVG.prefix;" >
 ]]>
<!ENTITY % SVG.pfx "" >
<!ENTITY % XLINK.pfx "%XLINK.prefix;" >

<!-- 5. The parameter entity %SVG.xmlns.extra.attrib; may be
       redeclared to contain any non-SVG namespace declaration
       attributes for namespaces embedded in SVG. The default
       is an empty string.
-->
<!ENTITY % SVG.xmlns.extra.attrib "" >

<!-- Declare a parameter entity XLINK.xmlns.attrib containing
       the XML Namespace declarations for XLink.
-->
<!ENTITY % XLINK.xmlns.attrib
 "xmlns:%XLINK.prefix; %URI.datatype; #FIXED '%XLINK.xmlns;'' >

<!-- Declare a parameter entity %NS.decl.attrib; containing
       all XML Namespace declarations used in the DTD, plus the
       xmlns declaration for SVG, its form dependent on whether
       prefixing is active.
-->
<![%SVG.prefixed;[
 <ENTITY % NS.decl.attrib
<!ENTITY % NS.decl.attrib "%XLINK.xmlns.attrib;
%SVG.xmlns.extra.attrib;">

<!ENTITY % SVG.xmlns.attrib "xmlns %URI.datatype; #FIXED '%SVG.xmlns;
%XLINK.xmlns.attrib;
%SVG.xmlns.extra.attrib;">

<!-- Declare a parameter entity %SVG.xmlns.attrib; containing all XML namespace declaration attributes used by SVG, including a default xmlns attribute when prefixing is inactive.
-->
<![%SVG.prefixed;[
<!ENTITY % SVG.xmlns.attrib "%NS.decl.attrib;">

<!ENTITY % SVG.svg.qname "%SVG.pfx;svg" >
<!ENTITY % SVG.g.qname "%SVG.pfx:g" >
<!ENTITY % SVG.defs.qname "%SVG.pfx:defs" >
<!ENTITY % SVG.desc.qname "%SVG.pfx:desc" >
<!ENTITY % SVG.title.qname "%SVG.pfx:title" >
<!ENTITY % SVG.metadata.qname "%SVG.pfx:metadata" >
<!ENTITY % SVG.symbol.qname "%SVG.pfx:symbol" >
<!ENTITY % SVG.use.qname "%SVG.pfx:use" >

<!-- module: svg-structure.mod ......................... -->

<!-- module: svg-conditional.mod ....................... -->

<!-- module: svg-image.mod ............................. -->
<!-- module: svg-animation.mod ......................... -->

<!ENTITY % SVG.animate.qname "%SVG.pfx;animate" >
<!ENTITY % SVG.set.qname "%SVG.pfx;set" >
<!ENTITY % SVG.animateMotion.qname "%SVG.pfx;animateMotion" >
<!ENTITY % SVG.animateColor.qname "%SVG.pfx;animateColor" >
<!ENTITY % SVG.animateTransform.qname "%SVG.pfx;animateTransform" >
<!ENTITY % SVG.mpath.qname "%SVG.pfx;mpath" >

<!-- module: svg-font.mod .............................. -->

<!ENTITY % SVG.font.qname "%SVG.pfx;font" >
<!ENTITY % SVG.font-face.qname "%SVG.pfx;font-face" >
<!ENTITY % SVG.glyph.qname "%SVG.pfx;glyph" >
<!ENTITY % SVG.missing-glyph.qname "%SVG.pfx;missing-glyph" >
<!ENTITY % SVG.hkern.qname "%SVG.pfx;hkern" >
<!ENTITY % SVG.vkern.qname "%SVG.pfx;vkern" >
<!ENTITY % SVG.font-face-src.qname "%SVG.pfx;font-face-src" >
<!ENTITY % SVG.font-face-uri.qname "%SVG.pfx;font-face-uri" >
<!ENTITY % SVG.font-face-format.qname "%SVG.pfx;font-face-format" >
<!ENTITY % SVG.font-face-name.qname "%SVG.pfx;font-face-name" >
<!ENTITY % SVG.definition-src.qname "%SVG.pfx;definition-src" >

<!-- module: svg-extensibility.mod ..................... -->

<!ENTITY % SVG.foreignObject.qname "%SVG.pfx;foreignObject" >

<!ENTITY % SVG.foreignObject.qname "%SVG.pfx;foreignObject" >

<!-- end of svg-qname.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
  jar/org/apache/batik/dom/svg/resources/svg-qname.mod
No license file was found, but licenses were detected in source scan.

<!-- .................svg-opacity-attrib.mod ..................... -->

<!-- SVG 1.1 Paint Opacity Attribute Module ......................... -->
<!-- file: svg-opacity-attrib.mod

This is SVG, a language for describing two-dimensional graphics in XML.
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Revision: $Id: svg-opacity-attrib.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-/W3C//ENTITIES SVG 1.1 Paint Opacity Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-opacity-attrib.mod"
<!-- Paint Opacity Attribute

opacity, fill-opacity, stroke-opacity

This module defines the Opacity attribute set. -->

<!ENTITY % SVG.opacity.attrib
   "opacity %OpacityValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.fill-opacity.attrib
   "fill-opacity %OpacityValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke-opacity.attrib
   "stroke-opacity %OpacityValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.Opacity.extra.attrib ""
>

<!ENTITY % SVG.Opacity.attrib
   "%SVG.opacity.attrib;
   %SVG.fill-opacity.attrib;
   %SVG.stroke-opacity.attrib;
   %SVG.Opacity.extra.attrib;"
>

<!-- end of svg-opacity-attrib.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
  jar/org/apache/batik/dom/svg/resources/svg-opacity-attrib.mod
No license file was found, but licenses were detected in source scan.

<!-- .............................................................. -->

<!-- SVG 1.1 Basic Attribute Collection Module ......................... -->

<!-- file: svg11-basic-attribs.mod

This is SVG Basic, a proper subset of SVG.
Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: svg11-basic-attrs.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-/W3C//ENTITIES SVG 1.1 Basic Attribute Collection//EN"
<!-- SVG 1.1 Basic Attribute Collection -->

This module defines the set of common attributes that can be present on many SVG elements.

<!-- module: svg-conditional.mod ....................... -->

<!ENTITY % ExtensionList.datatype "CDATA" >
<!ENTITY % FeatureList.datatype "CDATA" >

<!ENTITY % SVG.Conditional.extra.attrib "" >
<!ENTITY % SVG.Conditional.attrib
  "requiredFeatures %FeatureList.datatype; #IMPLIED
  requiredExtensions %ExtensionList.datatype; #IMPLIED
  systemLanguage %LanguageCodes.datatype; #IMPLIED
  %SVG.Conditional.extra.attrib;"
>

<!-- module: svg-style.mod ............................. -->

<!ENTITY % ClassList.datatype "CDATA" >
<!ENTITY % StyleSheet.datatype "CDATA" >

<!ENTITY % SVG.Style.extra.attrib "" >
<!ENTITY % SVG.Style.attrib
  "style %StyleSheet.datatype; #IMPLIED
  class %ClassList.datatype; #IMPLIED
  %SVG.Style.extra.attrib;"
>

<!-- module: svg-text.mod .............................. -->

<!ENTITY % BaselineShiftValue.datatype "CDATA" >
<!ENTITY % FontFamilyValue.datatype "CDATA" >
<!ENTITY % FontSizeValue.datatype "CDATA" >
<!ENTITY % FontSizeAdjustValue.datatype "CDATA" >
<!ENTITY % GlyphOrientationHorizontalValue.datatype "CDATA" >
<!ENTITY % GlyphOrientationVerticalValue.datatype "CDATA" >
<!ENTITY % KerningValue.datatype "CDATA" >
<!ENTITY % SpacingValue.datatype "CDATA" >
<!ENTITY % TextDecorationValue.datatype "CDATA" >

<!ENTITY % SVG.Text.extra.attrib "" >
<!ENTITY % SVG.Text.attrib "writing-mode ( lr-tb | rl-tb | tb-rl | lr | rl | tb | inherit ) #IMPLIED
%SVG.Text.extra.attrib;">

<!ENTITY % SVG.TextContent.extra.attrib "" >
<!ENTITY % SVG.TextContent.attrib "alignment-baseline ( auto | baseline | before-edge | text-before-edge | middle | central | after-edge | text-after-edge | ideographic | alphabetic | hanging | mathematical | inherit ) #IMPLIED
baseline-shift %BaselineShiftValue.datatype; #IMPLIED
direction ( ltr | rtl | inherit ) #IMPLIED
dominant-baseline ( auto | use-script | no-change | reset-size | ideographic | alphabetic | hanging | mathematical | central | middle | text-after-edge | text-before-edge | inherit ) #IMPLIED
glyph-orientation-horizontal %GlyphOrientationHorizontalValue.datatype;
#IMPLIED
glyph-orientation-vertical %GlyphOrientationVerticalValue.datatype;
#IMPLIED
kerning %KerningValue.datatype; #IMPLIED
letter-spacing %SpacingValue.datatype; #IMPLIED
text-anchor ( start | middle | end | inherit ) #IMPLIED
text-decoration %TextDecorationValue.datatype; #IMPLIED
unicode-bidi ( normal | embed | bidi-override | inherit ) #IMPLIED
word-spacing %SpacingValue.datatype; #IMPLIED
%SVG.TextContent.extra.attrib;">

<!ENTITY % SVG.Font.extra.attrib "" >
<!ENTITY % SVG.Font.attrib "font-family %FontFamilyValue.datatype; #IMPLIED
font-size %FontSizeValue.datatype; #IMPLIED
font-size-adjust %FontSizeAdjustValue.datatype; #IMPLIED
font-stretch ( normal | wider | narrower | ultra-condensed |
extra-condensed | condensed | semi-condensed |
semi-expanded | expanded | extra-expanded |
ultra-expanded | inherit ) #IMPLIED
font-style ( normal | italic | oblique | inherit ) #IMPLIED
font-variant ( normal | small-caps | inherit ) #IMPLIED
font-weight ( normal | bold | bolder | lighter | 100 | 200 | 300 | 400 |
500 | 600 | 700 | 800 | 900 | inherit ) #IMPLIED
%SVG.Font.extra.attrib;">

<!--[-- module: svg-profile.mod ................. -->}
<!ENTITY % SVG.Profile.extra.attrib "" >
<!ENTITY % SVG.Profile.attrib 
"color-profile CDATA #IMPLIED 
%SVG.Profile.extra.attrib;" >

<!-- module: svg-gradient.mod ......................... -->

<!ENTITY % NumberOrPercentage.datatype "CDATA" >

<!ENTITY % SVG.Gradient.extra.attrib "" >
<!ENTITY % SVG.Gradient.attrib 
"stop-color %SVGColor.datatype; #IMPLIED 
stop-opacity %OpacityValue.datatype; #IMPLIED 
%SVG.Gradient.extra.attrib;" >

<!-- module: svg-basic-clip.mod ....................... -->

<!ENTITY % ClipPathValue.datatype "CDATA" >

<!ENTITY % SVG.Clip.extra.attrib "" >
<!ENTITY % SVG.Clip.attrib 
"clip-path %ClipPathValue.datatype; #IMPLIED 
clip-rule %ClipFillRule.datatype; #IMPLIED 
%SVG.Clip.extra.attrib;" >

<!-- module: svg-mask.mod ............................. -->

<!ENTITY % MaskValue.datatype "CDATA" >

<!ENTITY % SVG.Mask.extra.attrib "" >
<!ENTITY % SVG.Mask.attrib 
"mask %MaskValue.datatype; #IMPLIED 
%SVG.Mask.extra.attrib;" >

<!-- module: svg-basic-filter.mod ..................... -->

<!ENTITY % FilterValue.datatype "CDATA" >
<!ENTITY % NumberOptionalNumber.datatype "CDATA" >

<!ENTITY % SVG.Filter.extra.attrib "" >
<!ENTITY % SVG.Filter.attrib 
"filter %FilterValue.datatype; #IMPLIED 
%SVG.Filter.extra.attrib;" >
<ENTITY % SVG.FilterColor.extra.attrib "" >
<ENTITY % SVG.FilterColor.attrib
  "color-interpolation-filters ( auto | sRGB | linearRGB | inherit )
  #IMPLIED
%SVG.FilterColor.extra.attrib;" >

<!ENTITY % CursorValue.datatype "CDATA" >
<ENTITY % SVG.Cursor.extra.attrib "" >
<ENTITY % SVG.Cursor.attrib
  "cursor %CursorValue.datatype; #IMPLIED
%SVG.Cursor.extra.attrib;" >

<!-- end of svg11-basic-attribs.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
  jar/org/apache/batik/dom/svg/resources/svg11-basic-attribs.mod
No license file was found, but licenses were detected in source scan.

<!-- ................................................................. -->
<!-- SVG 1.1 Basic Clip Module ......................................... -->
<!-- file: svg-basic-clip.mod

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Revision: $Id: svg-basic-clip.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

    PUBLIC "-//W3C//ELEMENTS SVG 1.1 Basic Clip//EN"
    SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-clip.mod"

................................................................. -->

<!-- Basic Clip

    clipPath

    This module declares markup to provide support for clipping. -->

<!-- 'clip-path' property/attribute value (e.g., 'none', <uri>) -->
<!ENTITY % ClipPathValue.datatype "CDATA" >

<!-- Qualified Names (Default) ......................... -->

<!-- Attribute Collections (Default) ................... -->

<!ENTITY % SVG.ClipPath.qname "clipPath" >

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!ENTITY % SVG.Clip.class "" >

<!ENTITY % SVG.Clip.extra.class "" >

<!ENTITY % SVG.Clip.class >
"
%SVG.ClipPath.qname; %SVG.Clip.extra.class;"

<!ENTITY % SVG.Clip.attrib "" >

<!ENTITY % SVG.Clipattrib >
"clip-path %ClipPathValue.datatype; #IMPLIED
clip-rule %ClipFillRule.datatype; #IMPLIED
%SVG.Clip.extra.attrib;"

<!ENTITY % SVG.ClipPath.element "INCLUDE" >
<![%SVG.ClipPath.element;]>
<!ENTITY % SVG.ClipPath.content>
Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/resources/svg-basic-clip.mod
No license file was found, but licenses were detected in source scan.

This is SVG, a language for describing two-dimensional graphics in XML. 
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Revision: $Id: svg-docevents-attrib.mod 1733416 2016-03-03 07:07:13Z gadams $ 

This DTD module is identified by the PUBLIC and SYSTEM identifiers: 

PUBLIC "-//W3C//ENTITIES SVG 1.1 Document Events Attribute//EN" 
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-docevents-attrib.mod"
<!-- Document Events Attribute

unload, onabort, onerror, onresize, onscroll, onzoom

This module defines the DocumentEvents attribute set.
-->

<!ENTITY % SVG.onunload.attrib
  "onunload %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onabort.attrib
  "onabort %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onerror.attrib
  "onerror %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onresize.attrib
  "onresize %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onscroll.attrib
  "onscroll %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onzoom.attrib
  "onzoom %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.DocumentEvents.extra.attrib "" >

<!ENTITY % SVG.DocumentEvents.attrib
  "%SVG.onunload.attrib;
  %SVG.onabort.attrib;
  %SVG.onerror.attrib;
  %SVG.onresize.attrib;
  %SVG.onscroll.attrib;
  %SVG.onzoom.attrib;
  %SVG.DocumentEvents.extra.attrib;"
>

<!-- end of svg-docevents-attrib.mod -->

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Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/resources/svg-docevents-attrib.mod
No license file was found, but licenses were detected in source scan.

<!-- ....................................................................... -->
<!-- SVG 1.1 Datatypes Module .............................................. -->
<!-- file: svg-datatypes.mod
This is SVG, a language for describing two-dimensional graphics in XML. Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved. Revision: $Id: svg-datatypes.mod 1733416 2016-03-03 07:07:13Z gadams$ -->

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Datatypes//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-datatypes.mod"

... ....................................................................... -->

<!-- Datatypes
This module declares common data types for properties and attributes. -->

<!-- feature specification -->
<!ENTITY % Boolean.datatype "( false | true )" >

<!-- 'clip-rule' or 'fill-rule' property/attribute value -->
<!ENTITY % ClipFillRule.datatype "( nonzero | evenodd | inherit )" >

<!-- media type, as per [RFC2045] -->
<!ENTITY % ContentType.datatype "CDATA" >

<!-- a <coordinate> -->
<!ENTITY % Coordinate.datatype "CDATA" >

<!-- a list of <coordinate>s -->
<!ENTITY % Coordinates.datatype "CDATA" >

<!-- a <color> value -->
<!ENTITY % Color.datatype "CDATA" >

<!-- a <integer> -->
<!ENTITY % Integer.datatype "CDATA" >

<!-- a language code, as per [RFC3066] -->
<!ENTITY % LanguageCode.datatype "NMTOKEN" >
No license file was found, but licenses were detected in source scan.

<!-- ................................................................. -->
<!-- SVG 1.1 Graphical Element Events Attribute Module ............... -->
<!-- file: svg-graphevents-attrib.mod

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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "/W3C//ENTITIES SVG 1.1 Graphical Element Events Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-graphevents-attrib.mod"

................................................................. -->

<!-- Graphical Element Events Attribute

onfocusin, onfocusout, onactivate, onclick, onmousedown, onmouseup,
onmouseover, onmousemove, onmouseout, onload

This module defines the GraphicalEvents attribute set. -->

<!ENTITY % SVG.onfocusin.attrib
    "onfocusin %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onfocusout.attrib
    "onfocusout %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onactivate.attrib
    "onactivate %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onclick.attrib
    "onclick %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onmousedown.attrib
    "onmousedown %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onmouseup.attrib
    "onmouseup %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onmousemove.attrib
    "onmousemove %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onmouseout.attrib
    "onmouseout %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onmouseover.attrib
    "onmouseover %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onload.attrib
    "onload %Script.datatype; #IMPLIED"
>
This is SVG, a language for describing two-dimensional graphics in XML.
Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: svg-pattern.mod 1733416 2016-03-03 07:07:13Z gadams $
This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "//W3C//ELEMENTS SVG 1.1 Pattern//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-pattern.mod"

.............................................................. -->

<!-- Pattern

pattern

This module declares markup to provide support for pattern fill.

-->

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.pattern.qname "pattern" >

<!-- Attribute Collections (Default) ................. -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLink.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Pattern.class ......................... -->

<!ENTITY % SVG.Pattern.extra.class "" >

<!ENTITY % SVG.Pattern.class
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<ENTITY % SVG.pattern.attlist "INCLUDE" >
<![%SVG.pattern.attlist;]
<!ATTLIST %SVG.pattern.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
  %SVG.XLink.attrib;
  %SVG.External.attrib;
  x %Coordinate.datatype; #IMPLIED
  y %Coordinate.datatype; #IMPLIED
  width %Length.datatype; #IMPLIED
  height %Length.datatype; #IMPLIED
  patternUnits ( userSpaceOnUse | objectBoundingBox ) #IMPLIED
  patternContentUnits ( userSpaceOnUse | objectBoundingBox ) #IMPLIED
  patternTransform %TransformList.datatype; #IMPLIED
  viewBox %ViewBoxSpec.datatype; #IMPLIED
  preserveAspectRatio %PreserveAspectRatioSpec.datatype; 'xMidYMid meet'
>
<!-- end of SVG.pattern.attlist -->]]>
<!-- end of svg-pattern.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
  jar/org/apache/batik/dom/svg/resources/svg-pattern.mod
No license file was found, but licenses were detected in source scan.

<!!-- ................................................................. -->
<!!-- SVG 1.1 Attribute Collection Module ......................... -->
<!!-- file: svg11-attrs.mod

This is SVG, a language for describing two-dimensional graphics in XML.
Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: svg11-attrs.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Attribute Collection//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg11-attrs.mod"

<!!-- SVG 1.1 Attribute Collection

This module defines the set of common attributes that can be present
on many SVG elements.
<!-- module: svg-conditional.mod ....................... -->

<!ENTITY % ExtensionList.datatype "CDATA" >
<!ENTITY % FeatureList.datatype "CDATA" >

<!ENTITY % SVG.Conditional.extra.attrib "" >
<!ENTITY % SVG.Conditional.attrib
"requiredFeatures %FeatureList.datatype; #IMPLIED
requiredExtensions %ExtensionList.datatype; #IMPLIED
systemLanguage %LanguageCodes.datatype; #IMPLIED
%SVG.Conditional.extra.attrib;" >

<!-- module: svg-style.mod ............................. -->

<!ENTITY % ClassList.datatype "CDATA" >
<!ENTITY % StyleSheet.datatype "CDATA" >

<!ENTITY % SVG.Style.extra.attrib "" >
<!ENTITY % SVG.Style.attrib
"style %StyleSheet.datatype; #IMPLIED
class %ClassList.datatype; #IMPLIED
%SVG.Style.extra.attrib;" >

<!-- module: svg-text.mod .............................. -->

<!ENTITY % BaselineShiftValue.datatype "CDATA" >
<!ENTITY % FontFamilyValue.datatype "CDATA" >
<!ENTITY % FontSizeValue.datatype "CDATA" >
<!ENTITY % FontSizeAdjustValue.datatype "CDATA" >
<!ENTITY % GlyphOrientationHorizontalValue.datatype "CDATA" >
<!ENTITY % GlyphOrientationVerticalValue.datatype "CDATA" >
<!ENTITY % KerningValue.datatype "CDATA" >
<!ENTITY % SpacingValue.datatype "CDATA" >
<!ENTITY % TextDecorationValue.datatype "CDATA" >

<!ENTITY % SVG.Text.extra.attrib "" >
<!ENTITY % SVG.Text.attrib
"writing-mode ( lr-tb | rl-tb | tb-rl | lr | rl | tb | inherit ) #IMPLIED
%SVG.Text.extra.attrib;" >

<!ENTITY % SVG.TextContent.extra.attrib "" >
<!ENTITY % SVG.TextContent.attrib
"alignment-baseline ( auto | baseline | before-edge | text-before-edge |
middle | central | after-edge | text-after-edge |
ideographic | alphabetic | hanging | mathematical |
inherit ) #IMPLIED
baseline-shift %BaselineShiftValue.datatype; #IMPLIED
direction ( ltr | rtl | inherit ) #IMPLIED
dominant-baseline ( auto | use-script | no-change | reset-size |
ideographic | alphabetic | hanging | mathematical |
central | middle | text-after-edge | text-before-edge |
inherit ) #IMPLIED
glyph-orientation-horizontal %GlyphOrientationHorizontalValue.datatype; 
#IMPLIED
glyph-orientation-vertical %GlyphOrientationVerticalValue.datatype; 
#IMPLIED
kerning %KerningValue.datatype; #IMPLIED
letter-spacing %SpacingValue.datatype; #IMPLIED
text-anchor ( start | middle | end | inherit ) #IMPLIED
text-decoration %TextDecorationValue.datatype; #IMPLIED
unicode-bidi ( normal | embed | bidi-override | inherit ) #IMPLIED
word-spacing %SpacingValue.datatype; #IMPLIED
%SVG.TextContent.extra.attrib;"
>
<!ENTITY % SVG.Font.extra.attrib "" >
<!ENTITY % SVG.Font.attrib
"font-family %FontFamilyValue.datatype; #IMPLIED
font-size %FontSizeValue.datatype; #IMPLIED
font-size-adjust %FontSizeAdjustValue.datatype; #IMPLIED
font-stretch ( normal | wider | narrower | ultra-condensed |
exasy-condensed | condensed | semi-condensed |
semi-expanded | expanded | extra-expanded |
ultra-expanded | inherit ) #IMPLIED
font-style ( normal | italic | oblique | inherit ) #IMPLIED
font-variant ( normal | small-caps | inherit ) #IMPLIED
font-weight ( normal | bold | bolder | lighter | 100 | 200 | 300 | 400 | 500 | 600 | 700 | 800 | 900 | inherit ) #IMPLIED
%SVG.Font.extra.attrib;"
>
<!-- module: svg-marker.mod ......................... -->
<!ENTITY % MarkerValue.datatype "CDATA" >
<!ENTITY % SVG.Marker.extra.attrib "" >
<!ENTITY % SVG.Marker.attrib
"marker-start %MarkerValue.datatype; #IMPLIED
marker-mid %MarkerValue.datatype; #IMPLIED
marker-end %MarkerValue.datatype; #IMPLIED
%SVG.Marker.extra.attrib;"
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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-/W3C/ELEMENTS SVG 1.1 Filter//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-filter.mod"

filter, feBlend, feColorMatrix, feComponentTransfer, feComposite, feConvolveMatrix, feDiffuseLighting, feDisplacementMap, feFlood,
feGaussianBlur, feImage, feMerge, feMergeNode, feMorphology, feOffset,
feSpecularLighting, feTile, feTurbulence, feDistantLight, fePointLight,
feSpotLight, feFuncR, feFuncG, feFuncB, feFuncA

This module declares markup to provide support for filter effect.

-->

<!-- 'filter' property/attribute value (e.g., 'none', <uri>) -->
<!ENTITY % FilterValue.datatype "CDATA" >

<!-- list of <number>s, but at least one and at most two -->
<!ENTITY % NumberOptionalNumber.datatype "CDATA" >

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.filter.qname "filter" >
<!ENTITY % SVG.feBlend.qname "feBlend" >
<!ENTITY % SVG.feColorMatrix.qname "feColorMatrix" >
<!ENTITY % SVG.feComponentTransfer.qname "feComponentTransfer" >
<!ENTITY % SVG.feComposite.qname "feComposite" >
<!ENTITY % SVG.feConvolveMatrix.qname "feConvolveMatrix" >
<!ENTITY % SVG.feDiffuseLighting.qname "feDiffuseLighting" >
<!ENTITY % SVG.feDisplacementMap.qname "feDisplacementMap" >
<!ENTITY % SVG.feFlood.qname "feFlood" >
<!ENTITY % SVG.feGaussianBlur.qname "feGaussianBlur" >
<!ENTITY % SVG.feImage.qname "feImage" >
<!ENTITY % SVG.feMerge.qname "feMerge" >
<!ENTITY % SVG.feMergeNode.qname "feMergeNode" >
<!ENTITY % SVG.feMorphology.qname "feMorphology" >
<!ENTITY % SVG.feOffset.qname "feOffset" >
<!ENTITY % SVG.feSpecularLighting.qname "feSpecularLighting" >
<!ENTITY % SVG.feTile.qname "feTile" >
<!ENTITY % SVG.feTurbulence.qname "feTurbulence" >
<!ENTITY % SVG.feDistantLight.qname "feDistantLight" >
<!ENTITY % SVG.fePointLight.qname "fePointLight" >
<!ENTITY % SVG.feSpotLight.qname "feSpotLight" >
<!ENTITY % SVG.feFuncR.qname "feFuncR" >
<!ENTITY % SVG.feFuncG.qname "feFuncG" >
<!ENTITY % SVG.feFuncB.qname "feFuncB" >
<!ENTITY % SVG.feFuncA.qname "feFuncA" >

<!-- Attribute Collections (Default) ..................... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
x %Number.datatype; #IMPLIED
y %Number.datatype; #IMPLIED
z %Number.datatype; #IMPLIED
pointsAtX %Number.datatype; #IMPLIED
pointsAtY %Number.datatype; #IMPLIED
pointsAtZ %Number.datatype; #IMPLIED
specularExponent %Number.datatype; #IMPLIED
limitingConeAngle %Number.datatype; #IMPLIED
>}

<!-- end of SVG.feSpotLight.attlist --></!!>

<!-- feFuncR: Filter Effect Function Red Element ....... -->

<!ENTITY % SVG.feFuncR.extra.content "" >

<!ENTITY % SVG.feFuncR.element "INCLUDE" >
<![%SVG.feFuncR.element;]
<!ENTITY % SVG.feFuncR.content
  "(%SVG.animate.qname; | %SVG.set.qname; %SVG.feFuncR.extra.content; )""
>
<!ELEMENT %SVG.feFuncR.qname; %SVG.feFuncR.content; >
<!-- end of SVG.feFuncR.element --></!!>

<!ENTITY % SVG.feFuncR.attlist "INCLUDE" >
<![%SVG.feFuncR.attlist;]
<!ATTLIST %SVG.feFuncR.qname;
  %SVG.Core.attrib;
    type ( identity | table | discrete | linear | gamma ) #REQUIRED
tableValues CDATA #IMPLIED
  slope %Number.datatype; #IMPLIED
  intercept %Number.datatype; #IMPLIED
  amplitude %Number.datatype; #IMPLIED
  exponent %Number.datatype; #IMPLIED
  offset %Number.datatype; #IMPLIED
>
<!-- end of SVG.feFuncR.attlist --></!!>

<!-- feFuncG: Filter Effect Function Green Element .... -->

<!ENTITY % SVG.feFuncG.extra.content "" >

<!ENTITY % SVG.feFuncG.element "INCLUDE" >
<![%SVG.feFuncG.element;]
<!ENTITY % SVG.feFuncG.content
  "(%SVG.animate.qname; | %SVG.set.qname; %SVG.feFuncG.extra.content; )""
>
<!ELEMENT %SVG.feFuncG.qname; %SVG.feFuncG.content; >
<!-- end of SVG.feFuncG.element --></!!>
Open Source Used In DNAC Platform Arica 281
"(%SVG.animate.qname; | %SVG.set.qname; %SVG.feFuncA.extra.content; )*"

<!ELEMENT %SVG.feFuncA.qname; %SVG.feFuncA.content; >
<!-- end of SVG.feFuncA.element -->]]>

<!ENTITY % SVG.feFuncA.attlist "INCLUDE" >
<![%SVG.feFuncA.attlist;]
<!ATTLIST %SVG.feFuncA.qname;
 %SVG.Core.attrib;
type ( identity | table | discrete | linear | gamma ) #REQUIRED
tableValues CDATA #IMPLIED
slope %Number.datatype; #IMPLIED
intercept %Number.datatype; #IMPLIED
amplitude %Number.datatype; #IMPLIED
exponent %Number.datatype; #IMPLIED
offset %Number.datatype; #IMPLIED
>
<!-- end of SVG.feFuncA.attlist -->]]>

<!-- end of svg-filter.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/resources/svg-filter.mod
No license file was found, but licenses were detected in source scan.

dimensional graphics in XML.

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Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg12

dimensional graphics in XML.
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Revision: $Id: svg12
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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-/W3C/ELEMENTS SVG 1.1 Basic Filter//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-filter.mod"

....................................................................... -->

<!-- Basic Filter

filter, feBlend, feColorMatrix, feComponentTransfer, feComposite,
feFlood, feGaussianBlur, feImage, feMerge, feMergeNode, feOffset,
feTile, feFuncR, feFuncG, feFuncB, feFuncA

This module declares markup to provide support for filter effect. -->

<!ENTITY % FilterValue.datatype "CDATA" >

<ENTITY % NumberOptionalNumber.datatype "CDATA" >

<ENTITY % SVG.filter.qname "filter" >
<ENTITY % SVG.feBlend.qname "feBlend" >
<ENTITY % SVG.feColorMatrix.qname "feColorMatrix" >
<ENTITY % SVG.feComponentTransfer.qname "feComponentTransfer" >
<ENTITY % SVG.feComposite.qname "feComposite" >
<ENTITY % SVG.feFlood.qname "feFlood" >
<ENTITY % SVG.feGaussianBlur.qname "feGaussianBlur" >
<ENTITY % SVG.feImage.qname "feImage" >
<ENTITY % SVG.feMerge.qname "feMerge" >
<ENTITY % SVG.feMergeNode.qname "feMergeNode" >
<ENTITY % SVG.feOffset.qname "feOffset" >
<!ENTITY % SVG.feTile.qname "feTile" >
<!ENTITY % SVG.feFuncR.qname "feFuncR" >
<!ENTITY % SVG.feFuncG.qname "feFuncG" >
<!ENTITY % SVG.feFuncB.qname "feFuncB" >
<!ENTITY % SVG.feFuncA.qname "feFuncA" >

<!-- Attribute Collections (Default) ................... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLink.attrib "" >
<!ENTITY % SVG.XLinkEmbed.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!ENTITY % SVG.Filter.class ......................... -->

<!ENTITY % SVG.Filter.extra.class "" >

<!ENTITY % SVG.Filter.class

"| %SVG.filter.qname; %SVG.Filter.extra.class;"
>

<!-- SVG.FilterPrimitive.class ....................... -->

<!ENTITY % SVG.FilterPrimitive.class

"| %SVG.feBlend.qname; | %SVG.feColorMatrix.qname;
| %SVG.feComponentTransfer.qname; | %SVG.feComposite.qname;
| %SVG.feFlood.qname; | %SVG.feGaussianBlur.qname; | %SVG.feImage.qname;
| %SVG.feGaussianBlur.qname; | %SVG.feOffset.qname; | %SVG.feTile.qname;
| %SVG.FilterPrimitive.extra.class;"
"%SVG.Container.attrib; %SVG.Viewport.attrib; %SVG.Text.attrib; %SVG.TextContent.attrib; %SVG.Font.attrib; %SVG.Paint.attrib; %SVG.Color.attrib; %SVG.Opacity.attrib; %SVG.Graphics.attrib; %SVG.Marker.attrib; %SVG.Profile.attrib; %SVG.Gradient.attrib; %SVG.Clip.attrib; %SVG.Mask.attrib; %SVG.Filter.attrib; %SVG.FilterColor.attrib; %SVG.Cursor.attrib; flood-color %SVGColor.datatype; #IMPLIED flood-opacity %OpacityValue.datatype; #IMPLIED lighting-color %SVGColor.datatype; #IMPLIED %SVG.Presentation.extra.attrib;" >

<!-- filter: Filter Element ................................ -->

<!ENTITY % SVG.filter.extra.content "" >

<!ENTITY % SVG.filter.element "INCLUDE" >
<![%SVG.filter.element:]
<!ENTITY % SVG.filter.content "(( %SVG.Description.class; )*%SVG.animate.qname; | %SVG.set.qname; %SVG.FilterPrimitive.class; %SVG.filter.extra.content; )*)"
>

<!ELEMENT %SVG.filter.qname; %SVG.filter.content; >
<!-- end of SVG.filter.element -->]]>

<!ENTITY % SVG.filter.attlist "INCLUDE" >
<![%SVG.filter.attlist:][
<!ATTLIST %SVG.filter.qname; %SVG.Core.attrib; %SVG.Style.attrib; %SVG.Presentation.attrib; %SVG.XLink.attrib; %SVG.External.attrib; x %Coordinate.datatype; #IMPLIED y %Coordinate.datatype; #IMPLIED width %Length.datatype; #IMPLIED height %Length.datatype; #IMPLIED
type ( matrix | saturate | hueRotate | luminanceToAlpha ) 'matrix'
values CDATA #IMPLIED

<!-  end of SVG.feColorMatrix.attlist -->]]>

<!-  feComponentTransfer: Filter Effect Component Transfer Element -->

<!ENTITY % SVG.feComponentTransfer.extra.content "" >

<!ENTITY % SVG.feComponentTransfer.element "INCLUDE" >
<![%SVG.feComponentTransfer.element:]>
<!ENTITY % SVG.feComponentTransfer.content
"( %SVG.feFuncR.qname;?, %SVG.feFuncG.qname;?, %SVG.feFuncB.qname;?,
 %SVG.feFuncA.qname;? %SVG.feComponentTransfer.extra.content; )" >
<!ELEMENT %SVG.feComponentTransfer.qname; %SVG.feComponentTransfer.content; >
<!-  end of SVG.feComponentTransfer.element -->]

<!ENTITY % SVG.feComponentTransfer.attlist "INCLUDE" >
<![%SVG.feComponentTransfer.attlist:]>
<!ATTLIST %SVG.feComponentTransfer.qname;
 %SVG.Core.attrib;
 %SVG.FilterColor.attrib;
 %SVG.FilterPrimitiveWithIn.attrib;
 >
<!-  end of SVG.feComponentTransfer.attlist -->]]>

<!-  feComposite: Filter Effect Composite Element ...... -->

<!ENTITY % SVG.feComposite.extra.content "" >

<!ENTITY % SVG.feComposite.element "INCLUDE" >
<![%SVG.feComposite.element:]>
<!ENTITY % SVG.feComposite.content
"( %SVG.animate.qname; | %SVG.set.qname; %SVG.feComposite.extra.content; )*" >
<!ELEMENT %SVG.feComposite.qname; %SVG.feComposite.content; >
<!-  end of SVG.feComposite.element -->]]>

<!ENTITY % SVG.feComposite.attlist "INCLUDE" >
<![%SVG.feComposite.attlist:]>
<!ATTLIST %SVG.feComposite.qname;
 %SVG.Core.attrib;
 %SVG.FilterColor.attrib;
 %SVG.FilterPrimitiveWithIn.attrib;
in2 CDATA #REQUIRED
operator ( over | in | out | atop | xor | arithmetic ) 'over'
k1 %Number.datatype; #IMPLIED
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Recherche en Informatique et en Automatique, Keio University).
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Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg11.dtd 1733416 2016

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/resources/svg11.dtd

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

<!-- ....................................................................... -->
<!-- SVG 1.1 Paint Attribute Module ........................................ -->
<!-- file: svg-paint-attrib.mod

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Revision: $Id: svg-paint-attrib.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-/W3C//ENTITIES SVG 1.1 Paint Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-paint-attrib.mod"

....................................................................... -->

<!-- Paint Attribute

fill, fill-rule, stroke, stroke-dasharray, stroke-dashoffset, stroke-linecap, stroke-linejoin, stroke-miterlimit, stroke-width, color, color-interpolation, color-rendering

This module defines the Paint and Color attribute sets.
-->

<!-- a 'fill' or 'stroke' property/attribute value: <paint> -->
<!ENTITY % Paint.datatype "CDATA" >

<!-- 'stroke-dasharray' property/attribute value (e.g., 'none', list of <number>s) -->
<!ENTITY % StrokeDashArrayValue.datatype "CDATA" >

<!-- 'stroke-dashoffset' property/attribute value (e.g., 'none', <length>) -->
<!ENTITY % StrokeDashOffsetValue.datatype "CDATA" >

<!-- 'stroke-miterlimit' property/attribute value (e.g., <number>) -->
<!ENTITY % StrokeMiterLimitValue.datatype "CDATA" >
<!- 'stroke-width' property/attribute value (e.g., <length>) -->
<!ENTITY % StrokeWidthValue.datatype "CDATA">

<!ENTITY % SVG.fill.attrib
  "fill %Paint.datatype; #IMPLIED"
>

<!ENTITY % SVG.fill-rule.attrib
  "fill-rule %ClipFillRule.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke.attrib
  "stroke %Paint.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke-dasharray.attrib
  "stroke-dasharray %StrokeDashArrayValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke-dashoffset.attrib
  "stroke-dashoffset %StrokeDashOffsetValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke-linecap.attrib
  "stroke-linecap ( butt | round | square | inherit ) #IMPLIED"
>

<!ENTITY % SVG.stroke-linejoin.attrib
  "stroke-linejoin ( miter | round | bevel | inherit ) #IMPLIED"
>

<!ENTITY % SVG.stroke-miterlimit.attrib
  "stroke-miterlimit %StrokeMiterLimitValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke-width.attrib
  "stroke-width %StrokeWidthValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.Paint.extra.attrib ""
>

<!ENTITY % SVG.Paint.attrib
  "%SVG.fill.attrib;
  %SVG.fill-rule.attrib;
  %SVG.stroke.attrib;
  %SVG.stroke-dasharray.attrib;
  %SVG.stroke-dashoffset.attrib;
Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1- jar/org/apache/batik/dom/svg/resources/svg-paint-attrib.mod

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Revision: $Id: svg-extresources-attrib.mod 1733416 2016-03-03 07:07:13Z gadams$

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-/W3C//ENTITIES SVG 1.1 External Resources Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-extresources-attrib.mod"
<!-- External Resources Attribute

externalResourcesRequired

This module defines the External attribute set.
-->

<!ENTITY % SVG.externalResourcesRequired.attrib "externalResourcesRequired %Boolean.datatype; #IMPLIED”>

<!ENTITY % SVG.External.extra.attrib "" >

<!ENTITY % SVG.External.attrib "%SVG.externalResourcesRequired.attrib;
%SVG.External.extra.attrib;”>

<!-- end of svg-extresources-attrib.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
jar/org/apache/batik/dom/svg/resources/svg-extresources-attrib.mod

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SVG 1.1 Basic DTD

This is SVG Basic, a proper subset of SVG.

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Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg11
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Revision: $Id: svg-text.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Text//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-text.mod"

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

<!ENTITY % BaselineShiftValue.datatype "CDATA" >

<!ENTITY % FontFamilyValue.datatype "CDATA" >

<!ENTITY % FontSizeValue.datatype "CDATA" >

<!ENTITY % FontSizeAdjustValue.datatype "CDATA" >

<!ENTITY % GlyphOrientationHorizontalValue.datatype "CDATA" >

<!ENTITY % GlyphOrientationVerticalValue.datatype "CDATA" >
<!ENTITY % GlyphOrientationVerticalValue.datatype "CDATA" >

<!ENTITY % KerningValue.datatype "CDATA" >

<!ENTITY % SpacingValue.datatype "CDATA" >

<!ENTITY % TextDecorationValue.datatype "CDATA" >

<!ENTITY % GlyphOrientationVerticalValue.datatype "CDATA" >

<!ENTITY % KerningValue.datatype "CDATA" >

<!ENTITY % SpacingValue.datatype "CDATA" >

<!ENTITY % TextDecorationValue.datatype "CDATA" >

<!ENTITY % SVG.text.qname "text" >
<!ENTITY % SVG.tspan.qname "tspan" >
<!ENTITY % SVG.tref.qname "tref" >
<!ENTITY % SVG.textPath.qname "textPath" >
<!ENTITY % SVG.altGlyph.qname "altGlyph" >
<!ENTITY % SVG.altGlyphDef.qname "altGlyphDef" >
<!ENTITY % SVG.altGlyphItem.qname "altGlyphItem" >
<!ENTITY % SVG.glyphRef.qname "glyphRef" >

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLink.attrib "" >
<!ENTITY % SVG.XLinkRequired.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!ENTITY % SVG.Text.class "| %SVG.text.qname; | %SVG.altGlyphDef.qname; %SVG.Text.extra.class;" >
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Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: svg-style.mod 1733416 2016-03-03 07:07:13Z gadams$

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-/W3C//ELEMENTS SVG 1.1 Style//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-style.mod"

This module declares markup to provide support for stylesheet.

<!-- Style

style

This module declares markup to provide support for stylesheet. -->

<!-- list of classes -->
<!ENTITY % ClassList.datatype "CDATA" >

<!-- comma-separated list of media descriptors. -->
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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Basic Font//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-font.mod"

................................. -->

<!-- Basic Font

font, font-face, glyph, missing-glyph, hkern, vkern, font-face-src,
font-face-uri, font-face-name

This module declares markup to provide support for template. -->

</!

<!ENTITY % SVG.font.qname "font" >
<!ENTITY % SVG.font-face.qname "font-face" >
<!ENTITY % SVG.glyph.qname "glyph" >
<!ENTITY % SVG.missing-glyph.qname "missing-glyph" >
<!ENTITY % SVG.hkern.qname "hkern" >
<!ENTITY % SVG.vkern.qname "vkern" >
<!ENTITY % SVG.font-face-src.qname "font-face-src" >
<!ENTITY % SVG.font-face-uri.qname "font-face-uri" >
<!ENTITY % SVG.font-face-name.qname "font-face-name" >
<!-- Attribute Collections (Default) ................. -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLinkRequired.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Font.class ..................................... -->

<!ENTITY % SVG.Font.extra.class "" >

<!ENTITY % SVG.Font.class
"| %SVG.font.qname; | %SVG.font-face.qname; %SVG.Font.extra.class;"
>

<!-- SVG.Presentation.attrib .......................... -->

<!ENTITY % SVG.Presentation.extra.attrib "" >

<!ENTITY % SVG.Presentation.attrib
"%SVG.Container.attrib;
%SVG.Viewport.attrib;
%SVG.Text.attrib;
%SVG.TextContent.attrib;
%SVG.Font.attrib;
%SVG.Paint.attrib;
%SVG.Color.attrib;
%SVG.Opacity.attrib;
%SVG.Graphics.attrib;
%SVG.Marker.attrib;
%SVG.Profile.attrib;"
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Revision: $Id: svg-conditional.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-/W3C/ELEMENTS SVG 1.1 Conditional Processing//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-conditional.mod"

................................................................. -->

<!-- Conditional Processing -->

switch

This module declares markup to provide support for conditional processing.

-->
SVG 1.1 Basic DTD

This is SVG Basic, a proper subset of SVG.

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Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg11

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
jar/org/apache/batik/dom/svg/resources/svg-conditional.mod
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<!-- ....................................................................... -->
<!-- SVG 1.1 Graphics Attribute Module ..................................... -->
<!-- file: svg-graphics-attrib.mod

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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Graphics Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-graphics-attrib.mod"

<!-- Graphics Attribute
display, image-rendering, pointer-events, shape-rendering, text-rendering, visibility

This module defines the Graphics attribute set.

-->

<!ENTITY % SVG.display.attrib "display ( inline | block | list-item | run-in | compact | marker |
    table | inline-table | table-row-group | table-header-group |
    table-footer-group | table-row | table-column-group |
    table-column | table-cell | table-caption | none | inherit ) #IMPLIED" >

<!ENTITY % SVG.image-rendering.attrib "image-rendering ( auto | optimizeSpeed | optimizeQuality | inherit ) #IMPLIED" >

<!ENTITY % SVG.pointer-events.attrib "pointer-events ( visiblePainted | visibleFill | visibleStroke | visible |
    painted | fill | stroke | all | none | inherit ) #IMPLIED" >

<!ENTITY % SVG.shape-rendering.attrib "shape-rendering ( auto | optimizeSpeed | crispEdges | geometricPrecision |
    inherit ) #IMPLIED" >

<!ENTITY % SVG.text-rendering.attrib "text-rendering ( auto | optimizeSpeed | optimizeLegibility |
    geometricPrecision | inherit ) #IMPLIED" >

<!ENTITY % SVG.visibility.attrib "visibility ( visible | hidden | inherit ) #IMPLIED" >

<!ENTITY % SVG.Graphics.extra.attrib "" >

<!ENTITY % SVG.Graphics.attrib "%SVG.display.attrib;
    %SVG.image-rendering.attrib;
    %SVG.pointer-events.attrib;
    %SVG.shape-rendering.attrib;
    %SVG.text-rendering.attrib;" >
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Revision: $Id: svg-xlink-attrib.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 XLink Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-xlink-attrib.mod"

.......................................................... -->

<!-- XLink Attribute

   type, href, role, arcrole, title, show, actuate

   This module defines the XLink, XLinkRequired, XLinkEmbed, and
   XLinkReplace attribute set. -->

<!ENTITY % SVG.XLink.extra.attrib "" >

<!ENTITY % SVG.XLink.attrib "%XLINK.xmlns.attrib;
   %XLINK.pfx:type ( simple ) #FIXED 'simple'
   %XLINK.pfx:href %URI.datatype; #IMPLIED
   %XLINK.pfx:role %URI.datatype; #IMPLIED
   %XLINK.pfx:arcrole %URI.datatype; #IMPLIED
   %XLINK.pfx:title CDATA #IMPLIED
   %XLINK.pfx:show ( other ) 'other'
   %XLINK.pfx:actuate ( onLoad ) #FIXED 'onLoad'
 %SVG.XLink.extra.attrib;" >
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<!-- .............................................................. -->
<!-- SVG 1.1 Scripting Module ...................................... -->
<!-- file: svg-script.mod

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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-/W3C/ELEMENTS SVG 1.1 Scripting//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-script.mod"

.............................................................. -->

<!-- Scripting

script

This module declares markup to provide support for scripting. -->

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.script.qname "script" >

<!-- Attribute Collections (Default) ................... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.XLink.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Script.class .................................. 
<!ENTITY % SVG.Script.extra.class "" >

<!ENTITY % SVG.Script.class

"| %SVG.script.qname; %SVG.Script.extra.class;"
>

<!-- script: Script Element ............................ -->

<!ENTITY % SVG.script.extra.content "" >

<!ENTITY % SVG.script.element "INCLUDE" >
<![%SVG.script.element[}
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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Font//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-font.mod"

This module declares markup to provide support for template.

....... Font..............

text, font-face, glyph, missing-glyph, hkern, vkern, font-face-src,
font-face-uri, font-face-format, font-face-name, definition-src

This module declares markup to provide support for template.

... Quali... (Default) ...............
Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/resources/svg-font.mod
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SVG 1.1 Tiny DTD

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Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg11

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Revision: $Id: svg11

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
jar/org/apache/batik/dom/svg/resources/svg11-tiny-flat.dtd
No license file was found, but licenses were detected in source scan.

<!- .............................................................. -->
<!- SVG 1.1 Tiny Document Model Module ......................... -->
<!- file: svg11-tiny-model.mod

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Revision: $Id: svg11-tiny-model.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Tiny Document Model//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg11-tiny-model.mod"

.............................................................. -->

<!- SVG 1.1 Tiny Document Model

This module describes the groupings of elements that make up
common content models for SVG elements.
-->

<!- Content Models (Default) ......................... -->
"%SVG.animate.qname; | %SVG.set.qname; | %SVG.animateMotion.qname; |
%SVG.animateColor.qname; | %SVG.animateTransform.qname;
%SVG.Animation.extra.class;";

<!-- module: svg-basic-font.mod .................. -->

<!ENTITY % SVG.Font.extra.class "" >
<!ENTITY % SVG.Font.class
"| %SVG.font.qname; | %SVG.font-face.qname; %SVG.Font.extra.class;"
>

<!-- module: svg-extensibility.mod .............. -->

<!ENTITY % SVG.Extensibility.extra.class "" >
<!ENTITY % SVG.Extensibility.class
"| %SVG.foreignObject.qname; %SVG.Extensibility.extra.class;"
>

<!-- end of svg11-tiny-model.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
jar/org/apache/batik/dom/svg/resources/svg11-tiny-model.mod
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<!-- .......................................................... -->
<!-- SVG 1.1 Animation Module ............................. -->
<!-- file: svg-animation.mod

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Revision: $Id: svg-animation.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-/W3C//ELEMENTS SVG 1.1 Animation//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-animation.mod"

.......................................................... -->

<!-- Animation

animate, set, animateMotion, animateColor, animateTransform, mpath

This module declares markup to provide support for animation.
-->
<!ENTITY % SVG.AnimationTiming.extra.attrib "" >

<!ENTITY % SVG.AnimationTiming.attrib 
"begin CDATA #IMPLIED
  dur CDATA #IMPLIED
  end CDATA #IMPLIED
  min CDATA #IMPLIED
  max CDATA #IMPLIED
  restart ( always | never | whenNotActive ) 'always'
  repeatCount CDATA #IMPLIED
  repeatDur CDATA #IMPLIED
  fill ( remove | freeze ) 'remove'
%SVG.AnimationTiming.extra.attrib;" >

<!ENTITY % SVG.AnimationValue.attrib ......................... 
"calcMode ( discrete | linear | paced | spline ) 'linear'
  values CDATA #IMPLIED
  keyTimes CDATA #IMPLIED
  keySplines CDATA #IMPLIED
  from CDATA #IMPLIED
  to CDATA #IMPLIED
  by CDATA #IMPLIED
%SVG.AnimationValue.extra.attrib;" >

<!ENTITY % SVG.AnimationAddtion.extra.attrib "" >

<!ENTITY % SVG.AnimationAddtion.attrib 
"additive ( replace | sum ) 'replace'
  accumulate ( none | sum ) 'none'
%SVG.AnimationAddtion.extra.attrib;" >

<! ENTITY animate: Animate Element ......................... -->

<!ENTITY % SVG.animate.extra.content "" >

<!ENTITY % SVG.animate.element "INCLUDE" >
<![%SVG.animate.element;]<!ENTITY % SVG.animate.content
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Revision: $Id: svg-viewport-attrib.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "//W3C//ENTITIES SVG 1.1 Viewport Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-viewport-attrib.mod"

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

Viewport Attribute

clip, overflow

This module defines the Viewport attribute set.
-->

<!-- 'clip' property/attribute value (e.g., 'auto', rect(...)) -->
<!ENTITY % ClipValue.datatype "CDATA" >

<!ENTITY % SVG.clip.attrib
"clip %ClipValue.datatype; #IMPLIED"
>
<!ENTITY % SVG.overflow.attrib
"overflow ( visible | hidden | scroll | auto | inherit ) #IMPLIED"
>
<!ENTITY % SVG.Viewport.extra.attrib "" >

<!ENTITY % SVG.Viewport.attrib
"%SVG.clip.attrib;
%SVG.overflow.attrib;
%SVG.Viewport.extra.attrib;"
>
</!-- end of svg-viewport-attrib.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
jar/org/apache/batik/dom/svg/resources/svg-viewport-attrib.mod
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</!-- ............................................................... -->
</!-- SVG 1.1 Basic Text Module ..................................... -->
</!-- file: svg-basic-text.mod

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Revision: $Id: svg-basic-text.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-/W3C//ELEMENTS SVG 1.1 Basic Text//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-text.mod"

............................................................... -->

</!-- Basic Text

text, altGlyph, altGlyphDef, glyphRef

This module declares markup to provide support for text.
-->
Open Source Used In DNAC Platform Arica 348

> "Open Source Used In DNAC Platform Arica 348"

< !-- end of SVG.altGlyphDef.attlist --> ]]>

<!- glyphRef: Glyph Reference Element ............... -->

<!ENTITY % SVG.glyphRef.element "INCLUDE" >
<![%SVG.glyphRef.element;
<!ENTITY % SVG.glyphRef.content "EMPTY" >
<!ELEMENT %SVG.glyphRef.qname; %SVG.glyphRef.content; >
<!- end of SVG.glyphRef.element --> ]]>

<!ENTITY % SVG.glyphRef.attlist "INCLUDE" >
<![%SVG.glyphRef.attlist;
<!ATTLIST %SVG.glyphRef.qname;
 %SVG.Core.attrib;
 %SVG.Style.attrib;
 %SVG.Font.attrib;
 %SVG.XLink.attrib;
 glyphRef CDATA #IMPLIED
 format CDATA #IMPLIED
 >
<!- end of SVG.glyphRef.attlist --> ]]>

<!- end of svg-basic-text.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1- jar/org/apache/batik/dom/svg/resources/svg-basic-text.mod
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<!- .......................................................... -->
<!- SVG 1.1 Image Module ..................................... -->
<!- file: svg-image.mod -->

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Revision: $Id: svg-image.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-/W3C/ELEMENTS SVG 1.1 Image//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-image.mod"

.......................................................... -->

<!- Image -->

image
This module declares markup to provide support for image.

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.image.qname "image" >

<!-- Attribute Collections (Default) ................. -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Condition.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Popularity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLinkEmbed.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Image.class ................................... -->

<!ENTITY % SVG.Image.extra.class "" >
<!ENTITY % SVG.Image.class "| %SVG.image.qname; %SVG.Image.extra.class;" >

<!-- image: Image Element .............................. -->

<!ENTITY % SVG.image.extra.content "" >

<!ENTITY % SVG.image.element "INCLUDE" >
><![%SVG.image.element;[
<!ENTITY % SVG.image.content "(( %SVG.Description.class; )*, ( %SVG.Animation.class; %SVG.image.extra.content; ))" >
<!ELEMENT %SVG.image.qname; %SVG.image.content; >
<!!-- end of SVG.image.element -->]]>

<!ENTITY % SVG.image.attlist "INCLUDE" >
1.16 metrics-jetty 4.1.0

1.17 groovy-test 3.0.8

1.17.1 Available under license:

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* /opt/cola/permits/1218299125_1634929835.17/0/groovy-test-3-0-8-sources-jar/groovy/mock/interceptor/package.html

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Found in path(s):
* /opt/cola/permits/1218299125_1634929835.17/0/groovy-test-3-0-8-sources-jar/groovy/util/JavadocAssertionTestBuilder.groovy
* /opt/cola/permits/1218299125_1634929835.17/0/groovy-test-3-0-8-sources-jar/groovy/test/GroovyAssert.java
* /opt/cola/permits/1218299125_1634929835.17/0/groovy-test-3-0-8-sources-jar/groovy/mock/interceptor/LooseExpectation.groovy
* /opt/cola/permits/1218299125_1634929835.17/0/groovy-test-3-0-8-sources-jar/groovy/mock/interceptor/GroovyTest Case.java
* /opt/cola/permits/1218299125_1634929835.17/0/groovy-test-3-0-8-sources-jar/groovy/mock/interceptor/StubFor.groovy
* /opt/cola/permits/1218299125_1634929835.17/0/groovy-test-3-0-8-sources-jar/groovy/mock/interceptor/StrictExpectation.groovy
1.18 commons-io 2.5
1.18.1 Available under license:

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1.28 babel-plugin-syntax-async-functions

6.13.0

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1.29 pinkie-promise 1.0.0 1.0.0

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1.30 property-expr 2.0.4 2.0.4
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1.31 websocket-server 9.3.27.v20190418

1.32 babel-plugin-transform-es2015-spread
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1.36 core-js 2.6.11

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1.37 unicode-match-property-value-ecmascript 2.0.0

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1.38 lodash-repeat 4.1.0 4.1.0

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1.41 namespace 1.4.01

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1.43 babel-plugin-transform-strict-mode

6.24.1 6.24.1

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1.45 composite-error 0.1.1 0.1.1

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1.49 grpc-api 1.27.1

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1.50 json3 3.3.2 3.3.2

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1.51 jetty-xml 9.4.41.v20210516

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

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* java.sun.security.ssl

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

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org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util
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org.apache.tomcat:tomcat-el-api
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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-jar/org/codehaus/groovy/tools/groovydoc/SimpleGroovyRootDoc.java
* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-jar/org/codehaus/groovy/tools/groovydoc/GroovyDocParser.java
* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-jar/org/codehaus/groovy/tools/groovydoc/GroovyRootDocBuilder.java
* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-jar/org/codehaus/groovy/tools/groovydoc/LinkArgument.java
* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-jar/org/codehaus/groovy/tools/groovydoc/SimpleGroovyAbstractableElementDoc.java
* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-jar/org/codehaus/groovy/tools/groovydoc/ExternalGroovyClassDoc.java
* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-jar/org/codehaus/groovy/tools/groovydoc/SimpleGroovyConstructorDoc.java
* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-jar/org/codehaus/groovy/tools/groovydoc/FileOutputTool.java
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* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-jar/org/codehaus/groovy/tools/groovydoc/ResourceManager.java
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* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-jar/org/codehaus/groovy/groovydoc/GroovyRootDoc.java
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* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-jar/org/codehaus/groovy/tools/groovydoc/SimpleGroovyClassDocAssembler.java
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1.54 qs 6.10.1 6.10.1
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1.60 @babel/helper-optimise-call-expression

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* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/embedded/EmbeddedChannelId.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/AbstractEventLoop.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/ReflectiveChannelFactory.java

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/**
 * Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in its \{link ChannelPipeline\}.
 */

<h3>Sub-types</h3>

* {@link ChannelInboundHandler} to handle inbound I/O events, and</li>
* {@link ChannelOutboundHandler} to handle outbound I/O operations.
</li>
</ul>

Alternatively, the following adapter classes are provided for your convenience:

* {@link ChannelInboundHandlerAdapter} to handle inbound I/O events,
* {@link ChannelOutboundHandlerAdapter} to handle outbound I/O operations,
* {@link ChannelDuplexHandler} to handle both inbound and outbound events

For more information, please refer to the documentation of each subtype.

<h3>The context object</h3>

A {@link ChannelHandler} is provided with a {@link ChannelHandlerContext} object. A {@link ChannelHandler} is supposed to interact with the {@link ChannelPipeline} it belongs to via a context object. Using the context object, the {@link ChannelHandler} can pass events upstream or downstream, modify the pipeline dynamically, or store the information (using {@link AttributeKey}s) which is specific to the handler.

<h3>State management</h3>

A {@link ChannelHandler} often needs to store some stateful information. The simplest and recommended approach is to use member variables:
public interface Message {
    // your methods here
}

public class DataServerHandler extends SimpleChannelInboundHandler<Message> {
    private boolean loggedIn;

    @Override
    public void channelRead0(ChannelHandlerContext ctx, Message message) {
        if (message instanceof LoginMessage) {
            authenticate((LoginMessage) message);
            loggedIn = true;
        } else if (message instanceof GetDataMessage) {
            if (loggedIn) {
                ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
            } else {
                fail();
            }
        }
    }

    // Create a new handler instance per channel.
    // See ChannelInitializer.initChannel(Channel).
    public class DataServerInitializer extends ChannelInitializer<Channel> {
        @Override
        public void initChannel(Channel channel) {
            channel.pipeline().addLast("handler", new DataServerHandler());
        }
    }

    // Using AttributeKey
    // Although it's recommended to use member variables to store the state of a
    // handler, for some reason you might not want to create many handler instances.
    // In such a case, you can use AttributeKey which is provided by
    public interface Message {
* // your methods here
* }
*
* {@code @Sharable}
* public class DataServerHandler extends SimpleChannelInboundHandler
* {
*     private final AttributeKey&lt;Boolean&gt; auth = AttributeKey.valueOf("auth");
*     {
*         auth.set(true);
*     }
*     {
*         try {
*             authenticate((LoginMessage) o);
*             attr.set(true);
*         } catch (RuntimeException e) {
*             fail();
*         }
*         ...
*     }
* }
* </pre>
* Now that the state of the handler is attached to the ChannelHandlerContext, you can add the same handler instance to different pipelines:
* <pre>
* public class DataServerInitializer extends ChannelInitializer
* {
*     private static final DataServerHandler SHARED = new DataServerHandler();
*     {
*         channel.pipeline().addLast("handler", SHARED);
*     }
* }
* </pre>
*<h4>The @Sharable annotation</h4>
* In the example above which used an AttributeKey, you might have noticed the @Sharable annotation. If a ChannelHandler is annotated with the @Sharable annotation, it means you can create an instance of the handler just once and add it to one or more ChannelPipeline's multiple times without
* a race condition.
* <p>
* If this annotation is not specified, you have to create a new handler
* instance every time you add it to a pipeline because it has unshared state
* such as member variables.
* <p>
* This annotation is provided for documentation purpose, just like
* <a href="http://www.javaconcurrencyinpractice.com/annotations/doc/">the JCIP annotations</a>
* .
* <h3>Additional resources worth reading</h3>
* <p>
* Please refer to the [@link ChannelHandler], and
* [@link ChannelPipeline] to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a pipeline, and how to handle
* the operation in your application.
*/

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jar/io/netty/channel/socket/package-info.java
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* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-
jar/io/netty/channel/socket/nio/NioChannelOption.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-
jar/io/netty/channel/SimpleUserEventChannelHandler.java
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* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/bootstrap/AbstractBootstrapConfig.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/DefaultSelectStrategy.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/group/VoidChannelGroupFuture.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/SelectStrategyFactory.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/DefaultSelectStrategyFactory.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/ChannelInboundInvoker.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/bootstrap/ServerBootstrapConfig.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/ChannelOutboundInvoker.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/WriteBufferWaterMark.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/SelectStrategy.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/PreferHeapByteBufAllocator.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/bootstrap/BootstrapConfig.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/socket/DuplexChannel.java

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* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/DelegatingChannelPromiseNotifier.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/internal/ChannelUtils.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/bootstrap/FailedChannel.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/socket/ChannelOutputShutdownEvent.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/socket/oio/DefaultOioDatagramChannelConfig.java
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1.95 image-size 0.7.4 0.7.4

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* /opt/cola/permits/1202446644_1631567950.01/0/pcapngdecoder-1-2-sources-jar/fr/bmartel/pcapdecoder/structure/types/implementations/NameResolutionHeader.java
* /opt/cola/permits/1202446644_1631567950.01/0/pcapngdecoder-1-2-sources-jar/fr/bmartel/pcapdecoder/structure/types/implementations/NameResolutionHeader.java

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1.100 grpc-stub 1.27.1

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* Placed interface in org.apache.batik.dom.xbl for the time being.
* Added javadocs.
*/

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* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1.jar/org/apache/batik/dom/xbl/ShadowTreeEvent.java
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* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/ExtendedNode.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/events/DOMMouseEvent.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/AbstractCharacterData.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/events/DOMMutationNameEvent.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/StyleSheetProcessingInstruction.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/GenericNotation.java
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* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/util/HashTableStack.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/GenericAttr.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/AbstractEntity.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/util/SAXDocumentFactory.java

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* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1.4.1-sources-1.jar/org/apache/commons/net/ftp/parser/VMSFTPEntryParser.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1.4.1-sources-1.jar/org/apache/commons/net/ftp/FTPFileEntryParser.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1.4.1-sources-1.jar/org/apache/commons/net/ftp/FTPFileIterator.java
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* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1.4.1-sources-1.jar/org/apache/commons/net/tftp/TFTPRequestPacket.java
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* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
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* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
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jar/org/apache/commons/net/nntp/NNTPCommand.java
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* /opt/cola/permits/113647281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/EchoUDPClient.java
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* /opt/cola/permits/113647281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/telnet/TelnetNotificationHandler.java
* /opt/cola/permits/113647281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/telnet/SuppressGAOptionHandler.java
* /opt/cola/permits/113647281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/telnet/InvalidTelnetOptionException.java
* /opt/cola/permits/113647281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/telnet/TelnetOptionHandler.java
* /opt/cola/permits/113647281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/telnet/TelnetInputStream.java
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* /opt/cola/permits/113647281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/telnet/TelnetClient.java
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*/

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

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  jar/org/apache/commons/net/nntp/NNTPClient.java
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1.105 engine.io 3.4.2 3.4.2

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* /opt/cola/permits/1257217844_1642790354.82/0/xsdlib-2013-6-1-sources-jar/com/sun/xml/util/XmlChars.java
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jar/com/sun/msv/datatype/xsd/EnumerationFacet.java
* /opt/cola/permits/1257217844_1642790354.82/0/xsdlib-2013-6-1-sources-
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* /opt/cola/permits/1257217844_1642790354.82/0/xsdlib-2013-6-1-sources-
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* /opt/cola/permits/1257217844_1642790354.82/0/xsdlib-2013-6-1-sources-
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jar/com/sun/msv/datatype/xsd/IDREFType.java

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* /opt/cola/permits/1257217844_1642790354.82/0/xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/RangeToken.java
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* /opt/cola/permits/1257217844_1642790354.82/0/xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/message_ja.properties
* /opt/cola/permits/1257217844_1642790354.82/0/xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/message_fr.properties
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  jar/com/sun/msv/datatype/regexp/InternalImpl.java

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* /opt/cola/permits/1257217844_1642790354.82/0/xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/BMPattern.java
* /opt/cola/permits/1257217844_1642790354.82/0/xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/RegularExpression.java
* /opt/cola/permits/1257217844_1642790354.82/0/xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/ParseException.java
* /opt/cola/permits/1257217844_1642790354.82/0/xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/Match.java
* /opt/cola/permits/1257217844_1642790354.82/0/xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/REUtil.java
* /opt/cola/permits/1257217844_1642790354.82/0/xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/Token.java

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* /opt/cola/permits/1257217844_1642790354.82/0/xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/Messages.properties
* /opt/cola/permits/1257217844_1642790354.82/0/xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/Messages_ja.properties

1.112 jetty-jmx 9.4.34.v20201102
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* org.eclipse.jetty.orbit:javax.security.auth.message

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

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

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

------
Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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Apache
The following artifacts are ASL2 licensed.

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

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MortBay

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.114 os-locale 3.1.0 3.1.0

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1.115 @babel/helper-function-name 7.16.0
1.115.1 Available under license:

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1.116 woodstox-core 6.2.0
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1.117 es6-error 4.1.1
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1.118 hbase-shaded-jetty 3.4.1

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache
The following artifacts are ASL2 licensed.

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

-----

MortBay

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.119 jsesc 0.5.0 0.5.0
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1.122 crc32-stream 2.0.0 2.0.0

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1.126 zlib 1.2.11

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1.127 check-error 1.0.2

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1.128 jopt-simple 5.0.4
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1.129 hadoop-mapreduce-client-jobclient

3.2.2

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

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1.148 iconv-lite 0.4.23 0.4.23

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1.151 wtf-8 1.0.0 1.0.0

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1.154 jsreport-reports 2.5.1 2.5.1

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1.175 regenerator-transform 0.14.5

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1.176 lombok 1.18.20

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1.177 parquet-encoding 1.12.0

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Eclipse

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

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

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

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

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

------

Oracle OpenJDK

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

* java.sun.security.ssl

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

------

OW2

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

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

------

Apache

The following artifacts are ASL2 licensed.

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

------

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.
org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

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

-------
Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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# Jackson JSON processor
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Other developers who have contributed code are:

* Brian Langel

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<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="utf-8">
<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="viewport" content="width=device-width, initial-scale=1">
<meta name="description" content="Home page of The Apache Software Foundation">
<link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
<link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
<link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
<link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
<link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
<link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
<link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
<link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
<link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png"/>
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</head>

<body>

<!-- Navigation -->

<header>

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

<div class="container">

<div class="navbar-header">

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

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

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

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

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

</button>

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

</div>

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

</div>

</div>

</nav>

</header>

<div class="container">

</div>

</body>
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mkdir /tmp/overrides
cd <LICENSE_TOOL_PATH>
./bin/run_license_job.bash -i /tmp/jars -l <SRC_PATH>/licenses -n <SRC_PATH>/notices -h <SRC_PATH>/licenses-and-notices.html -o /tmp/overrides
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1.188 body-parser 1.19.0 1.19.0

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1.189 drill-storage-elasticsearch 1.19.0

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1.190 redux-saga 0.16.0 0.16.0

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1.191 boolbase 1.0.0 1.0.0

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1.192 jakarta-annotation-api 1.3.5

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* /opt/cola/permits/1145449559_1616156337.74/0/netty-resolver-4.1.59-final-sources-jar/io/netty/resolver/ResolvedAddressTypes.java

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  jar/io/netty/resolver/RoundRobinInetAddressResolver.java

1.194 babel-helper-function-name 6.24.1
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1.196 raw-body 2.3.3 2.3.3

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1.197 semver 5.7.1 5.7.1

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1.198 json-glib 1.1.2-0ubuntu1

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------
Eclipse

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

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

------

Oracle

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

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

------

Oracle OpenJDK

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

* java.sun.security.ssl

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

------

OW2

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

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

------

Apache

The following artifacts are ASL2 licensed.

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

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

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

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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

1.200 @babel/parser 7.16.4
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1.201 bytes 0.2.1 0.2.1
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1.202 hive-hbase-handler 3.1.2

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1.203 strip-ansi 3.0.1 3.0.1

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1.204 invariant 2.2.4 2.2.4

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1.205 async-replace 1.0.1 1.0.1

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1.206 strip-ansi 0.1.1 0.1.1

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1.207 jsonify 0.0.0

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# jsonify

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

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

[![build status](https://secure.travis-ci.org/substack/jsonify.png)](http://travis-ci.org/substack/jsonify)

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

## json.parse(source, reviver)

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

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

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

Return a string representation for `value`.

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

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

# install

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

```
npm install jsonify
```

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

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1.209 form-data 2.3.2 2.3.2
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1.210 apache-log4j 2.17.1

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JPython was created in late 1997 by Jim Hugunin. Jim was also the primary developer while he was at CNRI. In February 1999 Barry Warsaw took over as primary developer and released JPython version 1.1.
In October 2000 Barry helped move the software to SourceForge where it was renamed to Jython. Jython 2.0 and 2.1 were developed under the Jython specific license below.

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1.214 htmlparser2 3.9.2 3.9.2

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1.215 netty-codec 4.0.48.Final

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Found in path(s):
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-jar/io/netty/handler/codec/MessageToMessageCodec.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-jar/io/netty/handler/codec/base64/Base64Encoder.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-jar/io/netty/handler/codec/string/StringDecoder.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-jar/io/netty/handler/codec/ByteToMessageDecoder.java
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Enumeration of supported Base64 dialects.

The internal lookup tables in this class has been derived from Robert Harder's Public Domain Base64 Encoder/Decoder.

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A decoder that splits the received ByteBufs dynamically by the value of the length field in the message. It is particularly useful when you decode a binary message which has an integer header field that represents the length of the message body or the whole message.

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that it can decode any message with a length field, which is often seen in proprietary client-server protocols. Here are some example that will give you the basic idea on which option does what.

* ch3>2 bytes length field at offset 0, do not strip header</h3>

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

* <pre>
   * lengthFieldOffset = 0
   * lengthFieldLength = 2
   * lengthAdjustment = 0
   * initialBytesToStrip = 0 (= do not strip header)
   *
   * BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
   +--------+----------------+      +--------+----------------+
   | Length | Actual Content |----->| Length | Actual Content |
   | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
   +--------+----------------+      +--------+----------------+
   *
   * </pre>

* ch3>2 bytes length field at offset 0, strip header</h3>

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

* <pre>
   * lengthFieldOffset = 0
   * lengthFieldLength = 2
   * lengthAdjustment = 0
   * initialBytesToStrip = 2 (= the length of the Length field)
   *
   * BEFORE DECODE (14 bytes)         AFTER DECODE (12 bytes)
   +--------+----------------+      +----------------+
   | Length | Actual Content |----->| Actual Content |
   | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
   +--------+----------------+      +----------------+
   *
   * </pre>

* ch3>2 bytes length field at offset 0, do not strip header, the length field represents the length of the whole message</h3>

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

* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>-2</b> (= the length of the Length field)
* initialBytesToStrip = 0
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>

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

* The following message is a simple variation of the first example. An extra header value is prepended to the message. <tt>lengthAdjustment</tt> is zero again because the decoder always takes the length of the prepended data into account during frame length calculation.

* <pre>
* <b>lengthFieldOffset</b>   = <b>2</b> (= the length of Header 1)
* <b>lengthFieldLength</b>   = <b>3</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
* |  0xCAFE  | 0x00000C | "HELLO, WORLD" |      |  0xCAFE  | 0x00000C | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>

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

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

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

Found in path(s):
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java
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*/
/**
* Utility class for {@link ByteBuf} that encodes and decodes to and from
* <a href="http://en.wikipedia.org/wiki/Base64">Base64</a> notation.
* 
* The encoding and decoding algorithm in this class has been derived from
* <a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain
* Base64 Encoder/Decoder</a>.
*/

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

1.216 jline 2.14.3
1.217 javassist 3.22.0-GA

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* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/CodeConverter.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/convert/TransformReadField.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/tools/rmi/RemoteRef.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/convert/TransformAfter.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/bytecode/ExceptionTable.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/bytecode/CodeAttribute.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/bytecode/LongVector.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/bytecode/analysis/Analyzer.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/JavassistException.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/compiler/ast/ASTree.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/tools/web/Webserver.java
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* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/compiler/ast/ASTList.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/tools/reflect/CannotCreateException.java
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* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/scopedpool/ScopedClassPoolFactory.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/compiler/ast/FieldDecl.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist.Resources.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/compiler/TypeChecker.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/scopedpool/ScopedClassPoolRepository.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/CtConstructor.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/CtNewMethod.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/compiler/Parser.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/CtMethod.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/bytecode/stackmap/TypeData.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/bytecode/ExceptionData.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/bytecode/Descriptor.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/Translator.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/tools/rmi/Sample.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/compiler/ProceedHandler.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/util/Proxy.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/convert/TransformNew.java
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* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/expr/Cast.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/bytecode/SignatureAttribute.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/bytecode/stackmap/TypedBlock.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/convert/TransformWriteField.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/util/proxy/ProxyFactory.java
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* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/compiler/ast/Member.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/util/proxy/MethodFilter.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/bytecode/analysis/MultiType.java
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* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/bytecode/LocalVariableAttribute.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/compiler/TokenId.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/Loader.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/bytecode/DeprecatedAttribute.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/compiler/ast/ExprTag.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/compiler/ast/BinExpr.java
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* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/runtime/DotClass.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/CtNewWrappedConstructor.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/compiler/SyntaxError.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/bytecode/LocalVariableTypeAttribute.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/convert/TransformNewClass.java
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* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/bytecode/annotation/FloatMemberValue.java
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<tbody>
<tr>
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<td>viewmag+.png</td>
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1.241 1to2 1.0.0 1.0.0

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1.242 babel-code-frame 6.26.0 6.26.0

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Eclipse

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

  * java.sun.security.ssl

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

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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1.247 normalize-path 3.0.0 3.0.0
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1.253 z-schema 3.25.1

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1.254 babel-runtime 6.26.0

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1.258 ua-parser-js 0.7.18 0.7.18

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1.259 parseuri 0.0.5 0.0.5

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1.261 babel-plugin-proposal-nullish-coalescing-operator 7.16.0

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1.270 ws 7.3.1 7.3.1

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1.276 jetty-util-ajax 9.4.34.v20201102

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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* java.sun.security.ssl

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

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

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Apache

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

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MortBay

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

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

org.eclipse.jetty.toolchain:jetty-schemas
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1.278 @babel/plugin-transform-modules-commonjs 7.16.0
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1.279 aggregate-error 3.1.0

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1.280 supports-color 7.2.0

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1.281 fresh 0.5.2 0.5.2

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1.283 groovy-testng 3.0.8

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org.apache.groovy.plugin.testng.TestNgRunner

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  * /opt/cola/permits/1261652993_1643306451.19/0/groovy-testng-3-0-8-sources-jar/META-INF/services/org.apache.groovy.plugin.GroovyRunner
1.284 lodash 4.17.10 4.17.10

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* /opt/cola/permits/1146690661_1616597247.74/0/batik-svggen-1-13-sources-1-
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jar/org/apache/batik/svggen/font/table/GlyfCompositeDescriptor.java
* /opt/cola/permits/1146690661_1616597247.74/0/batik-svggen-1-13-sources-1-
jar/org/apache/batik/svggen/SVGFont.java
* /opt/cola/permits/1146690661_1616597247.74/0/batik-svggen-1-13-sources-1-
jar/org/apache/batik/svggen/font/table/LigatureSet.java
* /opt/cola/permits/1146690661_1616597247.74/0/batik-svggen-1-13-sources-1-
jar/org/apache/batik/svggen/font/table/CmapFormat4.java
* /opt/cola/permits/1146690661_1616597247.74/0/batik-svggen-1-13-sources-1-
jar/org/apache/batik/svggen/SVGHintsDescriptor.java
* /opt/cola/permits/1146690661_1616597247.74/0/batik-svggen-1-13-sources-1-
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* /opt/cola/permits/1146690661_1616597247.74/0/batik-svggen-1-13-sources-1-
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* /opt/cola/permits/1146690661_1616597247.74/0/batik-svggen-1-13-sources-1-
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* /opt/cola/permits/1146690661_1616597247.74/0/batik-svggen-1-13-sources-1-
jar/org/apache/batik/svggen/SVGCompositeDescriptor.java
* /opt/cola/permits/1146690661_1616597247.74/0/batik-svggen-1-13-sources-1-
jar/org/apache/batik/svggen/SVGCUSTOMBUFFEREDIMAGEOP.java
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* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources-jar/org/antlr/v4/runtime/tn/PredictionContextCache.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources-jar/org/antlr/v4/runtime/tree/ParseTreeVisitor.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources-jar/org/antlr/v4/runtime/tn/UnbufferedCharStream.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources-jar/org/antlr/v4/runtime/tn/ATNConfig.java
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1.300 babel-plugin-polyfill-corejs3 0.4.0

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1.304 read-all-stream 1.0.2 1.0.2

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Jackson is a high-performance, Free/Open Source JSON processing library.
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For hadoop-common-project/hadoop-common/src/main/native/gtest

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hadoop-yarn-project/hadoop-yarn/hadoop-yarn-common/src/main/resources/webapps/static/dt-1.10.7/
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Azure Data Lake Store - Java client SDK 2.0.11
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1.344 react-redux 5.0.7

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 */

class License {
    public interface License {
        /**
         * The license name used for the API.
         */
    }
}
* @return the name of the license
**/
String name() default "";

/**
 * A URL to the license used for the API. MUST be in the format of a URL.
 * @return the URL of the license
 **/
String url() default "";

/**
 * The list of optional extensions
 * @return an optional array of extensions
 */
Extension[] extensions() default {};

1.346 commons-lang3 2.6
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1.351 stream-shift 1.0.1 1.0.1

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1.354 commons-lang3 3.11

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1.355 zlib 1.2.1

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/* zlib.h -- interface of the 'zlib' general purpose compression library
 version 1.2.1, November 17th, 2003

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jloup@gzip.org          madler@alumni.caltech.edu
The data format used by the zlib library is described by RFCs (Request for
Comments) 1950 to 1952 in the files http://www.ietf.org/rfc/rfc1950.txt
(zlib format), rfc1951.txt (deflate format) and rfc1952.txt (gzip format).

1.356 jackson-dataformat-yaml 2.9.9

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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1.357 for-in 1.0.2 1.0.2

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1.358 nan 1.3.0 1.3.0

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1.359 react-textarea-autosize 6.1.0 6.1.0

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* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/template/DoubleTemplate.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/type/ValueType.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/template/builder/DefaultFieldEntry.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/type/DoubleValueImpl.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/unpacker/UnpackerIterator.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/util/json/JSONUnpacker.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/unpacker/Converter.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/io/AbstractInput.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/template/BigIntegerTemplate.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/template/ShortTemplate.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/template/ValueTemplate.java
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* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/MessageTypeException.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/util/TemplatePrecompiler.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/packer/BufferPacker.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/template/TemplateReference.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/unpacker/ValueAccept.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/template/AbstractTemplate.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/annotation/Index.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/template/builder/TemplateBuilder.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/template/AbstractTemplateBuilder.java
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* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/template/FieldOption.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/io/ByteBufferOutput.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/template/builder/ReflectionTemplateBuilder.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/template/LongTemplate.java
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* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/template/Templates.java
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* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/annotation/MessagePackBeans.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/annotation/NotNullable.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/packer/MessagePackPacker.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/type/TrueValueImpl.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/template/ByteTemplate.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/unpacker/DoubleAccept.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/io/LinkedBufferInput.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/io/BufferReferer.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/unpacker/MessagePackUnpacker.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/annotation/Delegate.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/annotation/Ignore.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/unpacker/UnpackerStack.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/template/BooleanTemplate.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/template/StringTemplate.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1.jar/org/msgpack/template/builder/TemplateBuildException.java
jar/org/msgpack/template/ListTemplate.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-
jar/org/msgpack/template/CharacterTemplate.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-
jar/org/msgpack/template/IntegerTemplate.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-
jar/org/msgpack/template/LongArrayTemplate.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/io/Output.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/type/ArrayValue.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/BigDecimalTemplate.java

1.364 color-name 1.1.4
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* /opt/cola/permits/1126356109_1611624421.8/0/jpam-1-1-src-zip/JPam-1.1/java/net/sf/jpam/Pam.java
* /opt/cola/permits/1126356109_1611624421.8/0/jpam-1-1-src-zip/JPam-1.1/java/net/sf/jpam/jaas/JpamLoginModule.java
* /opt/cola/permits/1126356109_1611624421.8/0/jpam-1-1-src-zip/JPam-1.1/java/net/sf/jpam/PamReturnValue.java
* /opt/cola/permits/1126356109_1611624421.8/0/jpam-1-1-src-zip/JPam-1.1/java/net/sf/jpam/PamException.java
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* /opt/cola/permits/1126356109_1611624421.8/0/jpam-1-1-src-zip/JPam-1.1/rpm/jpam.spec

1.366 hbase-shaded-gson 3.4.1

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1.367 glib 2.48.2 0ubuntu4.4

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1.369 is-extendable 0.1.1 0.1.1

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1.371 commons-compress 1.2.2 1.2.2
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1.372 prompt-tmp 1.0.0 1.0.0

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import cs from 'classnames'
import React, { Component } from 'react'
import { observer } from 'mobx-react'

import ipc from '../lib/ipc'
import errors from '../lib/errors'
import projectsStore from '../projects/projects-store'

const SUCCESS = 'SUCCESS'
const FAILURE = 'FAILURE'

@observer
class PermissionMessage extends Component {
    constructor (props) {
        super(props)

        this.state = {
            error: null,
            isSubmitting: false,
            result: null,
        }
    }

    render () {
        return (
            <div
                className={cs('request-access', {
                    'is-submitting': this.state.isSubmitting,
                })}
                
            
        )
    }
}
function _message() {
    const membershipRequested = projectsStore.wasMembershipRequested(this.props.project.id)

    if (this.state.result === SUCCESS || membershipRequested) {
        return this._success()
    } else if (this.state.result === FAILURE) {
        return this._failure()
    } else {
        return this._noResult()
    }
}

function _button() {
    return (
        <button
            className='btn btn-primary'
            disabled={this.state.isSubmitting}
            onClick={this._requestAccess}
        >
            <span>
                <i className='fa fa-paper-plane'></i>{' '}
                Request Access
            </span>
            <i className='fa fa-spinner fa-spin'></i>
        </button>
    )
}

function _success() {
    return (
        <div className='empty'>
            <h4>
                <i className='fa fa-check passed'></i>{' '}
                Request Sent
            </h4>
            <p>
                The project owner will be notified with your request.
            </p>
        </div>
    )
}
_failure ()
const error = this.state.error

// if they're denied or the request has already been made,
// tell them it's all good
if (errors.isDenied(error) || errors.isAlreadyRequested(error)) {
  return this._success()
} else {
  return (
    <div className='empty'>
      <h4>
        <i className='fa fa-exclamation-triangle fa-li'></i> Request Failed
      </h4>
      <p>An unexpected error occurred while requesting access:</p>
      <pre className='alert alert-danger'>{this.state.error.message}</pre>
      <p>Try again.</p>
      {this._button()}
    </div>
  )
}

_noResult ()
return (
  <div className="empty">
    <h4>
      <i className='fa fa-lock fa-li'></i> Request access to see the runs
    </h4>
    <p>This is a private project created by someone else.</p>
    <p>The project owner must give you access to see the runs.</p>
    {this._button()}
  </div>
)

_requestAccess = () =&gt; {
  this.setState({
    isSubmitting: true,
  })

  const id = this.props.project.id

  ipc.requestAccess(id)
  .then(() =&gt; {

})
projectsStore.membershipRequested(id)
this._ setResult()
})
catch(ipc.isUnauthed, ipc.handleUnauthed)
catch((error) => {
    this._ setResult(error)
})

_setResult (error) {
    if (errors.isAlreadyMember(error)) {
        this.props.onRetry()
        return
    }

    this.setState({
        error,
        isSubmitting: false,
        result: error ? FAILURE : SUCCESS,
    })
}

export default PermissionMessage

1.374 jackson-annotations 2.12.3
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1.375 color-convert 2.0.1 2.0.1

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1.376 zip-stream 2.1.3 2.1.3

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1.378 @babel/plugin-transform-unicode-regex 7.16.0

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1.379 jooq 3.13.1

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1.384 drill-jdbc-storage 1.19.0

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1.396 keyv 3.1.0

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1.397 ms 2.1.2 2.1.2

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# org.apache.groovy.json.DefaultFastStringServiceFactory

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* /opt/cola/permits/1218308217_1634929155.36/0/groovy-json-3-0-8-sources-1-jar/org/apache/groovy/json/internal/ReaderCharacterSource.java

1.399 aws-java-sdk-kms 1.11.704

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1.400 is-utf8 0.2.1 0.2.1

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1.401 color-convert 1.9.3 1.9.3

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1.402 gir1.2-gdkpixbuf-2.0 2.32.2-1ubuntu1.6

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)
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b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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

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

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* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/DuplicatedByteBuf.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/UnpooledByteBufAllocator.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/SlicedByteBuf.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/PooledDirectByteBuf.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/UnpooledUnsafeDirectByteBuf.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/ByteBufAllocator.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/ByteBufUtil.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/package-info.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/ByteBufInputStream.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/AbstractByteBufAllocator.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/PooledByteBufAllocator.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/UnpooledHeapByteBuf.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/PoolSubpage.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/PooledByteBuf.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/PoolThreadCache.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/AbstractByteBuf.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/PoolChunkList.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/PoolChunk.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/ByteBuf.java
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* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-
  jar/io/netty/buffer/PoolArena.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-
  jar/io/netty/buffer/ByteBufHolder.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-
  jar/io/netty/buffer/FixedCompositeByteBuf.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-
  jar/io/netty/buffer/ReadOnlyUnsafeDirectByteBuf.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-
  jar/io/netty/buffer/AbstractDerivedByteBuf.java
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  jar/io/netty/buffer/WrappedByteBuf.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-
  jar/io/netty/buffer/AdvancedLeakAwareByteBuf.java
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  jar/io/netty/buffer/ReadOnlyByteBufferBuf.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-
  jar/io/netty/buffer/ByteBufProcessor.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-
  jar/io/netty/buffer/SimpleLeakAwareByteBuf.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-
  jar/io/netty/buffer/EmptyByteBuf.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-
  jar/io/netty/buffer/AbstractReferenceCountedByteBuf.java
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* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/PoolChunkListMetric.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/UnsafeByteBufUtil.java
1.409 qs 4.0.0 4.0.0

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1.410 send 0.13.1 0.13.1

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* /opt/cola/permits/1218307070_1634931267.31/0/groovy-docgenerator-3-0-8-sources-jar/org/apache/groovy/docgenerator/index.html
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1.419 ws 1.1.1 1.1.1

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1.423 mime-pull 1.9.6

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1.424 hbase-shaded-netty 3.4.1

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1.426 hadoop-core 1.2.1

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1.427 babel-plugin-transform-decorators

6.24.1

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1.429 debug 2.6.9 2.6.9

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1.431 `@babel/traverse 7.16.3`

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1.433 boost 1.60

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

HISTORY -

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

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

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

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

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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/json/JsonParseException.java
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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/ObjectId.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/json/ExtendedJsonBinaryConverter.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/NoOpFieldNameValidator.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/jsr310/DateTimeBasedCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/property/PropertyMetadata.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/HeaderCodecRegistry.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/pojo/PropertyModelSerializationImpl.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/internal/ProvidersCodecRegistry.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/json/ShellUndefinedConverter.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/internal/CycleDetectingCodecRegistry.java
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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/UuidCodecHelper.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/json/LegacyExtendedJsonDateTimeConverter.java
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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/pojo/FallbackPropertyCodecProvider.java
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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/DecoderContext.java
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jar/org/bson/codecs/configuration/CodecProvider.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/BSOAN.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/internal/UuidHelper.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/json/StrictCharacterStreamJsonWriter.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/BsonBinarySubType.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/UuidCodec.java

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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/util/AbstractCopyOnWriteMap.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/util/AbstractCopyOnWriteMap.java

1.437 moment 2.27.0 2.27.0

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* /opt/cola/permits/1137746870_1614121577.24/0/twill-common-0-6-0-incubating-sources-2-jar/org/apache/twill/common/Threads.java
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* /opt/cola/permits/1137746870_1614121577.24/0/twill-common-0-6-0-incubating-sources-2-jar/org/apache/twill/filesystem/Location.java

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1.443 @babel/plugin-proposal-object-rest-spread 7.16.0

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1.444 camelize 1.0.0 1.0.0

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1.446 engine.io-parser 1.3.2 1.3.2
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1.447 @babel/plugin-transform-literals 7.16.0

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1.448 curator-client 5.1.0

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1.449 babel-helper-create-regexp-features-plugin 7.16.0

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1.453 jkeylockmanager 2.1.0

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1.454 babel-plugin-transform-async-to-generator 6.24.1 6.24.1
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1.456 get-value 2.0.6 2.0.6

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* @author Glen Smith
* *
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jar/au/com/bytecode/opencsv/CSVWriter.java
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  jar/au/com/bytecode/opencsv/bean/ColumnPositionMappingStrategy.java
* /opt/cola/permits/1136206716_1613708914.54/0/opencsv-2-3-sources-3-
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Mesa 3-D graphics library
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- tests/iojs/test-http-parser-durability.js

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# spdx-license-ids


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## Installation

[Download JSON directly](https://raw.githubusercontent.com/shinnn/spdx-license-ids/master/index.json), or [use](https://docs.npmjs.com/cli/install) [npm](https://docs.npmjs.com/about-npm):

```javascript
npm install spdx-license-ids
```

## [Node.js](https://nodejs.org/) API

### require('spdx-license-ids')

Type: `string[]`

All license IDs except for the currently deprecated ones.

```javascript
const ids = require('spdx-license-ids');
//=> ['0BSD', 'AAL', 'ADSL', 'AFL-1.1', 'AFL-1.2', 'AFL-2.0', 'AFL-2.1', 'AFL-3.0', 'AGPL-1.0-only', ...]

ids.includes('BSD-3-Clause'); //=> true
ids.includes('CC-BY-1.0'); //=> true

ids.includes('GPL-3.0'); //=> false
```

### require('spdx-license-ids/deprecated')

Type: `string[]`

Deprecated license IDs.

```javascript
const deprecatedIds = require('spdx-license-ids/deprecated');
//=> ['AGPL-1.0', 'AGPL-3.0', 'GFDL-1.1', 'GFDL-1.2', 'GFDL-1.3', 'GPL-1.0', 'GPL-2.0', ...]

deprecatedIds.includes('BSD-3-Clause'); //=> false
deprecatedIds.includes('CC-BY-1.0'); //=> false

deprecatedIds.includes('GPL-3.0'); //=> true
```

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node-http-proxy

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node-portfinder

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validate-npm-package-license

Give me a string and I'll tell you if it's a valid npm package license string.

```javascript
var valid = require('validate-npm-package-license');
```

SPDX license identifiers are valid license strings:

```javascript
var assert = require('assert');
var validSPDXExpression = {
validForNewPackages: true,
```
validForOldPackages: true,
spdx: true
};

assert.deepEqual(valid('MIT'), validSPDXExpression);
assert.deepEqual(valid('BSD-2-Clause'), validSPDXExpression);
assert.deepEqual(valid('Apache-2.0'), validSPDXExpression);
assert.deepEqual(valid('ISC'), validSPDXExpression);
```

The function will return a warning and suggestion for nearly-correct license identifiers:
```
```javascript
assert.deepEqual(
valid('Apache 2.0'),
{
validForOldPackages: false,
validForNewPackages: false,
warnings: [
'license should be ' +
'a valid SPDX license expression (without "LicenseRef"), ' +
'"UNLICENSED", or ' +
'"SEE LICENSE IN <filename>"',
'license is similar to the valid expression "Apache-2.0"'
]
}
);
```javascript

SPDX expressions are valid, too ...
```
```javascript
// Simple SPDX license expression for dual licensing
assert.deepEqual(
valid('GPL-3.0-only OR BSD-2-Clause'),
validSPDXExpression
);
```javascript

... except if they contain `LicenseRef`:
```
```javascript
var warningAboutLicenseRef = {
validForOldPackages: false,
validForNewPackages: false,
spdx: true,
warnings: [
'license should be ' +
'a valid SPDX license expression (without "LicenseRef"), ' +
```
If you can't describe your licensing terms with standardized SPDX identifiers, put the terms in a file in the package and point users there:

```javascript
assert.deepEqual(
  valid('SEE LICENSE IN LICENSE.txt'),
  {
    validForNewPackages: true,
    validForOldPackages: true,
    inFile: 'LICENSE.txt'
  }
);
assert.deepEqual(
  valid('SEE LICENSE IN license.md'),
  {
    validForNewPackages: true,
    validForOldPackages: true,
    inFile: 'license.md'
  }
);
```

If there aren't any licensing terms, use `UNLICENSED`:

```javascript
var unlicensed = {
  validForNewPackages: true,
  validForOldPackages: true,
  unlicensed: true
};
assert.deepEqual(valid('UNLICENSED'), unlicensed);
```
assert.deepEqual(valid('UNLICENCED'), unlicensed);
```

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1.474 @babel/plugin-transform-function-name 7.16.0

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1.475 spawn-wrap 2.0.0

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1.476 icu 63

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

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

## Additional flags when building libraries and with threads
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =
## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE=-Wl,-rpath,

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

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

## Shared object suffix
SO = so
## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation rules
%.$(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.$(STATIC_O): $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.$(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<
%.$(STATIC_O): $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec "$\(GEN\_DEPS.c\) $< \| sed \"s/\([^<]*\)\(.*(\.o)\)/\1.o $@ : /g\" \| rm -f $@"
%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec "$\(GEN\_DEPS.cc\) $< \| sed \"s/\([^<]*\)\(.*(\.o)\)/\1.o $@ : /g\" \| rm -f $@"

## Versioned libraries rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec "$\(GEN\_DEPS.c\) $< \| sed \"s/\([^<]*\)\(.*(\.o)\)/\1.o $@ : /g\" \| rm -f $@"
%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec "$\(GEN\_DEPS.cc\) $< \| sed \"s/\([^<]*\)\(.*(\.o)\)/\1.o $@ : /g\" \| rm -f $@"

## Versioned libraries rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec "$\(GEN\_DEPS.c\) $< \| sed \"s/\([^<]*\)\(.*(\.o)\)/\1.o $@ : /g\" \| rm -f $@"
%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec "$\(GEN\_DEPS.cc\) $< \| sed \"s/\([^<]*\)\(.*(\.o)\)/\1.o $@ : /g\" \| rm -f $@"
## Bind internal references

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

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

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

## End BSD-specific setup

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* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/-DeprecatedOkio.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/-DeprecatedUpgrade.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/Throttler.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/-DeprecatedUtf8.kt
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* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/ForwardingTimeout.kt
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* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/HashingSink.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/Plpe.kt
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* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/InflaterSource.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/AsyncTimeout.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/ForwardingSink.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/BufferedSource.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/commonMain/okio/Segment.kt
1.478 buffer-indexof-polyfill 1.0.2 1.0.2

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1.479 react 16.4.2 16.4.2

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* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/ByteToMessageDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/PrematureChannelClosureException.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/compression/ZlibDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/compression/SnappyFrameEncoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/compression/DecompressionException.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
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* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/marshalling/package-info.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/marshalling/ThreadLocalMarshallerProvider.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/marshalling/DefaultMarshallerProvider.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/marshalling/package-info.java
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* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/MessageToMessageDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/serialization/ObjectDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/ReplayingDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/UnsupportedMessageTypeException.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/TooLongFrameException.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/Delimiters.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/CodecException.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/protobuf/package-info.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/marshalling/ChannelBufferByteInput.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/base64/Base64Decoder.java

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jar/io/netty/handler/codec/UnsupportedValueConverter.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
jar/io/netty/handler/codec/HeadersUtils.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
jar/io/netty/handler/codec/ProtocolDetectionResult.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
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* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/compression/ByteBufChecksum.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/DatagramPacketDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/string/LineSeparator.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/CodecOutputList.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/DateFormatter.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/compression/CompressionUtil.java
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/**
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* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Bzip2MTFAndRLE2StageEncoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Bzip2MoveToFrontTable.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Lz4Constants.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/LzfDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/SnappyFramedDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Crc32.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Bzip2Decoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Bzip2Constants.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/FastLzFrameDecoder.java
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* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/LzfEncoder.java
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* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Bzip2BlockDecompressor.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Bzip2Rand.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Bzip2Encoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageEncoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java

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*/
/**
* A decoder that splits the received @link ByteBuf}s dynamically by the
* value of the length field in the message. It is particularly useful when you
* decode a binary message which has an integer header field that represents the
* length of the message body or the whole message.
* *
* @link LengthFieldBasedFrameDecoder} has many configuration parameters so
* that it can decode any message with a length field, which is often seen in
* proprietary client-server protocols. Here are some example that will give
* you the basic idea on which option does what.
* *
* <h3>2 bytes length field at offset 0, do not strip header</h3>
* *
* The value of the length field in this example is &lt;tt&gt;12 (0x0C)&lt;/tt&gt; which
* represents the length of "HELLO, WORLD". By default, the decoder assumes
* that the length field represents the number of the bytes that follows the
* length field. Therefore, it can be decoded with the simplistic parameter
* combination.
* <pre>
* <b>lengthFieldOffset</b>   = <b>0</b>
* <b>lengthFieldLength</b>   = <b>2</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0 (= do not strip header)
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
* *
* <h3>2 bytes length field at offset 0, strip header</h3>
* *
* Because we can get the length of the content by calling
* @link ByteBuf#readableBytes(), you might want to strip the length
* field by specifying &lt;tt&gt;initialBytesToStrip&lt;/tt&gt;. In this example, we
* specified &lt;tt&gt;2&lt;/tt&gt;, that is same with the length of the length field, to
* strip the first two bytes.

* <pre>
* lengthFieldOffset = 0
* lengthFieldLength = 2
* lengthAdjustment = 0
* <b>initialBytesToStrip</b> = <b>2</b> (= the length of the Length field)
* 
* BEFORE DECODE (14 bytes) AFTER DECODE (12 bytes)
* +--------+----------------+      +----------------+
* | Length | Actual Content |----->| Actual Content |
* | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
* +--------+----------------+      +----------------+
* </pre>

* <h3>2 bytes length field at offset 0, do not strip header, the length field
represents the length of the whole message</h3>

* In most cases, the length field represents the length of the message body
only, as shown in the previous examples. However, in some protocols, the
length field represents the length of the whole message, including the
message header. In such a case, we specify a non-zero
<tt>lengthAdjustment</tt>. Because the length value in this example message
is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt> for compensation.
* <pre>
* lengthFieldOffset = 0
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>-2</b> (= the length of the Length field)
* initialBytesToStrip = 0
* 
* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>

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

* The following message is a simple variation of the first example. An extra
header value is prepended to the message. <tt>lengthAdjustment</tt> is zero
again because the decoder always takes the length of the prepended data into
account during frame length calculation.
* <pre>
* lengthFieldOffset = 0
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>-2</b> (= the length of Header 1)
* 
* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>

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

* The following message is a simple variation of the first example. An extra
header value is prepended to the message. <tt>lengthAdjustment</tt> is zero
again because the decoder always takes the length of the prepended data into
account during frame length calculation.
* BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
* +----------------------------+----------------------------+
* | Header 1 | Length | Actual Content |----->| Header 1 | Length | Actual Content |
* | 0xCAFE | 0x00000C | "HELLO, WORLD" |      | 0xCAFE | 0x00000C | "HELLO, WORLD" |
* +----------------------------+----------------------------+
* </pre>
*
* BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
* +----------------------------+----------------------------+
* | Length | Header 1 | Actual Content |----->| Length | Header 1 | Actual Content |
* | 0x00000C | 0xCAFE | "HELLO, WORLD" |      | 0x00000C | 0xCAFE | "HELLO, WORLD" |
* +----------------------------+----------------------------+
* </pre>
*
* BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
* +----------------------------+----------------------------+
* | Length | Header 1 | Actual Content |----->| Length | Header 1 | Actual Content |
* | 0x00000C | 0xCAFE | "HELLO, WORLD" |      | 0x00000C | 0xCAFE | "HELLO, WORLD" |
* +----------------------------+----------------------------+
* </pre>
*
* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
* +----------------------------+----------------------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +----------------------------+----------------------------+
Let's give another twist to the previous example. The only difference from the previous example is that the length field represents the length of the whole message instead of the message body, just like the third example.

We have to count the length of HDR1 and Length into lengthAdjustment.

Please note that we don't need to take the length of HDR2 into account because the length field already includes the whole header length.

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

**BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)**

```
+--------------+-------+----------------+    +----------------------+
| HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
| 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
+--------------+-------+----------------+
```

@see LengthFieldPrepender

```
*

Found in path(s):

/opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java

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* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/CharSequenceValueConverter.java
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/*
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/*  * <p>
/*  * The internal lookup tables in this class has been derived from
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/*  * Base64 Encoder/Decoder</a>.
/*
*/

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* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
jar/io/netty/handler/codec/base64/Base64Dialect.java

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jar/io/netty/handler/ssl/OpenSslCertificateException.java
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1.511 cli-width 2.2.1 2.2.1

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1.512 form-data 1.0.0-rc4

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1.514 libxtst 1.2.2-1

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1.520 tough-cookie 2.5.0 2.5.0

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1.523 http-signature 1.2.0 1.2.0

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* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy.jar/asm/Frame.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy.jar/asm/TypeReference.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy.jar/asm/ConstantDynamic.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy.jar/asm/MethodTooLargeException.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy.jar/asm/Edge.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy.jar/asm/MethodWriter.java
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Bundle-Description: Byte Buddy is a Java library for creating Java classes at run time. This artifact is a build of Byte Buddy with all ASM dependencies repackaged into its own name space.
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-SymbolicName: net.bytebuddy.byte-buddy
Built-By: rafael
Bnd-LastModified: 1540749633545
Bundle-ManifestVersion: 2
Tool: Bnd-3.5.0.201709291849
Main-Class: net.bytebuddy.build.Plugin$Engine$Default
Export-Package: net.bytebuddy;version="1.9.3",net.bytebuddy.agent.builder;version="1.9.3",net.bytebuddy.asm;version="1.9.3",net.bytebuddy.build;version="1.9.3",net.bytebuddy.description;version="1.9.3",net.bytebuddy.description.annotation;version="1.9.3",net.bytebuddy.description.enumeration;version="1.9.3",net.bytebuddy.description.field;version="1.9.3",net.bytebuddy.description.modifier;version="1.9.3",net.bytebuddy.description.type;version="1.9.3",net.bytebuddy.dynamic;version="1.9.3",net.bytebuddy.dynamic.loading;version="1.9.3",net.bytebuddy.dyna...
1.525 proj4j 0.1.0

1.525.1 Available under license:

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*/

Found in path(s):
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0.1-0-sources-jar/org/osgeo/proj4j/proj/Eckert6Projection.java
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* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/PerspectiveConicProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/UrmaevFlatPolarSinusoidalProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/TransverseCylindricalEqualArea.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/MercatorProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/HammerProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/BipolarProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/ConicProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/PlateCarreeProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/Wagner7Projection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/StereographicAzimuthalProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/NicolsisProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/GallProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/MillerProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/WinkelTripelProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/AzimuthalProjection.java
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* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/FoucautSinusoidalProjection.java
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jar/org/osgeo/proj4j/proj/GnomonicAzimuthalProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/Eckert5Projection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/SineTangentSeriesProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/ObliqueStereographicAlternativeProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/McBrydeThomasFlatPolarQuarticProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/LandsatProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/EulerProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/EqualAreaAzimuthalProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/KavraiskyVProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/LinearProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/CollignonProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/DenoyerProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/LambertConformalConicProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/VanDerGrintenProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/CylindricalEqualAreaProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/PutninsP2Projection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/Murdoch2Projection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/EquidistantConicProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/EquidistantConicProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/ProjectionException.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/SimpleConicProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/AitoffProjection.java
* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/Wagner1Projection.java
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prng.pod
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# who commit code to the project are encouraged to add their names
# here. Please keep the list sorted by first names.

Ajay Joshi <jaj@google.com>
1.527 xml2js-preserve-spaces 0.0.1 0.0.1

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1.530 snappy-java 1.1.2.6

1.531 estraverse 4.3.0

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1.532 semver 5.5.0 5.5.0

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1.537 compress-lzf 1.1

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Other contributors include:
* Jon Hartlaub (first versions of streaming reader/writer; unit tests)
* Cedrik Lime: parallel LZF implementation

Various community members have contributed bug reports, and suggested minor fixes; these can be found from file "VERSION.txt" in SCM.

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

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- datatables v1.10.8
- em-helpers v0.5.13
- em-table v0.1.6
- ember v2.2.0
- ember-array-contains-helper v1.0.2
- ember-bootstrap v0.5.1
- ember-cli v1.13.13
- ember-cli-app-version v1.0.0
- ember-cli-babel v5.1.6
- ember-cli-content-security-policy v0.4.0
- ember-cli-dependency-checker v1.2.0
- ember-cli-htmlbars v1.0.2
- ember-cli-htmlbars-inline-precompile v0.3.1
- ember-cli-ic-ajax v0.2.1
- ember-cli-inject-live-reload v1.4.0
ember-cli-jquery-ui v0.0.20
ember-cli-qunit v1.2.1
ember-cli-release v0.2.8
ember-cli-shims v0.0.6
ember-cli-sri v1.2.1
ember-cli-test-loader v0.2.1
ember-cli-uglify v1.2.0
ember-d3 v0.1.0
ember-data v2.1.0
ember-disable-proxy-controllers v1.0.1
ember-export-application-global v1.0.5
ember-load-initializers v0.1.7
ember-qunit v0.4.16
ember-qunit-notifications v0.1.0
ember-resolver v2.0.3
ember-spin-spinner v0.2.3
ember-truth-helpers v1.2.0
jquery v2.1.4
jquery-ui v1.11.4
loader.js v3.3.0
momentjs v2.10.6
qunit v1.19.0
select2 v4.0.0
snippet-ss v1.11.0
spin.js v2.3.2
Azure Data Lake Store - Java client SDK 2.0.11
JCoding 1.0.8
Joni 2.1.2
Mockito 1.8.5
JUL to SLF4J bridge 1.7.25
SLF4J API Module 1.7.25
SLF4J LOG4J-12 Binding 1.7.25

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hadoop-hdfs-project/hadoop-hdfs/src/main/webapps/static/angular-route-1.6.4.min.js

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1.579 get-func-name 2.0.0

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

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

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

All Python releases are Open Source (see http://www.opensource.org for
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    permission java.security.AllPermission;
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grant codeBase "${app.jar.base}/xalan-${xalan.version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/xercesImpl-2.9.1.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/../batik-rasterizer-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-svgrasterizer-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-ext-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-dom-${version}.jar" {
    permission java.security.AllPermission;
};
grant codeBase "${app.jar.base}/batik-css-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-svg-dom-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-gvt-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-parser-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-script-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-bridge-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-swing-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-transcoder-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-gui-util-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-awt-util-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-util-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-xml-${version}.jar" {
    permission java.security.AllPermission;
};
grant codeBase ":${app.jar.base}/fop-transcoder-allinone-$\{xmlgraphics.fop.version\}.jar" {
  permission java.security.AllPermission;
};

grant codeBase ":${app.jar.base}/xmlgraphics-commons-$\{xmlgraphics.commons.version\}.jar" {
  permission java.security.AllPermission;
};

grant codeBase ":${app.jar.base}/batik-anim-$\{version\}.jar" {
  permission java.security.AllPermission;
};

grant codeBase ":${app.jar.base}/batik-codec-$\{version\}.jar" {
  permission java.security.AllPermission;
};

grant codeBase ":${app.jar.base}/batik-extension-$\{version\}.jar" {
  permission java.security.AllPermission;
};

grant codeBase ":${app.jar.base}/batik-svggen-$\{version\}.jar" {
  permission java.security.AllPermission;
};

grant codeBase ":${app.jar.base}/js.jar" {
  permission java.lang.RuntimePermission "createClassLoader";
  permission java.net.SocketPermission "*", "listen, connect, resolve, accept";
  permission java.lang.RuntimePermission "accessDeclaredMembers";
  permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapter", "read";
  permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapterClassName", "read";
  permission java.io.FilePermission "<<ALL FILES>>", "read";
};

grant {
  permission java.io.FilePermission ":${app.jar.base}/batik-svg-dom-$\{version\}.jar", "read";
};

Found in path(s):
* /opt/cola/permits/1146690630_1616599309.0/0/batik-rasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/resources/rasterizer.policy

1.620 jnr-netdb 0.4
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1.637 intl-messageformat-parser 1.4.0 1.4.0

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

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tree grammar CodeGenerator;

options {
  language=Java;
  tokenVocab=STParser;
  ASTLabelType=CommonTree;
}

@header {
  /*
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  */
}
package org.stringtemplate.v4.compiler;
import org.stringtemplate.v4.misc.*/
import org.stringtemplate.v4.*;
{

@members {
String outermostTemplateName:// name of overall template
CompiledST outermostImpl;
Token templateToken;// overall template token
String template;  // overall template text
ErrorManager errMgr;
public CodeGenerator(TreeNodeStream input, ErrorManager errMgr, String name, String template, Token templateToken) {
this(input, new RecognizerSharedState());
this.errMgr = errMgr;
this.outermostTemplateName = name;
this.template = template;
this.templateToken = templateToken;
}

public void addArgument(List<FormalArgument> args, Token t) {
String name = t.getText();
for (FormalArgument arg : args) {
if (arg.name.equals(name)) {
errMgr.compileTimeError(ErrorType.PARAMETER_REDEFINITION, templateToken, t, name);
return;
}
}

args.add(new FormalArgument(name));
}

// convience funcs to hide offensive sending of emit messages to
// CompilationState temp data object.

public void emit1(CommonTree opAST, short opcode, int arg) {
$template::state.emit1(opAST, opcode, arg);
}
public void emit1(CommonTree opAST, short opcode, String arg) {
$template::state.emit1(opAST, opcode, arg);
}
public void emit2(CommonTree opAST, short opcode, int arg, int arg2) {
$template::state.emit2(opAST, opcode, arg, arg2);
}
public void emit2(CommonTree opAST, short opcode, String s, int arg2) {
$template::state.emit2(opAST, opcode, s, arg2);
}
```
public void emit(CommonTree opAST, short opcode) {
    $template::state.emit(opAST, opcode);
}
public void insert(int addr, short opcode, String s) {
    $template::state.insert(addr, opcode, s);
}
public void setOption(CommonTree id) {
    $template::state.setOption(id);
}
public void write(int addr, short value) {
    $template::state.write(addr, value);
}
public int address() { return $template::state.ip; }
public void func(CommonTree id) { $template::state.func(templateToken, id); }
public void refAttr(CommonTree id) { $template::state.refAttr(templateToken, id); }
public int defineString(String s) { return $template::state.defineString(s); }

@Override
public void displayRecognitionError(String[] tokenNames, RecognitionException e) {
    Token tokenWithPosition = e.token;
    if (tokenWithPosition.getInputStream() == null) {
        tokenWithPosition = input.getTreeAdaptor().getToken(input.LT(-1));
    }
    String hdr = getErrorHeader(e);
    String msg = getErrorMessage(e, tokenNames);
    errMgr.compileTimeError(ErrorType.SYNTAX_ERROR, templateToken, tokenWithPosition, hdr + " " + msg);
}

templateAndEOF : template[null,null] EOF; // hush warning; ignore

template[String name, List<FormalArgument> args] returns [CompiledST impl]
scope {
    CompilationState state; // automatically get a new state pointer per invocation
}
@init {
$template::state = new CompilationState(errMgr, name, input.getTokenStream());
$impl = $template::state.impl;
if ( $template.size() == 1 ) outermostImpl = $impl;
$impl.defineFormalArgs($args); // make sure args are defined prior to compilation
if ( name!=null && name.startsWith(Compiler.SUBTEMPLATE_PREFIX) ) {
    $impl.addArg(new FormalArgument("i"));
    $impl.addArg(new FormalArgument("i0"));
} $impl.template = template; // always forget the entire template; char indexes are relative to it
}
:chunk
```
{ // finish off the CompiledST result
    if ( $template::state.stringtable!=null ) $impl.strings = $template::state.stringtable.toArray();
    $impl.codeSize = $template::state.ip;
}

chunk
element*

;

element
:^(INDENTED_EXPR INDENT compoundElement[$INDENT]) // ignore indent in front of IF and region blocks
    [compoundElement>null]
|^(INDENTED_EXPR INDENT {$template::state.indent($INDENT);} singleElement?
    {$template::state.emit(Bytecode.INSTR_DEDENT);})
|singleElement

;

singleElement
e:exprElement
|TEXT
|
if ( $TEXT.text.length()>0 ) {
    emit1($TEXT,Bytecode.INSTR_WRITE_STR, $TEXT.text);
}

[NEWLINE {emit($NEWLINE, Bytecode.INSTR_NEWLINE);}]

;

compoundElement[CommonTree indent]
  :ifstat[indent]
  |region[indent]

;

e:exprElement
  @init { short op = Bytecode.INSTR_WRITE; }
  :^( Expr expr (exprOptions {op=Bytecode.INSTR_WRITE_OPT;})? )
|
/*
CompilationState state = $template::state;
CompiledST impl = state.impl;
if ( impl.instrs[state.ip-1] == Bytecode.INSTR_LOAD_LOCAL ) {
    impl.instrs[state.ip-1] = Bytecode.INSTR_WRITE_LOCAL;
} else {
    emit($EXPR, op);
}
/*
emit($EXPR, op);
}
;

region[CommonTree indent] returns [String name]
@init {
if ( indent!=null ) $template::state.indent(indent);
}
@after {
if ( indent!=null ) $template::state.emit(Bytecode.INSTR_DEDENT);
}
:^REGION ID
{$name = STGroup.getMangledRegionName(outermostTemplateName, $ID.text);
} template[$name,null]
{
CompiledST sub = $template.impl;
   sub.isRegion = true;
   sub.regionDefType = ST.RegionType.EMBEDDED;
   sub.templateDefStartToken = $ID.token;
//sub.dump();
outermostImpl.addImplicitlyDefinedTemplate(sub);
emit2($start, Bytecode.INSTR_NEW, $region.name, 0);
emit($start, Bytecode.INSTR_WRITE);
}
);

subtemplate returns [String name, int nargs]
@init {
   $name = Compiler.getNewSubtemplateName();
List<FormalArgument> args = new ArrayList<FormalArgument>();
}
:^SUBTEMPLATE
(^ARGS (ID {addArgument(args, $ID.token);})+))
{$nargs = args.size();}
template[$name,args]
{
CompiledST sub = $template.impl;
sub.isAnonSubtemplate = true;
   sub.templateDefStartToken = $SUBTEMPLATE.token;
   sub.ast = $SUBTEMPLATE;
   sub.ast.setUnknownTokenBoundaries();
   sub.tokens = input.getTokenStream();
//sub.dump();
outermostImpl.addImplicitlyDefinedTemplate(sub);
}
<table>
<thead>
<tr>
<th>SUBTEMPLATE // {}</th>
</tr>
</thead>
<tbody>
<tr>
<td>CompiledST sub = new CompiledST();</td>
</tr>
<tr>
<td>sub.name = $name;</td>
</tr>
<tr>
<td>sub.template = &quot;&quot;;</td>
</tr>
<tr>
<td>sub.addArg(new FormalArgument(&quot;i&quot;));</td>
</tr>
<tr>
<td>sub.addArg(new FormalArgument(&quot;i0&quot;));</td>
</tr>
<tr>
<td>sub.isAnonSubtemplate = true;</td>
</tr>
<tr>
<td>sub.templateDefStartToken = $SUBTEMPLATE.token;</td>
</tr>
<tr>
<td>sub.ast = $SUBTEMPLATE;</td>
</tr>
<tr>
<td>sub.ast.setUnknownTokenBoundaries();</td>
</tr>
<tr>
<td>sub.tokens = input.getTokenStream();</td>
</tr>
</tbody>
</table>
//sub.dump(); |
outermostImpl.addImplicitlyDefinedTemplate(sub); |
|
@init { |
/** Tracks address of branch operand (in code block). It's how |
* we backpatch forward references when generating code for IFs. |
*/ |
int prevBranchOperand = -1; |
/** Branch instruction operands that are forward refs to end of IF. |
* We need to update them once we see the endif. |
*/ |
List<Integer> endRefs = new ArrayList<Integer>(); |
if ( indent!=null ) $template::state.indent(indent); |
} |
@after { |
if ( indent!=null ) $template::state.emit(Bytecode.INSTR_DEDENT); |
} |
:_(i='if' conditional |
{ |
prevBranchOperand = address()+1; |
emit1($i,Bytecode.INSTR_BRF, -1); // write placeholder as branch target |
} |
chunk |
__(eif='elseif' |
{ |
endRefs.add(address()+1); |
emit1($eif,Bytecode.INSTR_BR, -1); // br end |
// update previous branch instruction |
write(prevBranchOperand, (short)address()); |
prevBranchOperand = -1; |
} |
} |
ec=conditional |
|
prevBranchOperand = address()+1;
// write placeholder as branch target
emit1($ec.start, Bytecode.INSTR_BRF, -1);
}
chunk
)
)*
(^)(el='else'
{
endRefs.add(address()+1);
emit1($el, Bytecode.INSTR_BR, -1); // br end
// update previous branch instruction
write(prevBranchOperand, (short)address());
prevBranchOperand = -1;
}
chunk
)
)?
)
{
if ( prevBranchOperand>=0 ) {
write(prevBranchOperand, (short)address());
}

for (int opnd : endRefs) write(opnd, (short)address());
}
;
includeExpr

prop:^PROP expr ID)(emit1($PROP, Bytecode.INSTR_LOAD_PROP, $ID.text);
[^PROP_IND expr expr)(emit($PROP_IND, Bytecode.INSTR_LOAD_PROP_IND);

mapTemplateRef[int num_exprs]
:^INCLUDE qualifiedId
{for (int i=1; i<=$num_exprs; i++) emit($INCLUDE,Bytecode.INSTR_NULL);
args
}
if ( $args.passThru ) emit1($start, Bytecode.INSTR_PASSTHRU, $qualifiedId.text);
if ( $args.namedArgs ) emit1($INCLUDE, Bytecode.INSTR_NEW_BOX_ARGS, $qualifiedId.text);
else emit2($INCLUDE, Bytecode.INSTR_NEW, $qualifiedId.text, $args.n+$num_exprs);
}
|subtemplate
{|if ( $subtemplate.nargs != $num_exprs ) {
errMgr.compileTimeError(ErrorType.ANON_ARGUMENT_MISMATCH,
templateToken, $subtemplate.start.token, $subtemplate.nargs, $num_exprs);
}
for (int i=1; i<=$num_exprs; i++) emit($subtemplate.start,Bytecode.INSTR_NULL);
emit2($subtemplate.start, Bytecode.INSTR_NEW,
 $subtemplate.name,
 $num_exprs);
}
[^INCLUDE_IND expr
{|emit($INCLUDE_IND,Bytecode.INSTR_TOSTR);
for (int i=1; i<=$num_exprs; i++) emit($INCLUDE_IND,Bytecode.INSTR_NULL);
}
args
{|emit1($INCLUDE_IND, Bytecode.INSTR_NEW_IND, $args.n+$num_exprs);
}

includeExpr
:^EXEC_FUNC ID expr?)(func($ID);
[^INCLUDE qualifiedId args)
{if ( $args.passThru ) emit1($start, Bytecode.INSTR_PASSTHRU, $qualifiedId.text);
if ( $args.namedArgs ) emit1($INCLUDE, Bytecode.INSTR_NEW_BOX_ARGS, $qualifiedId.text);
else emit2($INCLUDE, Bytecode.INSTR_NEW, $qualifiedId.text, $args.n);
}
|^(INCLUDE_SUPER ID args)
{
if ( $args.passThru ) emit1($start, Bytecode.INSTR_PASSTHRU, $ID.text);
if ( $args.namedArgs ) emit1($INCLUDE_SUPER, Bytecode.INSTR_SUPER_NEW_BOX_ARGS, $ID.text);
else emit2($INCLUDE_SUPER, Bytecode.INSTR_SUPER_NEW, $ID.text, $args.n);
}
|^(INCLUDE_REGION ID){
CompiledST impl =
Compiler.defineBlankRegion(outermostImpl, $ID.token);
//impl.dump();
emit2($INCLUDE_REGION,Bytecode.INSTR_NEW,impl.name,0);
}
|^(INCLUDE_SUPER_REGION ID){
String mangled =
STGroup.getMangledRegionName(outermostImpl.name, $ID.text);
emit2($INCLUDE_SUPER_REGION,Bytecode.INSTR_SUPER_NEW,mangled,0);
}
|primary
;
primary
:ID{refAttr($ID);}
|STRING{emit1($STRING,Bytecode.INSTR_LOAD_STR, Misc.strip($STRING.text,1));}
|TRUE{emit($TRUE, Bytecode.INSTR_TRUE);}
|FALSE{emit($FALSE, Bytecode.INSTR_FALSE);}
|subtemplate// push a subtemplate but ignore args since we can't pass any to it here
{emit2($start,Bytecode.INSTR_NEW, $subtemplate.name, 0);}
|list
|^(INCLUDE_IND
expr {emit($INCLUDE_IND, Bytecode.INSTR_TOSTR);}
args
{emit1($INCLUDE_IND, Bytecode.INSTR_NEW_IND, $args.n);}
)
|^(TO_STR expr){emit($TO_STR, Bytecode.INSTR_TOSTR);}
;
qualifiedId
:^(SLASH qualifiedId ID)
|^(SLASH ID)
|ID
;
arg : expr ;
args returns [int n=0, boolean namedArgs=false, boolean passThru]
:( arg {$n++;} )+
|{emit($args.start, Bytecode.INSTR_ARGS); $namedArgs=true;}
(^(eq='=' ID expr)

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* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/InstanceScope.java
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* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/debug/ConstructionEvent.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/compiler/CompiledST.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/AutoIndentWriter.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/debug/InterpEvent.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/gui/JTreeSTModel.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/misc/ErrorBuffer.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/misc/Misc.java
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*/

grammar Group;

options {
    language=Java;
}

tokens {
    TRUE='true'; FALSE='false'; LBRACK='['; RBRACK=']';
}

@header {

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    */

    package org.stringtemplate.v4.compiler;
import java.util.Collections;
import java.util.Map;
import java.util.LinkedHashMap;
import java.util.List;
import java.util.ArrayList;
import org.stringtemplate.v4.misc.);
import org.stringtemplate.v4.*;
import java.io.File;
}

package org.stringtemplate.v4.compiler;
import org.stringtemplate.v4.*;
import org.stringtemplate.v4.misc.);
import java.io.File;
}

@members {
 public STGroup group;
}
@Override
public void displayRecognitionError(String[] tokenNames,
RecognitionException e)
{
String msg = getErrorMessage(e, tokenNames);
group.errMgr.groupSyntaxError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
}
@Override
public String getSourceName() {
String fullFileName = super.getSourceName();
File f = new File(fullFileName); // strip to simple name
return f.getName();
}
public void error(String msg) {
NoViableAltException e = new NoViableAltException("", 0, 0, input);
group.errMgr.groupSyntaxError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
recover(input, null);
}
public void addArgument(List<FormalArgument> args, Token t, Token defaultValueToken) {
String name = t.getText();
for (FormalArgument arg : args) {
if (arg.name.equals(name)) {
group.errMgr.compileTimeError(ErrorType.PARAMETER_REDEFINITION, null, t, name);
return;
}
}
args.add(new FormalArgument(name, defaultValueToken));
}
}
@lexer::members {
public STGroup group;
@Override
public void reportError(RecognitionException e) {
String msg = null;
if ( e instanceof NoViableAltException ) {
msg = "invalid character '"+(char)input.LA(1)+"'";
}
else if ( e instanceof MismatchedTokenException && ((MismatchedTokenException)e).expecting=='"' ) {
msg = "unterminated string";
}
else {
msg = getErrorMessage(e, getTokenNames());
}
group.errMgr.groupSyntaxError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);

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@Override
public String getSourceName() {
    String fullFileName = super.getSourceName();
    File f = new File(fullFileName); // strip to simple name
    return f.getName();
}
}

group[STGroup group, String prefix]
@init {
    GroupLexer lexer = (GroupLexer)input.getTokenSource();
    this.group = lexer.group = $group;
}
:oldStyleHeader?
delimiters?
    ('import' STRING {group.importTemplates($STRING);})
['import' // common error: name not in string
     MismatchedTokenException e = new MismatchedTokenException(STRING, input);
     reportError(e);
    ]
ID ('.' ID)* // might be a.b.c.d
)*
def[prefix]*
EOF
;

oldStyleHeader // ignore but lets us use this parser in AW for both v3 and v4
    : 'group' ID ('.' ID)?
        ('implements' ID ('.' ID)* )?
        '
        ;

groupName returns [String name]
@init {StringBuilder buf = new StringBuilder();}
:a=ID {buf.append($a.text);} ('.' a=ID {buf.append($a.text);})*
;

delimiters
    : 'delimiters' a=STRING ',' b=STRING
    {
        boolean supported = true;
        char startCharacter = $a.getText().charAt(1);
        if (STGroup.isReservedCharacter(startCharacter)) {
            group.errMgr.compileTimeError(ErrorType.UNSUPPORTED_DELIMITER, null, $a,
            String.valueOf(startCharacter));
            supported = false;
        }
    }
char stopCharacter = $b.getText().charAt(1);
if (!STGroup.isReservedCharacter(stopCharacter)) {
    group.errMgr.compileTimeError(ErrorType.UNSUPPORTED_DELIMITER, null, $b,
    String.valueOf(stopCharacter));
    supported = false;
}

if (supported) {
    group.delimiterStartChar=$a.getText().charAt(1);
    group.delimiterStopChar=$b.getText().charAt(1);
}

/** Match template and dictionary defs outside of (...)+ loop in group.
 * The key is catching while still in the loop; must keep prediction of
 * elements separate from "stay in loop" prediction.
 */
def[String prefix] : templateDef[prefix] | dictDef ;
catch[RecognitionException re] {
    // pretend we already saw an error here
    state.lastErrorIndex = input.index();
    error("garbled template definition starting at "+input.LT(1).getText()+"++");
}

templateDef[String prefix]
@init {
    String template=null;
    int n=0; // num char to strip from left, right of template def
}
:'@' enclosing=ID '.' name=ID '(' ')'
|name=ID '(' formalArgs ')'
|'::=
    {Token templateToken = input.LT(1);}  
(STRING   {template=$STRING.text; n=1;}  
   [BIGSTRING   {template=$BIGSTRING.text; n=2;}  
    [BIGSTRING_NO_NL   {template=$BIGSTRING_NO_NL.text; n=2;}  
    |
    template = "";
    String msg = "missing template at "+input.LT(1).getText()+"++";
    NoViableAltException e = new NoViableAltException("", 0, 0, input);
    group.errMgr.groupSyntaxError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
}
if ( $name.index >= 0 ) { // if ID missing
template = Misc.strip(template, n);
String templateName = $name.text;
if ( prefix.length() > 0 ) templateName = prefix + $name.text;
String enclosingTemplateName = $enclosing.text;
if ( enclosingTemplateName != null && enclosingTemplateName.length() > 0 && prefix.length() > 0 ) {
    enclosingTemplateName = prefix + enclosingTemplateName;
}
group.defineTemplateOrRegion(templateName, enclosingTemplateName, templateToken,
    template, $name, $formalArgs.args);
}
| alias=ID '::=' target=ID  {group.defineTemplateAlias($alias, $target);}
;

formalArgs returns [List<FormalArgument> args = new ArrayList<FormalArgument>()]
scope {
    boolean hasOptionalParameter;
}
@init { $formalArgs::hasOptionalParameter = false; }
:formalArg[$args] (',', formalArg[$args])*
|
;

formalArg[List<FormalArgument> args]
:ID
tilde a=(STRING|ANONYMOUS_TEMPLATE|true|false) {$formalArgs::hasOptionalParameter = true;}
tilde a='[' '] ' {$formalArgs::hasOptionalParameter = true;}
|
if ($formalArgs::hasOptionalParameter) {
group.errMgr.compileTimeError(ErrorType.REQUIRED_PARAMETER_AFTER_OPTIONAL,
    null, $ID);
}
|
{addArgument($args, $ID, $a);}
:

/*
suffix returns [int cardinality=FormalArgument.REQUIRED]
    : OPTIONAL
    | STAR
    | PLUS
    |
    */
dictDef
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```java
:ID ':= dict
{
    if ( group.rawGetDictionary($ID.text)!=null ) {
        group.errMgr.compileTimeError(ErrorType.MAP_REDEFINITION, null, $ID);
    } else if ( group.rawGetTemplate($ID.text)!=null ) {
        group.errMgr.compileTimeError(ErrorType.TEMPLATE_REDEFINITION_AS_MAP, null, $ID);
    } else {
        group.defineDictionary($ID.text, $dict.mapping);
    }
}

dict returns [Map<String,Object> mapping]
@init {mapping=new LinkedHashMap<String,Object>();}:
    '[' dictPairs[mapping] ']' ;

dictPairs[Map<String,Object> mapping]
    :keyValuePair[mapping]
        (',' keyValuePair[mapping])* (',' defaultValuePair[mapping])?
    [defaultValuePair[mapping]]
    ;
    catch[RecognitionException re] {
        error("missing dictionary entry at "+input.LT(1).getText()+");
    }

defaultValuePair[Map<String,Object> mapping]
    :default' ':' keyValue {mapping.put(STGroup.DEFAULT_KEY, $keyValue.value);}
    ;

keyValuePair[Map<String,Object> mapping]
    :STRING ':' keyValue {mapping.put(Misc.replaceEscapes(Misc.strip($STRING.text, 1)), $keyValue.value);}
    ;

keyValue returns [Object value]
    :BIGSTRING{$value = group.createSingleton($BIGSTRING);}
    [BIGSTRING_NO_NL{$value = group.createSingleton($BIGSTRING_NO_NL);}
    [ANONYMOUS_TEMPLATE{$value = group.createSingleton($ANONYMOUS_TEMPLATE);}
    [STRING{$value = Misc.replaceEscapes(Misc.strip($STRING.text, 1));}
    [TRUE{$value = true;}
    [FALSE{$value = false;}
    [' '][$value = Collections.emptyList();]
    [catch[RecognitionException re] {
```
error("missing value for key at"+input.LT(1).getText()+");

ID:(a..'z'|A..'Z'|'_') (a..'z'|A..'Z'|0..'9'|'_'-)*
;

STRING :
:";
(\\:" ;
|\\ ~""
|[
String msg = "\n in string";
   NoViableAltException e = new NoViableAltException("", 0, 0, input);
group.errMgr.groupLexerError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
}
'\n'}
|-(\\""|\\')
)*

   }
   String txt = getText().replaceAll("\\\n","\n");
setText(txt);
}

BIGSTRING_NO_NL // same as BIGSTRING but means ignore newlines later
:<< ( .)* '>>'
   // %\> is the escape to avoid end of string
   }
   String txt = getText().replaceAll("\\%\\>}","\\%>");
setText(txt);
}

/** Match <<...>> but also allow <<..<x>>> so we can have tag on end.
   Escapes: >> means >> inside of <<...>>.
   Escapes: \>> means >> inside of <<...>> unless at end like <<...\>>>.
   In that case, use <%.>>%> instead.
*/
BIGSTRING :
:<<
   (options {greedy=false;}
   :> // > escape
   |\\ ~> // allow this but don't collapse in action
   |
   )*
   '>>>'
   

String txt = getText();
    txt = Misc.replaceEscapedRightAngle(txt); // replace \\ with > unless <\\>
setText(txt);
}
;

ANONYMOUS_TEMPLATE
   :'{'
   {
Token templateToken = new CommonToken(input, ANONYMOUS_TEMPLATE, 0, getCharIndex(),
getCharIndex());
STLexer lexer =
new STLexer(group.errMgr, input, templateToken, group.delimiterStartChar, group.delimiterStopChar);
lexer.subtemplateDepth = 1;
Token t = lexer.nextToken();
while ( lexer.subtemplateDepth>=1 || t.getType()!=STLexer.RCURLY ) {
    if ( t.getType()==STLexer.EOF_TYPE ) {
        MismatchedTokenException e = new MismatchedTokenException('}', input);
        String msg = "missing final '}' in {...} anonymous template";
        group.errMgr.groupLexerError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
        break;
    }
    t = lexer.nextToken();
}
// don't match '}' here; our little {...} scanner loop matches it
// to terminate.
;
COMMENT
   : '/\*' ( options {greedy=false;} : .)* '\*/' {skip();}
   ;

LINE_COMMENT
   : '// '~('
'|'')* ''? '
' {skip();}
   ;

WS :	(' '|''|'	'|'
') {skip();} 

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*/

/** Build an AST from a single StringTemplate template */
parser grammar STParser;

options {
    language=Java;
    tokenVocab=STLexer;
    TokenLabelType=CommonToken;
    output=AST;
    ASTLabelType=CommonTree;
}
tokens {
    EXPR; OPTIONS; PROP; PROP_IND; INCLUDE; INCLUDE_IND; EXEC_FUNC; INCLUDE_SUPER;
    INCLUDE_SUPER_REGION; INCLUDE_REGION; TO_STR; LIST; MAP; ZIP; SUBTEMPLATE; ARGS;
    ELEMENTS; REGION; NULL; INDENTED_EXPR;
}

@header {
    package org.stringtemplate.v4.compiler;
    import org.stringtemplate.v4.misc.ErrorManager;
    import org.stringtemplate.v4.misc.ErrorType;
}

@members {
    ErrorManager errMgr;
Token templateToken;
public STParser(TokenStream input, ErrorManager errMgr, Token templateToken) {
    this(input);
    this.errMgr = errMgr;
    this.templateToken = templateToken;
}

@Override
protected Object recoverFromMismatchedToken(IntStream input, int ttype, BitSet follow)
throws RecognitionException {
    throw new MismatchedTokenException(ttype, input);
}

@rulecatch {
    catch (RecognitionException re) { throw re; }
}

templateAndEOF : template EOF -> template? ;

template : element* ;

element :
    [{input.LT(1).getCharPositionInLine()==0]? INDENT? COMMENT NEWLINE -> // throw away
    |INDENT singleElement -> ^(INDENTED_EXPR INDENT singleElement?) // singleElement is optional to handle
    |singleElement |
    |compoundElement |
    ;

singleElement :
    exprTag
    |
    TEXT
    |
    NEWLINE
    |
    COMMENT! // throw away
    ;

compoundElement :
    ifstat
    |
    region 
    ;

exprTag :
    LDELIM expr ( ';' exprOptions )? RDELIM
    -> ^(EXPR[SLDELIM,"EXPR"] expr exprOptions?)
    ;

region
(p='.prop=ID-> ^(PROP[$p,"PROP"] $notConditionalExpr $prop)
|p='.' '(' mapExpr ')'-^>(PROP_IND[$p,"PROP_IND"] $notConditionalExpr mapExpr)
)*
;

exprOptions : option ( ',' option )* -> ^(OPTIONS option*) ;

option
@init {
String id = input.LT(1).getText();
String defVal = Compiler.defaultOptionValues.get(id);
boolean validOption = Compiler.supportedOptions.get(id)!null;
}

:ID{
if ( !validOption ) {
    errMgr.compileTimeError(ErrorType.NO_SUCH_OPTION, templateToken, $ID, $ID.text);
}
}

(=' exprNoComma -> {validOption}? ^('= ID exprNoComma)
->
|
if ( defVal==null ) {
    errMgr.compileTimeError(ErrorType.NO_DEFAULT_VALUE, templateToken, $ID);
}
-> {validOption&&defVal!=null}? (^EQUALS[=""] ID STRING[$ID,'"'+defVal+'"'])
->
)
;

exprNoComma
:memberExpr

(.' mapTemplateRef-> ^(MAP memberExpr mapTemplateRef)
|-> memberExpr
)
;

expr : mapExpr :

// more complicated than necessary to avoid backtracking, which ruins
// error handling

mapExpr
:memberExpr

( (c='.' memberExpr)+ col='.' mapTemplateRef
-> ^(ZIP[$col] ^(ELEMENTS memberExpr+) mapTemplateRef)
|-> memberExpr
)
(if ($x!=null) $x.clear();) // don't keep queueing x; new list for each iteration
col='.' x+=mapTemplateRef ($c==null)=> ', x+=mapTemplateRef )*
-> ^(MAP[Scol] $mapExpr $x+)
)*
;

/**
 expr:template(args) apply template to expr
 expr:[arg | ...] apply subtemplate to expr
 expr:(e)(args) convert e to a string template name and apply to expr
 */
mapTemplateRef
:qualifiedId (' args ')-> ^(INCLUDE qualifiedId args?)
| subtemplate
| lp='(' mapExpr rp=')' (' argExprList? ')') -> ^(INCLUDE_IND mapExpr argExprList?)
| ;

memberExpr
:(includeExpr->includeExpr)
(p='.' ID-> ^(PROP[$p,"PROP"] $memberExpr ID)
| p='.' (' mapExpr ')') -> ^(PROP_IND[$p,"PROP_IND"] $memberExpr mapExpr)
)*
;

includeExpr
:options {k=2;} // prevent full LL(*), which fails, falling back on k=1; need k=2
| {Compiler.funcs.containsKey(input.LT(1).getText())}? // predefined function
| ID (' expr? ') -> ^(EXEC_FUNC ID expr?)
| 'super' '.' ID (' args ') -> ^(INCLUDE_SUPER ID args?)
| qualifiedId (' args ') -> ^(INCLUDE qualifiedId args?)
| '@' 'super' '.' ID rp=')' -> ^(INCLUDE_SUPER_REGION ID)
| '@' ID rp=')' -> ^(INCLUDE_REGION ID)
| primary
;

primary
:ID
| STRING
| TRUE
| FALSE
| subtemplate
| list
| [{conditional.size()>0}?=> ('! conditional ')]
| [{conditional.size()==0}?=> lp=(' expr ')'
| (' argExprList? ') -> ^(INCLUDE_INDD[lp] expr argExprList?)
| -> ^(TO_STR[lp] expr)
)
qualifiedId
: (ID-> ID | r ID-> ^(/ r ID) )
( r r=ID-> ^(/ r $qualifiedId $r ) )* ;

args:argExprList
| namedArg ( ',' namedArg )* (',' '...')? -> namedArg+ '...'? |
| '...' |
|
;

argExprList : arg ( ',' arg )* -> arg+ ;

arg : exprNoComma ;

namedArg : ID '=' arg -> ^('=' ID arg) ;

list:{input.LA(2)==RBRACK}? // hush warning: [] special case
| lb='[' -> LIST[$lb]
| [lb='[' listElement ( ',' listElement )* ']' -> ^(LIST[$lb] listElement*) | ;

listElement : exprNoComma | -> NULL ;

Found in path(s):
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/compiler/STParser.g

1.639 ee-first 1.1.1 1.1.1
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1.640 path-to-regexp 1.8.0 1.8.0

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1.641 mime-lookup 0.0.2 0.0.2

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1.642 globals 9.18.0

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1.643 iconv-lite 0.4.19 0.4.19

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1.644 dashify 0.2.2 0.2.2

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1.645 babel-helper-hoist-variables 6.24.1
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1.646 ipaddr.js 1.8.0 1.8.0

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1.647 fs-constants 1.0.0 1.0.0

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1.649 @babel/plugin-transform-named-capturing-groups-regex 7.16.0
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1.651 swagger-annotations 1.5.16
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*/

package io.swagger.annotations;

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

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

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

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

/**
 * An optional URL for the license.
 *
 * @return an optional URL for the license.
 */
String url() default "";
}
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1.653 hk2-utils 2.2.0-b21

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1.654 swagger 2.0.7

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1.655 protobuf-java 3.14.0

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jar/com/google/protobuf/LazyStringList.java
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jar/com/google/protobuf/ServiceException.java
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jar/com/google/protobuf/ServiceException.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-
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1.656 pend 1.2.0 1.2.0

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1.657 llvm 6.0-1ubuntu2~16.04.1

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; RUN: llc < %s -mtriple=s390x-linux-gnu -mcpu=zEC12 -verify-machineinstrs | FileCheck %s
; Test that early if conversion produces LOCR with operands of the right ; register classes.

define void @autogen_SD4739(i8*) {
; CHECK-NOT: Expected a GR32Bit register, but got a GRX32Bit register
BB:
  %L34 = load i8, i8* %0
  %Cmp56 = icmp sgt i8 undef, %L34
  br label %CF246

CF246:                                  ; preds = %CF246, %BB
  %SI163 = select i1 %Cmp56, i8 %L34, i8 undef
  br i1 undef, label %CF246, label %CF248
define void @add256(<16 x i32>* %a, <16 x i32>* %b, <16 x i32>* %c) "min-legal-vector-width"="256" {
 ; CHECK-LABEL: add256:
 ; CHECK:       # %bb.0:
 ; CHECK-NEXT: vmovdqa (%rdi), %ymm0
 ; CHECK-NEXT: vmovdqa 32(%rdi), %ymm1
 ; CHECK-NEXT: vpadd (%rsi), %ymm0, %ymm0
 ; CHECK-NEXT: vpadd 32(%rsi), %ymm1, %ymm1
 ; CHECK-NEXT: vmovdqa %ymm1, 32(%rdx)
 ; CHECK-NEXT: vmovdqa %ymm0, (%rdx)
 ; CHECK-NEXT: vzeroupper
 ; CHECK-NEXT: retq
 %d = load <16 x i32>, <16 x i32>* %a
 %e = load <16 x i32>, <16 x i32>* %b
 %f = add <16 x i32> %d, %e
 store <16 x i32> %f, <16 x i32>* %c
 ret void
}

define void @add512(<16 x i32>* %a, <16 x i32>* %b, <16 x i32>* %c) "min-legal-vector-width"="512" {
 ; CHECK-LABEL: add512:
 ; CHECK:       # %bb.0:
 ; CHECK-NEXT: vmovdqa64 (%rdi), %zmm0
 ; CHECK-NEXT: vpadd (%rsi), %zmm0, %zmm0
 ; CHECK-NEXT: vmovdqa64 %zmm0, (%rdx)
 ; CHECK-NEXT: vzeroupper
 ; CHECK-NEXT: retq
 %d = load <16 x i32>, <16 x i32>* %a
 %e = load <16 x i32>, <16 x i32>* %b
 %f = add <16 x i32> %d, %e
 store <16 x i32> %f, <16 x i32>* %c
 ret void
}

define void @avg_v64i8_256(<64 x i8>* %a, <64 x i8>* %b) "min-legal-vector-width"="256" {
 ; CHECK-LABEL: avg_v64i8_256:
 ; CHECK:       # %bb.0:
 ; CHECK-NEXT: vmovdqa (%rsi), %ymm0
store <64 x i8> %8, <64 x i8>* undef, align 4
ret void
}

define void @pmaddwd_32_256(<32 x i16>* %APtr, <32 x i16>* %BPtr, <16 x i32>* %CPtr) "min-legal-vector-width"="256" {
; CHECK-LABEL: pmaddwd_32_256:
; CHECK: # %bb.0:
; CHECK-NEXT: vmovdqa (%rdi), %ymm0
; CHECK-NEXT: vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT: vpmaddwd (%rsi), %ymm0, %ymm0
; CHECK-NEXT: vpmaddwd 32(%rsi), %ymm1, %ymm1
; CHECK-NEXT: vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT: vmovdqa %ymm0, (%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%A = load <32 x i16>, <32 x i16>* %APtr
%B = load <32 x i16>, <32 x i16>* %BPtr
%a = sext <32 x i16> %A to <32 x i32>
%b = sext <32 x i16> %B to <32 x i32>
%m = mul nsw <32 x i32> %a, %b
%odd = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 0, i32 2, i32 4, i32 6, i32 8, i32 10, i32 12, i32 14, i32 16, i32 18, i32 20, i32 22, i32 24, i32 26, i32 28, i32 30>
%even = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 1, i32 3, i32 5, i32 7, i32 9, i32 11, i32 13, i32 15, i32 17, i32 19, i32 21, i32 23, i32 25, i32 27, i32 29, i32 31>
%ret = add <16 x i32> %odd, %even
store <16 x i32> %ret, <16 x i32>* %CPtr
ret void
}

define void @pmaddwd_32_512(<32 x i16>* %APtr, <32 x i16>* %BPtr, <16 x i32>* %CPtr) "min-legal-vector-width"="512" {
; CHECK-LABEL: pmaddwd_32_512:
; CHECK: # %bb.0:
; CHECK-NEXT: vmovdqa64 (%rdi), %zmm0
; CHECK-NEXT: vpmaddwd (%rsi), %zmm0, %zmm0
; CHECK-NEXT: vmovdqa64 %zmm0, (%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%A = load <32 x i16>, <32 x i16>* %APtr
%B = load <32 x i16>, <32 x i16>* %BPtr
%a = sext <32 x i16> %A to <32 x i32>
%b = sext <32 x i16> %B to <32 x i32>
%m = mul nsw <32 x i32> %a, %b
%odd = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 0, i32 2, i32 4, i32 6, i32 8, i32 10, i32 12, i32 14, i32 16, i32 18, i32 20, i32 22, i32 24, i32 26, i32 28, i32 30>
%even = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 1, i32 3, i32 5, i32 7, i32 9, i32 11, i32 13, i32 15, i32 17, i32 19, i32 21, i32 23, i32 25, i32 27, i32 29, i32 31>
%ret = add <16 x i32> %odd, %even
store <16 x i32> %ret, <16 x i32>* %CPtr
ret void
}

define void @psubus_64i8_max_256(<64 x i8>* %xptr, <64 x i8>* %yptr, <64 x i8>* %zptr) "min-legal-vector-width"="256" {
; CHECK-LABEL: psubus_64i8_max_256:
; CHECK:
; # %bb.0:
; CHECK-NEXT: vmovdqa (%rdi), %ymm0
; CHECK-NEXT: vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT: vpsubusb (%rsi), %ymm0, %ymm0
; CHECK-NEXT: vpsubusb 32(%rsi), %ymm1, %ymm1
; CHECK-NEXT: vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT: vmovdqa %ymm0, (%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%x = load <64 x i8>, <64 x i8>* %xptr
%y = load <64 x i8>, <64 x i8>* %yptr
%cmp = icmp ult <64 x i8> %x, %y
%max = select <64 x i1> %cmp, <64 x i8> %y, <64 x i8> %x
%res = sub <64 x i8> %max, %y
store <64 x i8> %res, <64 x i8>* %zptr
ret void
}

define void @psubus_64i8_max_512(<64 x i8>* %xptr, <64 x i8>* %yptr, <64 x i8>* %zptr) "min-legal-vector-width"="512" {
; CHECK-LABEL: psubus_64i8_max_512:
; CHECK:
; # %bb.0:
; CHECK-NEXT: vmovdqa64 (%rdi), %zmm0
; CHECK-NEXT: vpsubusb (%rsi), %zmm0, %zmm0
; CHECK-NEXT: vmovdqa64 %zmm0, (%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%x = load <64 x i8>, <64 x i8>* %xptr
%y = load <64 x i8>, <64 x i8>* %yptr
%cmp = icmp ult <64 x i8> %x, %y
%max = select <64 x i1> %cmp, <64 x i8> %y, <64 x i8> %x
%res = sub <64 x i8> %max, %y
store <64 x i8> %res, <64 x i8>* %zptr
ret void
}

define i32 @_Z9test_charPcS_i_256(i8* nocapture readonly, i8* nocapture readonly, i32) "min-legal-vector-width"="256" {
; CHECK-LABEL: _Z9test_charPcS_i_256:
; CHECK:
; # %bb.0: # %entry
movl %edx, %eax
vpxor %xmm0, %xmm0, %xmm0
xorl %ecx, %ecx
vpxor %xmm1, %xmm1, %xmm1
vpxor %xmm2, %xmm2, %xmm2
.p2align 4, 0x90
.LBB8_1: # %vector.body
# =>This Inner Loop Header: Depth=1
vpmovsxbw (%rdi,%rcx), %ymm3
vpmovsxbw 16(%rdi,%rcx), %ymm4
vpmovsxbw (%rsi,%rcx), %ymm5
vpmaddwd %ymm3, %ymm5, %ymm3
vpmaddwd %ymm1, %ymm3, %ymm1
vpmaddwd %ymm2, %ymm3, %ymm2
vpmaddwd %ymm0, %ymm1, %ymm0
vpmaddwd %ymm0, %ymm2, %ymm0
addq $32, %rcx
cmpq %rcx, %rax
jne .LBB8_1
vpaddd %ymm0, %ymm1, %ymm1
vpaddd %ymm0, %ymm2, %ymm0
vpaddd %ymm0, %ymm1, %ymm0
vextracti128 $1, %ymm0, %xmm1
vpshufd {%.*#+} xmm1 = xmm0[2,3,0,1]
vpaddd %ymm1, %ymm0, %ymm0
vpshufd {%.*#+} xmm1 = xmm0[1,1,2,3]
vpaddd %xmm1, %xmm0, %eax
vzeroupper
retq
eval:
%3 = zext i32 %2 to i64
br label %vector.body

vector.body:
%index = phi i64 [ %index.next, %vector.body ], [ 0, %entry ]
%vec.phi = phi <32 x i32> [ %11, %vector.body ], [ zeroinitializer, %entry ]
%4 = getelementptr inbounds i8, i8* %0, i64 %index
%5 = bitcast i8* %4 to <32 x i8>*
%wide.load = load <32 x i8>, <32 x i8>* %5, align 1
%6 = sext <32 x i8> %wide.load to <32 x i32>
%7 = getelementptr inbounds i8, i8* %1, i64 %index
%8 = bitcast i8* %7 to <32 x i8>*
%wide.load14 = load <32 x i8>, <32 x i8>* %8, align 1
%9 = sext <32 x i8> %wide.load14 to <32 x i32>
%10 = mul nsw <32 x i32> %9, %6
%11 = add nsw <32 x i32> %10, %vec.phi
%index.next = add i64 %index, 32
%12 = icmp eq i64 %index.next, %3
br i1 %12, label %middle.block, label %vector.body

middle.block:
%rdx.shuf1 = shufflevector <32 x i32> %11, <32 x i32> undef, <32 x i32> <i32 16, i32 17, i32 18, i32 19, i32 20, i32 21, i32 22, i32 23, i32 24, i32 25, i32 26, i32 27, i32 28, i32 29, i32 30, i32 31, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 unde

%13 = extractelement <32 x i32> %bin.rdx20, i32 0
ret i32 %13
}

define i32 @_Z9test_charPcS_i_512(i8* nocapture readonly, i8* nocapture readonly, i32) "min-legal-vector-width"="512" {
; CHECK-LABEL: _Z9test_charPcS_i_512:
; CHECK: # %bb.0: # %entry
; CHECK-NEXT: movl %edx, %eax
; CHECK-NEXT: vpxor %xmm0, %xmm0, %xmm0
; CHECK-NEXT: xorl %ecx, %ecx
; CHECK-NEXT: vpxor %xmm1, %xmm1, %xmm1
; CHECK-NEXT: .p2align 4, 0x90
; CHECK-NEXT: .LBB9_1: # %vector.body
; CHECK-NEXT: # =>This Inner Loop Header: Depth=1
; CHECK-NEXT: vpmovsxbw (%rdi,%rcx), %zmm2
; CHECK-NEXT: vpmovsxbw (%rsi,%rcx), %zmm3
; CHECK-NEXT:  vpmaddwd %zmm2, %zmm3, %zmm2
; CHECK-NEXT:  vpaddd %zmm1, %zmm2, %zmm1
; CHECK-NEXT:  addq $32, %rcx
; CHECK-NEXT:  cmpq %rcx, %rax
; CHECK-NEXT:  jne .LBB9_1
; CHECK-NEXT:  # %bb.2: # %middle.block
; CHECK-NEXT:  vpaddd %zmm0, %zmm1, %zmm0
; CHECK-NEXT:  vextracti64x4 %1, %zmm0, %ymm1
; CHECK-NEXT:  vpaddd %zmm1, %zmm0, %zmm0
; CHECK-NEXT:  vextracti128 %1, %ymm0, %xmm1
; CHECK-NEXT:  vpaddd %zmm1, %zmm0, %zmm0
; CHECK-NEXT:  vpsuhf [%.*++] xmm1 = xmm0[2,3,0,1]
; CHECK-NEXT:  vpaddd %zmm1, %zmm0, %zmm0
; CHECK-NEXT:  vpshufd [%.*++] xmm1 = xmm0[1,2,3]
; CHECK-NEXT:  vpaddd %zmm1, %zmm0, %zmm0
; CHECK-NEXT:  vmovd %xmm1, %eax
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq

entry:
  %3 = zext i32 %2 to i64
br label %vector.body

vector.body:
  %index = phi i64 [ %index.next, %vector.body ], [ 0, %entry ]
  %vec.phi = phi <32 x i32> [ %11, %vector.body ], [ zeroinitializer, %entry ]
  %4 = getelementptr inbounds i8, i8* %0, i64 %index
  %5 = bitcast i8* %4 to <32 x i8>*
  %wide.load = load <32 x i8>, <32 x i8>* %5, align 1
  %6 = sext <32 x i8> %wide.load to <32 x i32>
  %7 = getelementptr inbounds i8, i8* %1, i64 %index
  %8 = bitcast i8* %7 to <32 x i8>*
  %wide.load14 = load <32 x i8>, <32 x i8>* %8, align 1
  %9 = sext <32 x i8> %wide.load14 to <32 x i32>
  %10 = mul nsw <32 x i32> %9, %6
  %11 = add nsw <32 x i32> %10, %vec.phi
  %index.next = add i64 %index, 32
  %12 = icmp eq i64 %index, %3
br i1 %12, label %middle.block, label %vector.body

middle.block:
  %rdx.shuf1 = shufflevector <32 x i32> %11, %32 x i32> undef, <32 x i32> <i32 16, i32 17, i32 18, i32 19, i32 20, i32 21, i32 22, i32 23, i32 24, i32 25, i32 26, i32 27, i32 28, i32 29, i32 30, i32 31, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 unde
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef

%bin.rdx = add <32 x i32> %r dx, %rdx.shuf
%rdx.shuf15 = shufflevector <32 x i32> bin.rdx, <32 x i32> undef, <32 x i32> <i32 4, i32 5, i32 6, i32 7, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 unde
%bin.rdx32 = add <32 x i32> %bin.rdx, %rdx.shuf15
%rdx.shuf17 = shufflevector <32 x i32> %bin.rdx32, <32 x i32> undef, <32 x i32> <i32 2, i32 3, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 unde
%bin.rdx18 = add <32 x i32> %bin.rdx32, %rdx.shuf17
%rdx.shuf19 = shufflevector <32 x i32> %bin.rdx18, <32 x i32> undef, <32 x i32> <i32 1, i32 undef, i32 undef, i32 unde
%bin.rdx20 = add <32 x i32> %bin.rdx18, %rdx.shuf19
%13 = extractelement <32 x i32> %bin.rdx20, i32 0
ret i32 %13

define i32 @sad_16i8_256() "min-legal-vector-width"="256" {
; CHECK-LABEL: sad_16i8_256:
; CHECK: % #bb.0: # %entry
; CHECK-NEXT: vpxor %xmm0, %xmm0, %xmm0
; CHECK-NEXT: movq $-1024, %rax # imm = 0xFC00
; CHECK-NEXT: vpxor %xmm1, %xmm1, %xmm1
; CHECK-NEXT: .p2align 4, 0x90
; CHECK-NEXT: .LBB10_1: # %vector.body
; CHECK-NEXT: # =>This Inner Loop Header: Depth=1
; CHECK-NEXT: vmovdqu a+1024(%rax), %ymm2
; CHECK-NEXT: vpsadbw b+1024(%rax), %ymm2, %ymm2
; CHECK-NEXT: vpaddd %ymm1, %ymm2, %ymm1
; CHECK-NEXT: addq $4, %rax
; CHECK-NEXT: jne .LBB10_1
; CHECK-NEXT: % #bb.2: # %middle.block
; CHECK-NEXT: vpaddd %ymm0, %ymm1, %ymm0
; CHECK-NEXT: vextracti128 %ymm2, %ymm0, %ymm0
; CHECK-NEXT: vpaddd %ymm1, %ymm0, %ymm0
; CHECK-NEXT: vpsdf [[*#*]] %ymm1 = %ymm0(2,3,0,1]
; CHECK-NEXT: vpaddd %ymm1, %ymm0, %ymm0
; CHECK-NEXT: vpsdf [[*#*]] %ymm1 = %ymm0(1,1,2,3]
; CHECK-NEXT: vpaddd %ymm1, %ymm0, %ymm0
; CHECK-NEXT: vmovd %xmm0, %eax
; CHECK-NEXT: vzercupper

; CHECK-NEXT:   retq
entry:
br label %vector.body

vector.body:

%index = phi i64 [ 0, %entry ], [ %index.next, %vector.body ]
%vec.phi = phi <16 x i32> [ zeroinitializer, %entry ], [ %10, %vector.body ]
%0 = getelementptr inbounds [1024 x i8], [1024 x i8]* @a, i64 0, i64 %index
%1 = bitcast i8* %0 to <16 x i8>*
%wide.load = load <16 x i8>, <16 x i8>* %1, align 4
%2 = zext <16 x i8> %wide.load to <16 x i32>
%3 = getelementptr inbounds [1024 x i8], [1024 x i8]* @b, i64 0, i64 %index
%4 = bitcast i8* %3 to <16 x i8>*
%wide.load1 = load <16 x i8>, <16 x i8>* %4, align 4
%5 = zext <16 x i8> %wide.load1 to <16 x i32>
%6 = sub nsw <16 x i32> %2, %5
%7 = icmp sgt <16 x i32> %6, <i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1>
%8 = sub nsw <16 x i32> zeroinitializer, %6
%9 = select <16 x i1> %7, <16 x i32> %6, <16 x i32> %8
%10 = add nsw <16 x i32> %9, %vec.phi
%index.next = add i64 %index, 4
br i1 %11, label %middle.block, label %vector.body

middle.block:

%.lcssa = phi <16 x i32> [ %10, %vector.body ]
%rdx.shuf = shufflevector <16 x i32> %.lcssa, <16 x i32> undef, <16 x i32> <i32 8, i32 9, i32 10, i32 11, i32 12, i32 13, i32 14, i32 15, i32 undef>, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx = add <16 x i32> %.lcssa, %rdx.shuf
%rdx.shuf2 = shufflevector <16 x i32> %bin.rdx, <16 x i32> undef, <16 x i32> <i32 4, i32 5, i32 6, i32 7, i32 8, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx2 = add <16 x i32> %bin.rdx, %rdx.shuf2
%rdx.shuf3 = shufflevector <16 x i32> %bin.rdx2, <16 x i32> undef, <16 x i32> <i32 2, i32 3, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx3 = add <16 x i32> %bin.rdx2, %rdx.shuf3
%rdx.shuf4 = shufflevector <16 x i32> %bin.rdx3, <16 x i32> undef, <16 x i32> <i32 1, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx4 = add <16 x i32> %bin.rdx3, %rdx.shuf4
%12 = extractelement <16 x i32> %bin.rdx4, i32 0
ret i32 %12
}
define i32 @sad_16i8_512() "min-legal-vector-width"="512" {
; CHECK-LABEL: sad_16i8_512:
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vector.body:

%index = phi i64 [ 0, %entry ], [ %index.next, %vector.body ]
%vec.phi = phi <16 x i32> [ zeroinitializer, %entry ], [ %10, %vector.body ]
%0 = getelementptr inbounds [1024 x i8], [1024 x i8]* @a, i64 0, i64 %index
%1 = bitcast i8* %0 to <16 x i8>*
%wide.load = load <16 x i8>, <16 x i8>* %1, align 4
%2 = zext <16 x i8> %wide.load to <16 x i32>
%3 = getelementptr inbounds [1024 x i8], [1024 x i8]* @b, i64 0, i64 %index
%4 = bitcast i8* %3 to <16 x i8>*
%wide.load1 = load <16 x i8>, <16 x i8>* %4, align 4
%5 = zext <16 x i8> %wide.load1 to <16 x i32>
%6 = sub nsw <16 x i32> %2, %5
%7 = icmp sgt <16 x i32> %6, <i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1> %8 = sub nsw <16 x i32> zeroinitializer, %6
%9 = select <16 x i1> %7, <16 x i32> %6, <16 x i32> %8
%10 = add nsw <16 x i32> %9, %vec.phi
%index.next = add i64 %index, 1024
br i1 %11, label %middle.block, label %vector.body

middle.block:
%.lcssa = phi <16 x i32> [ %10, %vector.body ]
%.rdx.shuf = shufflevector <16 x i32> %.lcssa, <16 x i32> undef, <16 x i32> <i32 8, i32 9, i32 10, i32 11, i32 12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%.bin.rdx = add <16 x i32> %.lcssa, %.rdx.shuf
%.rdx.shuf2 = shufflevector <16 x i32> <16 x i32> undef, <16 x i32> <i32 4, i32 5, i32 6, i32 7, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%.bin.rdx2 = add <16 x i32> %.bin.rdx, %.rdx.shuf2
%.rdx.shuf3 = shufflevector <16 x i32> <16 x i32> undef, <16 x i32> <i32 2, i32 3, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%.bin.rdx3 = add <16 x i32> %.bin.rdx2, %.rdx.shuf3
%.rdx.shuf4 = shufflevector <16 x i32> <16 x i32> undef, <16 x i32> <i32 1, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%.bin.rdx4 = add <16 x i32> %.bin.rdx3, %.rdx.shuf4
%12 = extractelement <16 x i32> %.bin.rdx4, i32 0
ret i32 %12
}
define void @sbto16f32_256(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="256" {
    ; CHECK-LABEL: sbto16f32_256:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:  vpmovw2m %ymm0, %k0
    ; CHECK-NEXT:  kshiftrw $8, %k0, %k1
    ; CHECK-NEXT:  vpmovm2d %k1, %ymm0
    ; CHECK-NEXT:  vcvtdq2ps %ymm0, %ymm0
    ; CHECK-NEXT:  vpmovm2d %k0, %ymm1
    ; CHECK-NEXT:  vcvtdq2ps %ymm1, %ymm1
    ; CHECK-NEXT:  vmovaps %ymm1, (%rdi)
    ; CHECK-NEXT:  vmovaps %ymm0, 32(%rdi)
    ; CHECK-NEXT:  vzeroupper
    ; CHECK-NEXT:  retq
    %mask = icmp slt <16 x i16> %a, zeroinitializer
    %1 = sitofp <16 x i1> %mask to <16 x float>
    store <16 x float> %1, <16 x float>* %res
    ret void
}
define void @sbto16f32_512(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="512" {
    ; CHECK-LABEL: sbto16f32_512:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:  vpmovw2m %ymm0, %k0
    ; CHECK-NEXT:  vpmovm2d %k1, %ymm0
    ; CHECK-NEXT:  vcvtdq2ps %ymm0, %ymm0
    ; CHECK-NEXT:  vpmovm2d %k0, %ymm1
    ; CHECK-NEXT:  vcvtdq2ps %ymm1, %ymm1
    ; CHECK-NEXT:  vmovaps %ymm1, (%rdi)
    ; CHECK-NEXT:  vmovaps %ymm0, 32(%rdi)
    ; CHECK-NEXT:  vzeroupper
    ; CHECK-NEXT:  retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = sitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}

define void @sbto16f64_256(<16 x i16> %a, <16 x double>* %res)  "min-legal-vector-width"="256" {  
; CHECK-LABEL: sbto16f64_256:  
; CHECK:  # %bb.0:  
; CHECK-NEXT:  vpmovw2m %ymm0, %k0  
; CHECK-NEXT:  kshiftrw $8, %k0, %k1  
; CHECK-NEXT:  vpmovm2d %k1, %ymm0  
; CHECK-NEXT:  vcvtdq2pd %xmm0, %ymm1  
; CHECK-NEXT:  vextracti128 $1, %ymm0, %xmm0  
; CHECK-NEXT:  vcvtdq2pd %xmm0, %ymm0  
; CHECK-NEXT:  vpmovm2d %k0, %ymm2  
; CHECK-NEXT:  vcvtdq2pd %xmm2, %ymm3  
; CHECK-NEXT:  vextracti128 $1, %ymm2, %xmm2  
; CHECK-NEXT:  vcvtdq2pd %xmm2, %ymm2  
; CHECK-NEXT:  vmovaps %ymm2, 32(%rdi)  
; CHECK-NEXT:  vmovaps %ymm1, 64(%rdi)  
; CHECK-NEXT:  vmovaps %ymm0, 96(%rdi)  
; CHECK-NEXT:  vzeroupper  
; CHECK-NEXT:  retq  
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = sitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}

define void @sbto16f64_512(<16 x i16> %a, <16 x double>* %res)  "min-legal-vector-width"="512" {  
; CHECK-LABEL: sbto16f64_512:  
; CHECK:  # %bb.0:  
; CHECK-NEXT:  vpmovw2m %ymm0, %k0  
; CHECK-NEXT:  vpmovm2d %k0, %zmm0  
; CHECK-NEXT:  vcvtdq2pd %ymm0, %zmm1  
; CHECK-NEXT:  vextracti64x4 $1, %zmm0, %ymm0  
; CHECK-NEXT:  vcvtdq2pd %ymm0, %zmm0  
; CHECK-NEXT:  vmovaps %zmm0, 64(%rdi)  
; CHECK-NEXT:  vmovaps %zmm1, (%rdi)  
; CHECK-NEXT:  vzeroupper  
; CHECK-NEXT:  retq  
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = sitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}
define void @ubto16f32_256(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="256" {
 ; CHECK-LABEL: ubto16f32_256:
 ; CHECK:     # %bb.0:
 ; CHECK-NEXT: vpmovw2m %ymm0, %k0
 ; CHECK-NEXT: kshiftrw $8, %k0, %k1
 ; CHECK-NEXT: vpmovm2d %k1, %ymm0
 ; CHECK-NEXT: vpsrld $31, %ymm0, %ymm0
 ; CHECK-NEXT: vcvtdq2ps %ymm0, %ymm0
 ; CHECK-NEXT: vpmovm2d %k0, %ymm1
 ; CHECK-NEXT: vpsrld $31, %ymm1, %ymm1
 ; CHECK-NEXT: vcvtdq2ps %ymm1, %ymm1
 ; CHECK-NEXT: vmovaps %ymm1, (%rdi)
 ; CHECK-NEXT: vmovaps %ymm0, 32(%rdi)
 ; CHECK-NEXT: vzeroupper
 ; CHECK-NEXT: retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = uitofp <16 x i1> %mask to <16 x float>
 store <16 x float> %1, <16 x float>* %res
 ret void
}

define void @ubto16f32_512(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="512" {
 ; CHECK-LABEL: ubto16f32_512:
 ; CHECK:     # %bb.0:
 ; CHECK-NEXT: vpmovw2m %ymm0, %k0
 ; CHECK-NEXT: vpmovm2d %k0, %zmm0
 ; CHECK-NEXT: vpsrld $31, %zmm0, %zmm0
 ; CHECK-NEXT: vcvtdq2ps %zmm0, %zmm0
 ; CHECK-NEXT: vmovaps %zmm0, (%rdi)
 ; CHECK-NEXT: vzeroupper
 ; CHECK-NEXT: retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = uitofp <16 x i1> %mask to <16 x float>
 store <16 x float> %1, <16 x float>* %res
 ret void
}

define void @ubto16f64_256(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="256" {
 ; CHECK-LABEL: ubto16f64_256:
 ; CHECK:     # %bb.0:
 ; CHECK-NEXT: vpmovw2m %ymm0, %k0
 ; CHECK-NEXT: kshiftrw $8, %k0, %k1
 ; CHECK-NEXT: vpmovm2d %k1, %ymm0
 ; CHECK-NEXT: vpsrld $31, %ymm0, %ymm0
 ; CHECK-NEXT: vcvtdq2pd %xmm0, %ymm0
 ; CHECK-NEXT: vextracti128 $1, %ymm0, %xmm0
 ; CHECK-NEXT: vcvtdq2pd %xmm0, %ymm0

define void @ubto16f64_512(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="512" {  
; CHECK-LABEL: ubto16f64_512:  
; CHECK:   
; CHECK-NEXT: vpmovw2m %ymm0, %k0  
; CHECK-NEXT: vpmovm2d %k0, %zmm0  
; CHECK-NEXT: vpsrl $31, %zmm0, %zmm0  
; CHECK-NEXT: vcvtdq2pd %zmm0, %zmm1  
; CHECK-NEXT: vextracti64x4 $1, %zmm0, %ymm0  
; CHECK-NEXT: vcvtdq2pd %ymm0, %zmm0  
; CHECK-NEXT: vmovaps %zmm0, 64(%rdi)  
; CHECK-NEXT: vmovaps %zmm1, (%rdi)  
; CHECK-NEXT: vzeroupper  
; CHECK-NEXT: retq  
  
%mask = icmp slt <16 x i16> %a, zeroinitializer  
%1 = uitofp <16 x i1> %mask to <16 x double>  
store <16 x double> %1, <16 x double>* %res  
ret void  }

define <16 x i16> @test_16f32toub_256(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-width"="256" {  
; CHECK-LABEL: test_16f32toub_256:  
; CHECK:   
; CHECK-NEXT: vcvttps2dq (%rdi), %ymm1  
; CHECK-NEXT: vpslld $31, %ymm1, %ymm1  
; CHECK-NEXT: vpmovd2m %ymm1, %k0  
; CHECK-NEXT: vcvttps2dq 32(%rdi), %ymm1  
; CHECK-NEXT: vpslld $31, %ymm1, %ymm1  
; CHECK-NEXT: vpmovd2m %ymm1, %k1  
; CHECK-NEXT: kunpckbw %k0, %k1, %k1  
; CHECK-NEXT: vmovdq16 %ymm0, %ymm0 [%k1] [z]

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define <16 x i16> @test_16f32toub_512(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-width"="512" {
    ; CHECK-LABEL:  test_16f32toub_512:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:  vcvtps2dq (%rdi), %zmm1
    ; CHECK-NEXT:  vpslld $31, %zmm1, %zmm1
    ; CHECK-NEXT:  vpmovd2m %zmm1, %k1
    ; CHECK-NEXT:  vmovdqu16 %ymm0, %ymm0 [%k1] {z}
    ; CHECK-NEXT:  retq
    %a = load <16 x float>, <16 x float>* %ptr
    %mask = fptoui <16 x float> %a to <16 x i1>
    %select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
    ret <16 x i16> %select
}

define <16 x i16> @test_16f32tosb_256(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-width"="256" {
    ; CHECK-LABEL:  test_16f32tosb_256:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:  vcvtps2dq (%rdi), %ymm1
    ; CHECK-NEXT:  vpmovd2m %ymm1, %k0
    ; CHECK-NEXT:  vcvttps2dq 32(%rdi), %ymm1
    ; CHECK-NEXT:  vpmovd2m %ymm1, %k1
    ; CHECK-NEXT:  kunpckbw %k0, %k1, %k1
    ; CHECK-NEXT:  vmovdqu16 %ymm0, %ymm0 [%k1] {z}
    ; CHECK-NEXT:  retq
    %a = load <16 x float>, <16 x float>* %ptr
    %mask = fptosi <16 x float> %a to <16 x i1>
    %select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
    ret <16 x i16> %select
}

define <16 x i16> @test_16f32tosb_512(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-width"="512" {
    ; CHECK-LABEL:  test_16f32tosb_512:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:  vcvtps2dq (%rdi), %zmm1
    ; CHECK-NEXT:  vpmovd2m %zmm1, %k1
    ; CHECK-NEXT:  vmovdqu16 %ymm0, %ymm0 [%k1] {z}
    ; CHECK-NEXT:  retq
    %a = load <16 x float>, <16 x float>* %ptr
    %mask = fptoui <16 x float> %a to <16 x i1>
    %select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
    ret <16 x i16> %select
}
%mask = fptosi <16 x float> %a to <16 x i1>
%select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
ret <16 x i16> %select
}

define void @mul256(<64 x i8>* %a, <64 x i8>* %b, <64 x i8>* %c) "min-legal-vector-width"="256" {
; CHECK-LABEL: mul256:
; CHECK: # %bb.0:
; CHECK-NEXT: vmovdqa (%rdi), %ymm0
; CHECK-NEXT: vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT: vmovdqa (%rsi), %ymm2
; CHECK-NEXT: vmovdqa 32(%rsi), %ymm3
; CHECK-NEXT: vpunpckhbw {{.*#+}} ymm4 =
  ymm2[8],ymm0[8],ymm2[9],ymm0[9],ymm2[10],ymm0[10],ymm2[11],ymm0[11],ymm2[12],ymm0[12],ymm2[13]
  ,ymm0[13],ymm2[14],ymm0[14],ymm2[15],ymm0[15],ymm2[24],ymm0[24],ymm2[25],ymm0[25],ymm2[26],ymm
  0[26],ymm2[27],ymm0[27],ymm2[28],ymm0[28],ymm2[29],ymm0[29],ymm2[30],ymm0[30],ymm2[31],ymm0[31]
; CHECK-NEXT: vpunpckhbw {{.*#+}} ymm5 =
  ymm0[8,9,9,10,10,11,11,12,12,13,13,14,14,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
; CHECK-NEXT: vmullw %ymm4, %ymm5, %ymm4
; CHECK-NEXT: vmovdqa {{.*#+}} ymm5 =
; CHECK-NEXT: vpand %ymm4, %ymm4, %ymm4
; CHECK-NEXT: vpunpcklbw {{.*#+}} ymm2 =
  ymm2[0],ymm0[0],ymm2[1],ymm0[1],ymm2[2],ymm0[2],ymm2[3],ymm0[3],ymm2[4],ymm0[4],ymm2[5],ymm0[5]
  ,ymm2[6],ymm0[6],ymm2[7],ymm0[7],ymm2[16],ymm0[16],ymm2[17],ymm0[17],ymm2[18],ymm0[18],ymm2[19]
  ,ymm0[19],ymm2[20],ymm0[20],ymm2[21],ymm0[21],ymm2[22],ymm0[22],ymm2[23],ymm0[23]
; CHECK-NEXT: vpunpcklbw {{.*#+}} ymm0 =
  ymm0[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]
; CHECK-NEXT: vmullw %ymm2, %ymm0, %ymm0
; CHECK-NEXT: vpadd %ymm5, %ymm0, %ymm0
; CHECK-NEXT: vpunpckuswb {{.*#+}} ymm4 =
  ymm3[8],ymm0[8],ymm3[9],ymm0[9],ymm3[10],ymm0[10],ymm3[11],ymm0[11],ymm3[12],ymm0[12],ymm3[13]
  ,ymm0[13],ymm3[14],ymm0[14],ymm3[15],ymm0[15],ymm3[24],ymm0[24],ymm3[25],ymm0[25],ymm3[26],ymm
  0[26],ymm3[27],ymm0[27],ymm3[28],ymm0[28],ymm3[29],ymm0[29],ymm3[30],ymm0[30],ymm3[31],ymm0[31]
; CHECK-NEXT: vpunpckhbw {{.*#+}} ymm4 =
  ymm1[8],ymm0[8],ymm1[9],ymm0[9],ymm1[10],ymm0[10],ymm1[11],ymm0[11],ymm1[12],ymm0[12],ymm1[13]
  ,ymm0[13],ymm1[14],ymm0[14],ymm1[15],ymm0[15],ymm1[24],ymm0[24],ymm1[25],ymm0[25],ymm1[26],ymm
  0[26],ymm1[27],ymm0[27],ymm1[28],ymm0[28],ymm1[29],ymm0[29],ymm1[30],ymm0[30],ymm1[31],ymm0[31]
; CHECK-NEXT: vmullw %ymm2, %ymm4, %ymm0
; CHECK-NEXT: vpadd %ymm5, %ymm2, %ymm2
; CHECK-NEXT: vpunpckhbw {{.*#+}} ymm3 =
  ymm3[0],ymm0[0],ymm3[1],ymm0[1],ymm3[2],ymm0[2],ymm3[3],ymm0[3],ymm3[4],ymm0[4],ymm3[5],ymm0[5]
  ,ymm3[6],ymm0[6],ymm3[7],ymm0[7],ymm3[16],ymm0[16],ymm3[17],ymm0[17],ymm3[18],ymm0[18],ymm3[19]
  ,ymm0[19],ymm3[20],ymm0[20],ymm3[21],ymm0[21],ymm3[22],ymm0[22],ymm3[23],ymm0[23]
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====================
LLVM Release License
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Developed by:

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<th>Directory</th>
</tr>
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<tbody>
<tr>
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<td>---------</td>
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define void @zext256() "min-legal-vector-width"="256" {
define void @zext512() "min-legal-vector-width"="512" {
    ; AVX-LABEL: 'zext512'
    ; AVX-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %A = zext <8 x i16> undef to <8 x i64>
    ; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %B = zext <8 x i32> undef to <8 x i64>
    ; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %C = zext <16 x i8> undef to <16 x i32>
    ; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = zext <16 x i16> undef to <16 x i32>
    ; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to <32 x i16>
    ; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
    
    ; SKX256-LABEL: 'zext512'
    ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x i64>
    ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x i64>
    ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x i32>
    ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x i32>
    ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x i16>
    ; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
}
define void @sext256() "min-legal-vector-width"="256" { 
  ; VEC256-LABEL: 'sext256'
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %A = sext <8 x i8> undef to <8 x i64>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %B = sext <8 x i16> undef to <8 x i64>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %C = sext <8 x i32> undef to <8 x i64>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = sext <16 x i8> undef to <16 x i32>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %E = sext <16 x i16> undef to <16 x i32>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to <32 x i16>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void 
  ;
  ; VEC512-LABEL: 'sext512'
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 24 for instruction: %A = sext <8 x i8> undef to <8 x i64>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 24 for instruction: %B = sext <8 x i16> undef to <8 x i64>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %C = sext <8 x i32> undef to <8 x i64>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %D = sext <16 x i8> undef to <16 x i32>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %E = sext <16 x i16> undef to <16 x i32>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %F = sext <32 x i8> undef to <32 x i16>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void 
  ;
};
define void @sext512() "min-legal-vector-width"="512" {
  %A = sext <8 x i8> undef to <8 x i64>
  %B = sext <8 x i16> undef to <8 x i64>
  %C = sext <8 x i32> undef to <8 x i64>
  %D = sext <16 x i8> undef to <16 x i32>
  %E = sext <16 x i16> undef to <16 x i32>
  %F = sext <32 x i8> undef to <32 x i16>
  ret void
}

define void @sext512() "min-legal-vector-width"="512" {
  %A = sext <8 x i8> undef to <8 x i64>
  %B = sext <8 x i16> undef to <8 x i64>
  %C = sext <8 x i32> undef to <8 x i64>
  %D = sext <16 x i8> undef to <16 x i32>
  %E = sext <16 x i16> undef to <16 x i32>
  %F = sext <32 x i8> undef to <32 x i16>
  ret void
}

define void @sext512() "min-legal-vector-width"="512" {
  %A = sext <8 x i8> undef to <8 x i64>
  %B = sext <8 x i16> undef to <8 x i64>
  %C = sext <8 x i32> undef to <8 x i64>
  %D = sext <16 x i8> undef to <16 x i32>
  %E = sext <16 x i16> undef to <16 x i32>
  %F = sext <32 x i8> undef to <32 x i16>
  ret void
}

define void @sext512() "min-legal-vector-width"="512" {
  %A = sext <8 x i8> undef to <8 x i64>
  %B = sext <8 x i16> undef to <8 x i64>
  %C = sext <8 x i32> undef to <8 x i64>
  %D = sext <16 x i8> undef to <16 x i32>
  %E = sext <16 x i16> undef to <16 x i32>
  %F = sext <32 x i8> undef to <32 x i16>
  ret void
}

define void @sext512() "min-legal-vector-width"="512" {
  %A = sext <8 x i8> undef to <8 x i64>
  %B = sext <8 x i16> undef to <8 x i64>
  %C = sext <8 x i32> undef to <8 x i64>
  %D = sext <16 x i8> undef to <16 x i32>
  %E = sext <16 x i16> undef to <16 x i32>
  %F = sext <32 x i8> undef to <32 x i16>
  ret void
}

define void @sext512() "min-legal-vector-width"="512" {
  %A = sext <8 x i8> undef to <8 x i64>
  %B = sext <8 x i16> undef to <8 x i64>
  %C = sext <8 x i32> undef to <8 x i64>
  %D = sext <16 x i8> undef to <16 x i32>
  %E = sext <16 x i16> undef to <16 x i32>
  %F = sext <32 x i8> undef to <32 x i16>
  ret void
}
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; VEC512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
%A = sext <8 x i8> undef to <8 x i64>
%B = sext <8 x i16> undef to <8 x i64>
%C = sext <8 x i32> undef to <8 x i64>
%D = sext <16 x i8> undef to <16 x i32>
%E = sext <16 x i16> undef to <16 x i32>
%F = sext <32 x i8> undef to <32 x i16>
ret void
}

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; RUN: llc -march=hexagon < %s
; REQUIRES: asserts

; The two loads based on %struct.0, loading two different data types cause LSR to assume type "void" for the memory type. This would then cause an assert in isLegalAddressingMode. Make sure we no longer crash.

target triple = "hexagon"

%struct.0 = type { i8*, i8, %union.anon.0 }
%union.anon.0 = type { i8* }

define hidden fastcc void @fred() unnamed addr #0 {
  entry:
  br i1 undef, label %while.end, label %while.body.lr.ph

  while.body.lr.ph: ; preds = %entry
  br label %while.body

  while.body: ; preds = %exit.2, %while.body.lr.ph
  %lsr.iv = phi %struct.0* [%cgep22, %exit.2 ], [ undef, %while.body.lr.ph ]

...
switch i32 undef, label %exit [  
i32 1, label %sw.bb.i  
i32 2, label %sw.bb3.i  ]

sw.bb.i: ; preds = %while.body  
unreachable

sw.bb3.i: ; preds = %while.body  
unreachable

exit: ; preds = %while.body  
switch i32 undef, label %exit.2 [  
i32 1, label %sw.bb.i17  
i32 2, label %sw.bb3.i20  ]

sw.bb.i17: ; preds = %exit  
%0 = bitcast %struct.0* %lsr.iv to i32*  
%1 = load i32, i32* %0, align 4  
unreachable

sw.bb3.i20: ; preds = %exit  
%2 = bitcast %struct.0* %lsr.iv to i8**  
%3 = load i8*, i8** %2, align 4  
unreachable

exit.2: ; preds = %exit  
%cgep22 = getelementptr %struct.0, %struct.0* %lsr.iv, i32 1  
br label %while.body

while.end: ; preds = %entry  
ret void
}

attributes #0 = { nounwind optsize "target-cpu"="hexagonv55" } ; RUN: llc -mtriple=aarch64-apple-ios %s -o - | FileCheck %s

define <16 x double> @test_sitofp_fixed(<16 x i32> %in) {  
; CHECK-LABEL: test_sitofp_fixed:
  ; First, extend each i32 to i64  
  ; CHECK-DAG: sshll2.2d [[BLOCK0_HI:v[0-9]+]], v0, #0  
  ; CHECK-DAG: sshll2.2d [[BLOCK1_HI:v[0-9]+]], v1, #0  
  ; CHECK-DAG: sshll2.2d [[BLOCK2_HI:v[0-9]+]], v2, #0  
  ; CHECK-DAG: sshll2.2d [[BLOCK3_HI:v[0-9]+]], v3, #0  
  ; CHECK-DAG: sshll2.2d [[BLOCK0_LO:v[0-9]+]], v0, #0  
  ; CHECK-DAG: sshll2.2d [[BLOCK1_LO:v[0-9]+]], v1, #0
; Next, convert each to double.
; CHECK-DAG: scvtf.2d v0, [[[BLOCK0_LO]]]
; CHECK-DAG: scvtf.2d v1, [[[BLOCK0_HI]]]
; CHECK-DAG: scvtf.2d v2, [[[BLOCK1_LO]]]
; CHECK-DAG: scvtf.2d v3, [[[BLOCK1_HI]]]
; CHECK-DAG: scvtf.2d v4, [[[BLOCK2_LO]]]
; CHECK-DAG: scvtf.2d v5, [[[BLOCK2_HI]]]
; CHECK-DAG: scvtf.2d v6, [[[BLOCK3_LO]]]
; CHECK-DAG: scvtf.2d v7, [[[BLOCK3_HI]]]

; CHECK: ret
%flt = sitofp <16 x i32> %in to <16 x double>
%res = fdiv <16 x double> %flt, <double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0>
ret <16 x double> %res }

; This one is small enough to satisfy isSimple, but still illegally large.
define <4 x double> @test_sitofp_fixed_shortish(<4 x i64> %in) {
; CHECK-LABEL: test_sitofp_fixed_shortish:

; CHECK-DAG: scvtf.2d v0, v0
; CHECK-DAG: scvtf.2d v1, v1

; CHECK: ret
%flt = sitofp <4 x i64> %in to <4 x double>
%res = fdiv <4 x double> %flt, <double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0>
ret <4 x double> %res }

; RUN: opt %s -inline -S | FileCheck %s

define internal void @innerSmall() "min-legal-vector-width"="128" {
ret void
}

define internal void @innerLarge() "min-legal-vector-width"="512" {
ret void
}

define internal void @innerNoAttribute() {
ret void
}

; We should not add an attribute during inlining. No attribute means unknown.
Inlining doesn't change the fact that we don't know anything about this
function.

```
define void @outerNoAttribute() {
call void @innerLarge()
ret void
}
```

```
define void @outerConflictingAttributeSmall() "min-legal-vector-width"="128" {
call void @innerLarge()
ret void
}
```

```
define void @outerConflictingAttributeLarge() "min-legal-vector-width"="512" {
call void @innerSmall()
ret void
}
```

We should remove the attribute after inlining since the callee's
vector width requirements are unknown.

```
define void @outerAttribute() "min-legal-vector-width"="128" {
call void @innerNoAttribute()
ret void
}
```

; We should remove the attribute after inlining since the callee's
; vector width requirements are unknown.
define void @outerAttribute() "min-legal-vector-width"="128" {
call void @innerNoAttribute()
ret void
}

; CHECK: define void @outerNoAttribute() {
; CHECK: define void @outerConflictingAttributeSmall() #0
; CHECK: define void @outerConflictingAttributeLarge() #0
; CHECK: define void @outerAttribute() {
; CHECK: attributes #0 = { "min-legal-vector-width"="512" }
; RUN: opt -consthoist -S -o - %s | FileCheck %s
target triple = "thumbv6m-none--musleabi"

; Check that for i8 type, the maximum legal offset is 31.
; Also check that an constant used as value to be stored rather than
; pointer in a store instruction is hoisted.
; CHECK: foo_i8
; CHECK-DAG:  %[C1:const[0-9]?] = bitcast i32 805874720 to i32
; CHECK-DAG:  %[C2:const[0-9]?] = bitcast i32 805874688 to i32
; CHECK-DAG:  %[C3:const[0-9]?] = bitcast i32 805873720 to i32
; CHECK-DAG:  %[C4:const[0-9]?] = bitcast i32 805873688 to i32
; CHECK:  %0 = inttoptr i32 %[C2] to i8*
; CHECK-NEXT:  %1 = load volatile i8, i8* %0
; CHECK-NEXT:  %[M1:const_mat[0-9]?] = add i32 %[[C2]], 4
; CHECK-NEXT:  %2 = inttoptr i32 %[[M1]] to i8*
; CHECK-NEXT:  %3 = load volatile i8, i8* %2
; CHECK-NEXT:  %[M2:const_mat[0-9]?] = add i32 %[[C2]], 31
; CHECK-NEXT:  %4 = inttoptr i32 %[[M2]] to i8*
define void @foo_i8() {
  entry:
  %0 = load volatile i8, i8* inttopr (i32 805874688 to i8*)
  %1 = load volatile i8, i8* inttopr (i32 805874692 to i8*)
  %2 = load volatile i8, i8* inttopr (i32 805874719 to i8*)
  %3 = load volatile i8, i8* inttopr (i32 805874720 to i8*)
  %4 = load volatile i8, i8* inttopr (i32 805874727 to i8*)
  store i8 %4, i8* inttopr(i32 805873688 to i8*)
  store i8 %3, i8* inttopr(i32 805873719 to i8*)
  store i8 %2, i8* inttopr(i32 805873720 to i8*)
  store i8 %1, i8* inttopr(i32 805873727 to i8*)
  store i8* inttopr(i32 805874800 to i8*), i8** @goo
  ret void
}

; Check that for i16 type, the maximum legal offset is 62.
; CHECK: foo_i16
; CHECK-DAG: %[[C1:const[0-9]?]] = bitcast i32 805874752 to i32
; CHECK-DAG: %[[C2:const[0-9]?]] = bitcast i32 805874688 to i32
; CHECK: %0 = inttopr i32 %[[C2]] to i16*
; CHECK-NEXT: %1 = load volatile i16, i16* %0, align 2
; CHECK-NEXT: %[[M1:const_mat[0-9]?]] = add i32 %[[C2]], 4
; CHECK-NEXT: %2 = inttopr i32 %[[M1]] to i16*
; CHECK-NEXT: %3 = load volatile i16, i16* %2, align 2
; CHECK-NEXT: %[[M2:const_mat[0-9]?]] = add i32 %[[C2]], 32
; CHECK-NEXT: %4 = inttopr i32 %[[M2]] to i16*
define void @foo_i16() {
entry:
%0 = load volatile i16, i16* inttoptr (i32 805874688 to i16*), align 2
%1 = load volatile i16, i16* inttoptr (i32 805874692 to i16*), align 2
%2 = load volatile i16, i16* inttoptr (i32 805874720 to i16*), align 2
%3 = load volatile i16, i16* inttoptr (i32 805874750 to i16*), align 2
%4 = load volatile i16, i16* inttoptr (i32 805874752 to i16*), align 2
%5 = load volatile i16, i16* inttoptr (i32 805874774 to i16*), align 2
ret void
}

define void @foo_i32() {
entry:
%0 = load volatile i32, i32* inttoptr (i32 805874688 to i32*), align 4
%1 = load volatile i32, i32* inttoptr (i32 805874692 to i32*), align 4
%2 = load volatile i32, i32* inttoptr (i32 805874720 to i32*), align 4
%3 = load volatile i32, i32* inttoptr (i32 805874750 to i32*), align 4
%4 = load volatile i32, i32* inttoptr (i32 805874752 to i32*), align 4
%5 = load volatile i32, i32* inttoptr (i32 805874774 to i32*), align 4
ret void
}
# added to the AUTHORS file, depending on whether the
# individual or corporate CLA was used.
#
# Names should be added to this file as:
#     Name <email address>
#
# Please keep the list sorted.

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; RUN: llc < %s -mtriple=x86_64-linux-android -mattr=+mmx -enable-legalize-types-checking | FileCheck %s ;
; D31946
; Check that we dont end up with the "LLVM ERROR: Cannot select" error.
; Additionally ensure that the output code actually put fp128 values in SSE registers.

declare fp128 @llvm.fabs.f128(fp128)
declare fp128 @llvm.copysign.f128(fp128, fp128)

define fp128 @TestSelect(fp128 %a, fp128 %b) {
    %cmp = fcmp ogt fp128 %a, %b
    %sub = fsub fp128 %a, %b
    %res = select i1 %cmp, fp128 %sub, fp128 0xL0000000000000000
    ret fp128 %res
    ; CHECK-LABEL: TestSelect:
    ; CHECK movaps 16(%rsp), %xmm1
    ; CHECK-NEXT callq _subtf3
    ; CHECK-NEXT testl %ebx, %ebx
    ; CHECK-NEXT jg .LBB0_2
    ; CHECK-NEXT # %bb.1:
    ; CHECK-NEXT movaps .LCPI0_0(rip), %xmm0
define fp128 @TestFabs(fp128 %a) {
    %res = call fp128 @llvm.fabs.f128(fp128 %a)
    ret fp128 %res
}

define fp128 @TestCopysign(fp128 %a, fp128 %b) {
    %res = call fp128 @llvm.copysign.f128(fp128 %a, fp128 %b)
    ret fp128 %res
}

define fp128 @TestFneg(fp128 %a) {
    %mul = fmul fp128 %a, %a
    %res = fsub fp128 0xL00000000000000008000000000000000, %mul
    ret fp128 %res
}

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1.659 math-random 1.0.4

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1.660 animal-sniffer-annotation 1.18
1.661 homedir-polyfill 1.0.3 1.0.3

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1.664 string_decoder 1.0.3 1.0.3

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1.688 pseudomap 1.0.2 1.0.2

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    */

    Found in path(s):
    */opt/ws_local/PERMITS_SQL/1078286973_1597285663.32/0/jackson-mapper-asl-1-9-13-sources-2-
    jar/org/codehaus/jackson/map/MappingJsonFactory.java

1.691 babel-helper-regex 6.26.0 6.26.0
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1.693 hive-service-rpc 3.1.2

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1.694 make-iterator 1.0.1 1.0.1

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1.695 reactive-streams 1.0.2

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1.696 bluebird 3.5.4 3.5.4
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1.697 fast-csv 3.7.0 3.7.0
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1.698 sketches-core 0.9.0

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 */
/**
 * The MurmurHash3 is a fast, non-cryptographic, 128-bit hash function that has
 * excellent avalanche and 2-way bit independence properties.
 */
*
*
* The C++ MurmurHash3_x64_128(...), revision 150, of the MurmurHash3, written by Austin Appleby,
* which is in the Public Domain, was the inspiration for this implementation in Java.
* The C++ version can be found at
* <a href= "https://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp"> SMHasher &amp;
* MurmurHash</a>.
* </p>
*
*
* This java implementation pays close attention to the C++ algorithms in order to
* maintain bit-wise compatibility, but the design is quite different. This implementation has also
* been extended to include processing of arrays of longs, char or ints, which was not part of the
* original C++ implementation. This implementation produces the same exact output hash bits as
* the above C++ method given the same input.</p>
*
* In addition, with this implementation, the hash of byte[], char[], int[], or long[] will
* produce the same hash result if, and only if, all the arrays have the same exact length in
* bytes, and if the contents of the values in the arrays have the same byte endianness and
* overall order. There is a unit test for this class that demonstrates this.</p>
*
* The structure of this implementation also reflects a separation of code that is dependent on the
* input structure (in this case byte[], int[] or long[]) from code that is independent of the input
* structure. This also makes the code more readable and suitable for future extensions.
* </p>
*
* @author Lee Rhodes
*/

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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-
jar/com/yahoo/sketches/theta/IntersectionImpl.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-
jar/com/yahoo/sketches/quantiles/DoublesUpdateImpl.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-
jar/com/yahoo/sketches/quantiles/DoublesPmfCdfImpl.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-
jar/com/yahoo/sketches/theta/PairwiseSetOperations.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-
jar/com/yahoo/sketches/quantiles/DirectCompactDoublesSketch.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-
jar/com/yahoo/sketches/quantiles/DirectUpdateDoublesSketch.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-
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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-
jar/com/yahoo/sketches/hll/HllMap.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-
jar/com/yahoo/sketches/hll/CouponHashMap.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-
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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/sampling/ReservoirItemsUnion.java
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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/sampling/ReservoirItemsSketch.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/sampling/ReservoirLongsSketch.java
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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/ItemsUtil.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/DoublesSketch.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/PreambleUtil.java
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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/ItemsMergeImpl.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/ItemsByteArrayImpl.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/ItemsUpdateImpl.java

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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/ItemsUnion.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/ItemsUnion.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/tuple/ArrayOfDoublesUnion.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/tuple/ArrayOfDoublesUnion.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/tuple/ArrayOfDoublesAnotB.java
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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/hll/DenseCompressedFieldsFactory.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/tuple/ArrayOfDoublesAnotB.java
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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/tuple/HeapArrayOfDoublesCompactSketch.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/DoublesUtil.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/DoublesUnion.java
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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/theta/SketchesStateException.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/theta/QuickSelectSketch.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/theta/ArrayOfType16StringsSerDe.java
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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/hash/UpdatableHashSketch.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/hash/MurmurHash3Adaptor.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/ItemsAuxiliary.java
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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/frequencies/ReversePurgeItemHashMap.java
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1.714 html-to-xlsx 2.0.3 2.0.3

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1.715 yargs 16.2.0 16.2.0

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1.716 minimist 0.0.8 0.0.8

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1.717 lodash-groupby 4.6.0 4.6.0

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**1.718 big-integer 1.6.48 1.6.48**

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1.720 mv 2.1.1 2.1.1

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1.721 winston 2.4.5 2.4.5
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1.722 netty-transport 4.1.59.Final

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* /opt/cola/permits/1145449543_1616156406.95/0/netty-transport-4-1-59-final-1-jar/META-INF/native-image/io.netty/transport/native-image.properties
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Manifest-Version: 1.0
Implementation-Title: Netty/Transport
Bundle-Description: Netty is an asynchronous event-driven network application framework for rapid development of maintainable high performance protocol servers and clients.
Automatic-Module-Name: io.netty.transport
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.transport
Implementation-Version: 4.1.59.Final
Built-By: root
Bnd-LastModified: 1612782105444
Open Source Used In DNAC Platform Arica

Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.buffer;version="[4.1,5)";io.netty.resolver;version="[4.1,5)";io.netty.util;version="[4.1,5)";io.netty.util.concurrent;version="[4.1,5)";io.netty.util.internal;version="[4.1,5)";io.netty.util.internal.logging;version="[4.1,5)";sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="[1,2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Bundle-Name: Netty/Transport
Bundle-Version: 4.1.59.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-transport/

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* /opt/cola/permits/1145449543_1616156406.95/0/netty-transport-4-1-59-final-1-jar/META-INF/MANIFEST.MF

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1.723 jsreport-studio-theme-dark 0.3.0 0.3.0
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1.725 drill-format-pcapng 1.19.0
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1.726 node-promise 0.5.14 0.5.14

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* /opt/cola/permits/1114503625_1607518978.69/0/byte-buddy-agent-1-9-3-sources-1-jar/net/bytebuddy/agent/package-info.java
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**1.728 uritemplate 0.3.4 0.3.4**

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

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(function (exportCallback) {
    "use strict";

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    * /opt/ws_local/PERMITS_SQL/1063105573_1593668271.03/0/uritemplate-js-0-3-4-zip/uritemplate-js-0.3.4/src/pre.txt
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    URI Template JS
    ===============

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

    It exposes a constructor function UriTemplate with the two methods:

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

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

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

    You can use uritemplate.js in any even not so modern browser (Tested even with IE8 in IE7-Mode), see file
**npm install uritemplate**

And then in a node application:

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

template = UriTemplate.parse('{?query*}');
template.expand({query: {first: 1, second: 2}});
--> "?first=1&second=2"
```

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

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

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

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

**Build**

```bash
npm install
npm test
```

**Tests**

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

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

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

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

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see: http://github.com/jrburke/requirejs for details

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

1.729 @babel/plugin-transform-async-to-generator 7.16.0

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*
* Abstract: The main routine
*
-*-*/

For src/main/native/src/org/apache/hadoop/io/compress/lz4/[lz4.h,lz4.c,lz4hc.h,lz4hc.c],

/*

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

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  jar/io/netty/buffer/ByteBufProcessor.java
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  jar/io/netty/buffer/UnreleasableByteBuf.java
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  jar/io/netty/buffer/AbstractReferenceCountedByteBuf.java
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1.jar/com/mongodb/internal/operation/ServerVersionHelper.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1.jar/com/mongodb/operation/CommitTransactionOperation.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1.jar/com/mongodb/operation/TransactionOperation.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1.jar/com/mongodb/operation/TransactionOptions.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1.jar/com/mongodb/internal/connection/ReadConcernAwareNoOpSessionContext.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1.jar/com/mongodb/internal/connection/ReadConcernHelper.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1.jar/com/mongodb/operation/AbortTransactionOperation.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1.jar/com/mongodb/operation/OperationReadConcernHelper.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1.jar/com/mongodb/lang/Nullable.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1.jar/com/mongodb/lang/NonNullApi.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1.jar/com/mongodb/lang/NonNull.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1.jar/com/mongodb/lang/package-info.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1.jar/com/mongodb/operation/AbortTransactionOperation.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1.jar/com/mongodb/lang/NonNull.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1.jar/com/mongodb/internal/connection/ReadConcernHelper.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1.jar/com/mongodb/TransactionOptions.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1.jar/com/mongodb/operation/OperationReadConcernHelper.java

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* https://github.com/marianobbarrios/tls-channel
*/
/**
* Writes a sequence of bytesProduced to this channel from a subsequence of the
* given buffers.
*
* @param srcs   The buffers from which bytesProduced are to be retrieved
* @param offset The offset within the buffer array of the first buffer from
*                which bytesProduced are to be retrieved; must be non-negative and no
*                larger than <tt>srcs.length</tt>
* @param length The maximum number of buffers to be accessed; must be non-negative and no larger than <tt>srcs.length</tt>
* @return The number of bytesProduced written, contrary to the behavior specified
* in { @link ByteChannel}, this method never returns 0, but throws
* { @link WouldBlockException} and
* @throws IndexOutOfBoundsException If the preconditions on the <tt>offset</tt> and
*/
/*
 * length parameters do not hold
 * @throws WouldBlockException if the channel is in non-blocking mode and the IO operation
 * cannot be completed immediately
 * @throws NeedsTaskException if the channel is not configured to run tasks automatically
 * and a task needs to be executed to complete the operation
 * @throws SSLException if the {@link SSLEngine} throws a SSLException
 * @throws IOException if the underlying channel throws an IOException
 */

/**
 * Reads a sequence of bytesProduced from this channel into a subsequence of the
 * given buffers.
 *
 * <p>
 * See {@link ScatteringByteChannel#read(ByteBuffer[], int, int)} for more
 * details of the meaning of this signature.
 *
 * <p>
 * This method behaves slightly different than the interface specification,
 * with respect to non-blocking responses, see {@link #read(ByteBuffer)} for
 * more details.
 *
 * @param dsts   The buffers into which bytesProduced are to be transferred
 * @param offset The offset within the buffer array of the first buffer into
 * which bytesProduced are to be transferred; must be non-negative and no
 * larger than <tt>dsts.length</tt>
 * @param length The maximum number of buffers to be accessed; must be
 * non-negative and no larger than <tt>dsts.length</tt>
 * &nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&n...
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  jar/com/mongodb/internal/authentication/SaslPrep.java
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/**
* Returns an array containing all of the elements in this deque, in
* proper sequence (from first to last element).
* <p>The returned array will be "safe" in that no references to it are
* maintained by this deque. (In other words, this method must allocate
* a new array). The caller is thus free to modify the returned array.
This method acts as bridge between array-based and collection-based APIs.

@return an array containing all of the elements in this deque
*/

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  jar/com/mongodb/annotations/Beta.java

1.758 babel-plugin-transform-es2015-literals
6.22.0

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* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-jar/inet/ipaddr/mac/MACAddressAssociativeTrie.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-jar/inet/ipaddr/ipv6/IPv6AddressAssociativeTrie.java
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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

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

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6.
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b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies
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1.774 jcip-annotation 1.0

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Class, field, and method level annotations for describing thread-safety policies.

Three class-level annotations describe the *intended* thread-safety promises of a class: `@Immutable`, `@ThreadSafe`, and `@NotThreadSafe`. `@Immutable` means that the class is immutable, and implies `@ThreadSafe`. `@NotThreadSafe` is optional; if a class is not annotated as thread-safe, it should be presumed not to be thread-safe, but if you want to make it extra clear, use `@NotThreadSafe`.

These annotations are relatively unintrusive and are beneficial to both users and maintainers. Users can see immediately whether a class is thread-safe, and maintainers can see immediately whether thread-safety guarantees must be preserved. Annotations are also useful to a third constituency: tools. Static code-analysis tools may be able to verify that the code complies with the contract indicated by the annotation, such as verifying that a class annotated with `@Immutable` actually is immutable.

Field and method annotations

The class-level annotations above are part of the public documentation for the class. Other aspects of a class's thread-safety strategy are entirely for maintainers and are not part of its public documentation.
Classes that use locking should document which state variables are guarded with which locks, and which locks are used to guard those variables. A common source of inadvertent non-thread-safety is when a thread-safe class consistently uses locking to guard its state, but is later modified to add either new state variables that are not adequately guarded by locking, or new methods that do not use locking properly to guard the existing state variables. Documenting which variables are guarded by which locks can help prevent both types of omissions.

The `<code>@GuardedBy(lock)</code>` annotation documents that a field or method should be accessed only with a specific lock held.

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1.777 prop-types 15.6.2 15.6.2

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1.780 annotations 2.0.1

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1.783 babel-plugin-transform-es2015-classes
6.24.1 6.24.1
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1.792 commander 4.1.1

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= Commander

The complete solution for Ruby command-line executables.
Commander bridges the gap between other terminal related libraries
you know and love (OptionParser, HighLine), while providing many new
features, and an elegant API.

== Features

* Easier than baking cookies
* Parses options using OptionParser
* Auto-populates struct with options (no more { |v| options[:recursive] = v } )
* Auto-generates help documentation via pluggable help formatters
* Optional default command when none is present
* Global / Command level options
* Packaged with two help formatters (Terminal, TerminalCompact)
* Imports the highline gem for interacting with the terminal
* Adds additional user interaction functionality
* Highly customizable progress bar with intuitive, simple usage
* Multi-word command name support such as 'drupal module install MOD', rather than 'drupal module_install MOD'
* Sexy paging for long bodies of text
* Support for MacOS text-to-speech
* Command aliasing (very powerful, as both switches and arguments can be used)
* Growl notification support for MacOS
* Use the 'commander' executable to initialize a commander driven program

== Installation

$ gem install commander

== Quick Start

To generate a quick template for a commander app, run:

$ commander init yourfile.rb

== Example

For more option examples view the Commander::Command#option method. Also an important feature to note is that action may be a class to instantiate, as well as an object, specifying a method to call, so view the RDoc for more information.

require 'rubygems'
require 'commander/import'

# :name is optional, otherwise uses the basename of this executable
program :name, 'Foo Bar'
program :version, '1.0.0'
program :description, 'Stupid command that prints foo or bar.'

command :foo do |
  c.syntax = 'foobar foo'
  c.description = 'Displays foo'
  c.action do |args, options|
    say 'foo'
  end
end
command :bar do |c|
  c.syntax = 'foobar bar [options]' 
  c.description = 'Display bar with optional prefix and suffix'
  c.option '--prefix STRING', String, 'Adds a prefix to bar'
  c.option '--suffix STRING', String, 'Adds a suffix to bar'
  c.action do |args, options|
    options.default :prefix => '(', :suffix => ')' 
    say "#{options.prefix}bar#{options.suffix}" 
  end
end

$ foobar bar
# => (bar)

$ foobar bar --suffix '{' --prefix '}'
# => {bar}

== HighLine

As mentioned above the highline gem is imported into 'global scope', below are some quick examples for how to utilize highline in your command(s):

# Ask for password masked with '*' character
ask("Password: ") { |q| q.echo = "*" }

# Ask for password
ask("Password: ") { |q| q.echo = false }

# Ask if the user agrees (yes or no)
agree("Do something?")

# Asks on a single line (note the space after ":")
ask("Name: ")

# Asks with new line after "Description:"
ask("Description:" )

# Calls Date#parse to parse the date string passed
ask("Birthday? ", Date)

# Ensures Integer is within the range specified
ask("Age? ", Integer) { |q| q.in = 0..105 }

# Asks for a list of strings, converts to array
ask("Fav colors?", Array)

== HighLine & Interaction Additions
In addition to highline's fantastic choice of methods, commander adds the following methods to simplify common tasks:

# Ask for password
password

# Ask for password with specific message and mask character
password "Enter your password please:", '-'

# Ask for CLASS, which may be any valid class responding to #parse. Date, Time, Array, etc
names = ask_for_array 'Names: '
bday = ask_for_date 'Birthday?: '

# Simple progress bar (Commander::UI::ProgressBar)
uris = %w[
  http://vision-media.ca
  http://google.com
  http://yahoo.com
]
progress uris do |uri|
  res = open uri
  # Do something with response
end

# 'Log' action to stdout
log "create", "path/to/file.rb"

# Enable paging of output after this point
enable_paging

# Ask editor for input (EDITOR environment variable or whichever is available: TextMate, vim, vi, emacs, nano, pico)
ask_editor

# Ask editor, supplying initial text
ask_editor 'previous data to update'

# Ask editor, preferring a specific editor
ask_editor 'previous data', 'vim'

# Choose from an array of elements
choice = choose("Favorite language?", :ruby, :perl, :js)

# Alter IO for the duration of the block
io new_input, new_output do
  new_input_contents = $stdin.read
  puts new_input_contents # outputs to new_output stream
# Speech synthesis
speak 'What is your favorite food?'
food = ask 'favorite food?: '
speak "Wow, I like #{food} too. We have so much in common."

# Execute arbitrary applescript
applescript 'foo'

# Converse with speech recognition server
case converse 'What is the best food?', :cookies => 'Cookies', :unknown => 'Nothing'
when :cookies
  speak 'o.m.g. you are awesome!'
else
  case converse 'That is lame, shall I convince you cookies are the best?', :yes => 'Ok', :no => 'No', :maybe =>
  'Maybe another time'
when :yes
  speak 'Well you see, cookies are just fantastic, they melt in your mouth.'
else
  speak 'Ok then, bye.'
end
end

== Growl Notifications

Commander provides methods for displaying Growl notifications. To use these methods you need to install http://github.com/visionmedia/growl which utilizes the growlnotify[http://growl.info/extras.php#growlnotify] executable. Note that growl is auto-imported by Commander when available, no need to require.

# Display a generic Growl notification
notify 'Something happened'

# Display an 'info' status notification
notify_info 'You have #{emails.length} new email(s)'

# Display an 'ok' status notification
notify_ok 'Gems updated'

# Display a 'warning' status notification
notify_warning '1 gem failed installation'

# Display an 'error' status notification
notify_error "Gem #{name} failed"

growlnotify can also be installed via homebrew[http://mxcl.github.com/homebrew/]:

end
# $stdin / $stdout reset back to original streams
$ brew install growlnotify

== Commander Goodies

=== Option Defaults

The options struct passed to #action provides a #default method, allowing you to set defaults in a clean manner for options which have not been set.

```ruby
command :foo do |c|
  c.option '--interval SECONDS', Integer, 'Interval in seconds'
  c.option '--timeout SECONDS', Integer, 'Timeout in seconds'
  c.action do [args, options]
    options.default |
      :interval => 2,
      :timeout  => 60
    end
  end
end
```

=== Command Aliasing

Aliases can be created using the #alias_command method like below:

```ruby
command :'install gem' do |c|
  c.action { puts 'foo' }
end
alias_command :'gem install', :'install gem'
```

Or more complicated aliases can be made, passing any arguments as if it was invoked via the command line:

```ruby
command :'install gem' do |c|
  c.syntax = 'install gem <name> [options]'
  c.option '--dest DIR', String, 'Destination directory'
  c.action { |args, options| puts "installing #{args.first} to #{options.dest}" }
end
alias_command :update, :'install gem', 'rubygems', '--dest', 'some_path'
```

$ foo update
# => installing rubygems to some_path

=== Command Defaults

Although working with a command executable framework provides many benefits over a single command implementation, sometimes you still want the ability to create a terse syntax for your command. With that in mind we may use #default_command to help with this. Considering
our previous ‘install gem’ example:

default_command :update

$ foo
# => installing rubygems to some_path

Keeping in mind that commander searches for the longest possible match when considering a command, so if you were to pass arguments to foo like below, expecting them to be passed to :update, this would be incorrect, and would end up calling ‘install gem’, so be careful that the users do not need to use command names within the arguments.

$ foo install gem
# => installing to

=== Additional Global Help

Arbitrary help can be added using the following #program symbol:

program :help, 'Author', 'TJ Holowaychuk <tj@vision-media.ca>'

Which will output the rest of the help doc, along with:

AUTHOR:

TJ Holowaychuk <tj@vision-media.ca>

=== Global Options

Although most switches will be at the command level, several are available by default at the global level, such as --version, and --help. Using #global_option you can add additional global options:

```
global_option('-c', '--config FILE', 'Load config data for your commands to use') { |file| ... }
```

This method accepts the same syntax as Commander::Command#option so check it out for documentation.

All global options regardless of providing a block are accessible at the command level. This means that instead of the following:

```
global_option('--verbose') { $verbose = true }
... c.action do [args, options]
  say 'foo' if $verbose
  ...
```

You may:
global_option '--verbose'
...
c.action do |args, options|
  say 'foo' if options.verbose
...

=== Formatters

Two core formatters are currently available, the default Terminal formatter as well as TerminalCompact. To utilize a different formatter simply use :help_formatter like below:

program :help_formatter, Commander::HelpFormatter::TerminalCompact

Or utilize the help formatter aliases:

program :help_formatter, :compact

This abstraction could be utilized to generate HTML documentation for your executable.

== Tips

When adding a global or command option, OptionParser implicitly adds a small switch even when not explicitly created, for example -c will be the same as --config in both examples, however '-c' will only appear in the documentation when explicitly assigning it.

global_option '-c', '--config FILE'
global_option '--config FILE'

== ASCII Tables

For feature rich ASCII tables for your terminal app check out visionmedia's terminal-table gem at http://github.com/visionmedia/terminal-table

+----------+-------+----+--------+-----------------------+
| Terminal | Table | Is | Wicked | Awesome               |
+----------+-------+----+--------+-----------------------+
|          |       |    |        | get it while its hot! |
+----------+-------+----+--------+-----------------------+

== Running Specifications

$ rake spec

OR

$ spec --color spec
== Contrib

Feel free to fork and request a pull, or submit a ticket
http://github.com/visionmedia/commander/issues

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1.793 nomnom 1.8.1 1.8.1

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1.794 asn1 0.2.4 0.2.4

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1.796 @babel/compat-data 7.16.4

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1.800 hk2-locator 2.2.0-b21

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1.801 json-stringify-safe 5.0.1 5.0.1

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1.802 babel-plugin-transform-es2015-modules-amd 6.24.1

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This is intended as an overview of the major changes

v2.0

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

v1.2

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

v1.1

- Support for serialization using Kryo
v1.0
===
- Initial release

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PrefixMap: A Map type datastructure that uses prefixes instead of keys

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PrefixMap: A Map type datastructure that uses prefixes instead of keys

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


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

The datastructure and its usages
================================
In several situations I have a set of values that are each associated with a different prefix of a String.

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

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

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

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

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

// Parameter caseSensitive=false --> so lookups are caseInsensitive
PrefixMap<String> brandLookup = new StringPrefixMap<>(false);
brandLookup.put("GT-", "Samsung");
brandLookup.put("RM-", "Nokia");

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

All you need is to add this dependency to your project

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

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

StringPrefixMap.configureKryo(kryo);

Blog post
=========
A bit more background about this datastructure and how it works can be found in this blog which I wrote about it:
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1.829 append-field 1.0.0 1.0.0

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1.839 debug 3.2.7 3.2.7

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1.841 batik-bridge 1.13

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* /opt/cola/permits/1146878544_1616835051.89/0/batik-bridge-1-13-sources-1-jar/og/apache/batik/bridge/UserAgentViewport.java
* /opt/cola/permits/1146878544_1616835051.89/0/batik-bridge-1-13-sources-1-jar/og/apache/batik/bridge/SVGFfeOffsetElementBridge.java
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* /opt/cola/permits/1146878544_1616835051.89/0/batik-bridge-1-13-sources-1-jar/org/apache/batik/bridge/BridgeException.java
* /opt/cola/permits/1146878544_1616835051.89/0/batik-bridge-1-13-sources-1-jar/org/apache/batik/bridge/AnimatableSVGBridge.java
* /opt/cola/permits/1146878544_1616835051.89/0/batik-bridge-1-13-sources-1-jar/org/apache/batik/bridge/FontFamilyResolver.java
* /opt/cola/permits/1146878544_1616835051.89/0/batik-bridge-1-13-sources-1-jar/org/apache/batik/bridge/svg12/ContentManager.java
* /opt/cola/permits/1146878544_1616835051.89/0/batik-bridge-1-13-sources-1-jar/org/apache/batik/bridge/SVG12RhinoInterpreter.java
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* /opt/cola/permits/1146878544_1616835051.89/0/batik-bridge-1.13-sources-1-jar/org/apache/batik/bridge/PaintBridge.java
* /opt/cola/permits/1146878544_1616835051.89/0/batik-bridge-1.13-sources-1-jar/org/apache/batik/bridge/SVGA1tGlyphHandler.java
* /opt/cola/permits/1146878544_1616835051.89/0/batik-bridge-1.13-sources-1-jar/org/apache/batik/bridge/GenericBridge.java
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* /opt/cola/permits/1146878544_1616835051.89/0/batik-bridge-1-13-sources-1-jar/org/apache/batik/bridge/InterruptedBridgeException.java
* /opt/cola/permits/1146878544_1616835051.89/0/batik-bridge-1-13-sources-1-jar/org/apache/batik/bridge/svg12/DefaultContentSelector.java
* /opt/cola/permits/1146878544_1616835051.89/0/batik-bridge-1-13-sources-1-jar/org/apache/batik/bridge/svg12/SVGAltGlyphElementBridge.java
* /opt/cola/permits/1146878544_1616835051.89/0/batik-bridge-1-13-sources-1-jar/org/apache/batik/bridge/svg12/SVG12URIResolver.java

1.842 jackson 1.9.13
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* /opt/cola/permits/211276241_1646171445.23/0/slf4j-api-1-7-28-sources-jar/org/slf4j/ILoggerFactory.java
* /opt/cola/permits/211276241_1646171445.23/0/slf4j-api-1-7-28-sources-jar/org/slf4j/spi/MarkerFactoryBinder.java
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1.845 readline2 1.0.1

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jar/org/apache/twill/discovery/DiscoverableWrapper.java
* /opt/cola/permits/1137747390_1614121768.73/0/twill-discovery-core-0-6-0-incubating-sources-2-
jar/org/apache/twill/discovery/DiscoverableAdapter.java

1.847 bootstrap 3.4.1 3.4.1

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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/profile/path/AwsProfileFileLocationProvider.java
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jar/com/amazonaws/util/NullResponseMetadataCache.java
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jar/com/amazonaws/http/conn/ssl/SdkTLSSocketFactory.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/util/PolicyUtils.java
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jar/com/amazonaws/util/Md5Utils.java

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  jar/com/amazonaws/regions/InMemoryRegionsProvider.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/partitions/PartitionMetadataProvider.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/regions/LegacyRegionXmlLoadUtils.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/partitions/model/CredentialScope.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/partitions/model/Region.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/regions/RegionMetadataFactory.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/http/apache/client/impl/CRC32ChecksumResponseInterceptor.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/protocol/json/SdkIonGenerator.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/transform/SimpleTypeCborUnmarshallers.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/regions/InMemoryRegionImpl.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
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/*
 * Interface for providing AWS region information. Implementations are free to use any strategy for
 * providing region information.
 */

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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/jmx/spi/SdkMBeanRegistry.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/metrics/MetricAdmin.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/auth/AWSSessionCredentials.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/auth/AWSSessionCredentialsProvider.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/util/ServiceClientHolderInputStream.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/util/json/Jackson.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/util/ClassLoaderHelper.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/RequestClientOptions.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/metrics/MetricAdminMBean.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/jmx/JmxInfoProviderSupport.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/auth/BasicSessionCredentials.java

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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/annotation/Immutable.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/annotation/NotThreadSafe.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/annotation/SdkProtectedApi.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/annotation/ThreadSafe.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/annotation/SdkTestInternalApi.java
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  * /opt/cola/permissions/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/log/InternalLogFactory.java
  * /opt/cola/permissions/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/http/client/impl/SdkHttpClient.java
  * /opt/cola/permissions/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/util/IdempotentUtils.java
  * /opt/cola/permissions/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/transform/SimpleTypeIonUnmarshallers.java
  * /opt/cola/permissions/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/protocol/json/IonFactory.java
  * /opt/cola/permissions/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/protocol/json/IonParser.java
  * /opt/cola/permissions/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/util/FakeIOException.java
  * /opt/cola/permissions/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/internal/DateTimeJsonSerializer.java
  * /opt/cola/permissions/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/http/apache/client/impl/ApacheHttpClientFactory.java
  * /opt/cola/permissions/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/http/timers/package-info.java
  * /opt/cola/permissions/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/http/apache/client/impl/ApacheHttpRequestFactory.java
  * /opt/cola/permissions/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/http/apache/utils/ApacheUtils.java
  * /opt/cola/permissions/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/handlers/IRequestHandler2.java
  * /opt/cola/permissions/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/transform/SimpleTypeIonUnmarshallers.java
  * /opt/cola/permissions/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/protocol/json/IonFactory.java
  * /opt/cola/permissions/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/protocol/json/IonParser.java

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  jar/com/amazonaws/http/apache/client/impl/ApacheConnectionManagerFactory.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/util/CapacityManager.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/http/apache/client/impl/ConnectionManagerAwareHttpClient.java

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  jar/com/amazonaws/protocol/json/internal/JsonProtocolMarshaller.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
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jar/com/amazonaws/internal/ReleasableInputStream.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/internal/ResettableInputStream.java
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 */

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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/jmx/SdkMBeanRegistrySupport.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/jmx/MBeans.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/auth/RegionAwareSigner.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/util/HttpClientWrappingInputStream.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/util/Base64Codec.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/AbortedException.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/util/Base64Codec.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/util/SdkRuntime.java
1.850 calcite-linq4j 1.26.0
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1.852 json-path 2.4.0

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jar/io/netty/buffer/ByteBufAllocatorMetric.java
* /opt/cola/permits/1144317897_1615901241.09/0/netty-buffer-4-1-42-final-sources-3-
jar/io/netty/buffer/PooledByteBufAllocatorMetric.java
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jar/io/netty/buffer/ByteBufAllocatorMetricProvider.java
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* /opt/cola/permits/1144317897_1615901241.09/0/netty-buffer-4-1-42-final-sources-3-jar/io/netty/buffer/UnsafeByteBufUtil.java
* /opt/cola/permits/1144317897_1615901241.09/0/netty-buffer-4-1-42-final-sources-3-jar/io/netty/buffer/PoolChunkMetric.java
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* /opt/cola/permits/1144317897_1615901241.09/0/netty-buffer-4-1-42-final-sources-3-jar/io/netty/buffer/WrappedByteBuf.java
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jar/google/api/control.proto
* /opt/cola/permits/1199767240_1630583079.56/0/proto-google-common-protos-1-17-0-sources-1-
jar/google/cloud/audit/audit_log.proto

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#
# $Id: org.apache.batik.script.InterpreterFactory 1733416 2016-03-03 07:07:13Z gadams $
# ******************************************************************************

# ECMA Script
org.apache.batik.bridge.RhinoInterpreterFactory

# TCL
# org.apache.batik.script.jacl.JaclInterpreterFactory

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    * /opt/cola/permits/1103714594_1615295527.4/0/jsreport-licensing-2-2-3-tgz/package/lib/licensing.js
1.885 url-parse-lax 3.0.0

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1.886 cross-spawn 7.0.3

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1.888 coffee-script 2.5.1 2.5.1
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1.889 string-replace-async 2.0.0 2.0.0
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1.890 browser-stdout 1.3.1
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1.891 cliui 6.0.0 6.0.0

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1.892 listener-collection 1.2.0 1.2.0

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1.893 http-cache-semantics 4.1.0

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1.894 metrics-json 4.0.2

1.895 semver 5.6.0 5.6.0

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1.896 domelementtype 1.1.3 1.1.3

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1.897 class-utils 0.3.6 0.3.6

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1.898 node-environment-flags 1.0.6
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## -*-makefile-*-

## BSD-specific setup (FreeBSD, OpenBSD, NetBSD, *BSD)
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## Commands to generate dependency files
GEN_DEPS.c=$(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

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

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

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

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

## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

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

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

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

## Versioned libraries rules
%.$(SO).$(SO_TARGET_VERSION_MAJOR): %.$(SO).$(SO_TARGET_VERSION)
$(RM) $@ && ln -s ${<F} $@
%.$(SO): %.$(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s ${*F}.$(SO).$(SO_TARGET_VERSION) $@

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1.900 guava 22.0-android

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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/InterruptibleTask.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/hash/MacHashFunction.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/AsyncCallable.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ConsumingQueueIterator.java

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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/WellBehavedMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/GwtTransient.java

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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/package-info.java

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

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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/base/ExtraObjectsMethodsForWeb.java
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jar/com/google/common/collect/SortedMultisets.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/SortedMultiset.java
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 *
 * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
 * java.util.HashMap class.
 */

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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Verify.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/VerifyException.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/Runnables.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/FilteredMultimapValues.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/io/CharSequenceReader.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/hash/HashingInputStream.java

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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ForwardingImmutableList.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/AbstractSortedKeySortedSetMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/TransformedIterator.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/EvictingQueue.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/AbstractNavigableMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ForwardingDeque.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/TreeTraverser.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/FilteredEntrySetMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/TreeRangeMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/AbstractMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ForwardingBlockingDeque.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/DescendingMultiset.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ForwardingImmutableMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/FilteredSetMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/FilteredKeySetMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/FilteredMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ForwardingNavigableMap.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/BinaryTreeTraverser.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/FilteredEntryMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/AllEqualOrdering.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/SortedMultisetBridge.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ForwardingNavigableSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/RegularImmutableAsList.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/ImmutableNetwork.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/ImmutableGraph.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/MutableGraph.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/Network.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/TopKSelector.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/MutableNetwork.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/Network.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/TopKSelector.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/MutableNetwork.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/TopKSelector.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/MutableNetwork.java

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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/Monitor.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/net/package-info.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/base/Equivalence.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/base/Strings.java
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jar/com/google/common/annotations/package-info.java
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jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/primitives/package-info.java
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jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
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jar/com/google/common/annotations/Beta.java
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jar/com/google/common/base/Ascii.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/SortedLists.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/EnumMultiset.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Supplier.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/FinalizablePhantomReference.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/io/LineReader.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/Eventbus/DeadEvent.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/io/LineBuffer.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/package-info.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Throwables.java

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*/opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ImmutableBiMap.java
*/opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/StandardRowSortedTable.java
*/opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/Serialization.java
*/opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/Range.java
*/opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/CollectPreconditions.java
*/opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/Collections2.java
*/opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ImmutableEntry.java
*/opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ImmutableMapEntrySet.java
*/opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/Platform.java
*/opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/HashBasedTable.java
*/opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ImmutableMultiset.java
*/opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
*/opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ImmutableSortedSet.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/MapDifference.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ListMultimap.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ForwardingSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/Interner.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ForwardingMultiset.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/TreeMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/AbstractMapBasedMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/AbstractMapEntry.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/Multimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ForwardingMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ForwardingMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ClassToInstanceMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/LexicographicalOrdering.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/TreeMultiset.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/RegularImmutableSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/NullsFirstOrdering.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/Maps.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ImmutableSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ForwardingSortedSet.java
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  jar/com/google/common/hash/ChecksumHashFunction.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/collect/ImmutableRangeSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/io/ByteSink.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/collect/ImmutableRangeSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/io/ByteSink.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/math/PairedStatsAccumulator.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/collect/Multimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/collect/Multiset.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/io/FileWriteMode.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/io/ByteSource.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/hash/AbstractByteHasher.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/CartesianList.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/SmoothRateLimiter.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/cache/LongAddable.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/reflect/TypeCapture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/cache/LongAddables.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/math/LinearTransformation.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/math/Stats.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/io/CharSink.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/ListenableScheduledFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ImmutableRangeMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/ServiceManager.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/reflect/ClassPath.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/xml/package-info.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/reflect/Parameter.java

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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ImmutableClassToInstanceMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ComparisonChain.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ImmutableAsList.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ArrayTable.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ImmutableEnumSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ImmutableTable.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/RegularImmutableSortedSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ForwardingTable.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/SingletonImmutableTable.java

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 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
 * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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  jar/com/google/common/base/SmallCharMatcher.java
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  jar/com/google/common/eventbus/SubscriberRegistry.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java
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 * the License.
 */
/*
/**
 * Outer class that exists solely to let us write [\@code Partially.GwtIncompatible] instead of plain
 * [\@code GwtIncompatible]. This is more accurate for [\@link Futures#catching], which is available
 * under GWT but with a slightly different signature.
 *
 * \<p>\We can't use [\@code PartiallyGwtIncompatible] because then the GWT compiler wouldn't recognize
 * it as a [\@code GwtIncompatible] annotation. And for [\@code Futures.catching], we need the GWT
 * compiler to autostrip the normal server method in order to expose the special, inherited GWT
 * version.
 */
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/Partially.java

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  jar/com/google/common/util/concurrent/TimeLimiter.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/CollectionFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/AggregateFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/ImmediateFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/escape/CharEscaper.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/CaseFormat.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/CollectionFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/AggregateFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/ImmediateFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/AbstractTransformFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/reflect/TypeToken.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/annotations/VisibleForTesting.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/io/PatternFilenameFilter.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/FuturesGetChecked.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/Futures.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/escape/CharEscaperBuilder.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/io/AppendableWriter.java

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jar/com/google/common/collect/DenseImmutableTable.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/escape/Platform.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/SparseImmutableTable.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/net/UrlEscapers.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/SpliceEscapers.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/SpliceEscapers.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/ForwardingFuture.java
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jar/com/google/common/util/concurrent/ForwardingFuture.java
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jar/com/google/common/io/LineProcessor.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/html/HtmlEscapers.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/primitives/UnsignedBytes.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/Calls.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/cache/LocalCache.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/io/ByteArrayDataOutput.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/io/ByteArrayDataOutput.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/Cut.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/escape/Escapers.java
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jar/com/google/common/collect/SpliceEscapers.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/escape/ArrayBasedUnicodeEscaper.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/AbstractService.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/escape/ArrayBasedEscaperMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/reflect/TypeResolver.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/base/Platform.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/JdkFutureAdapters.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/ForwardingListenableFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/MapMaker.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/escape/ArrayBasedCharEscaper.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/Service.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/cache/CacheBuilder.java
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jar/com/google/common/annotations/GwtIncompatible.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/AbstractIdleService.java
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* /opt/cola/permits/1145177138_1616570429.4/0/apiguardian-api-1-1-0-sources-1-jar/org/apiguardian/api/API.java

1.906 jansi-native 1.8

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1.907 bufferutil 1.2.1 1.2.1

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1.923 babel-helper-optimise-call-expression

6.24.1

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**1.926 jackson 2.10.5**

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1.929 raw-body 2.4.0 2.4.0

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1.930 fstream 1.0.12 1.0.12

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1.934 fresh 0.3.0 0.3.0

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1.939 orc-shims 1.5.6

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1.942 httpcore5-h 5.0.2

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1.967 jmespath-java 1.11.375

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* /opt/cola/permits/1135892278_1613627038.25/0/jmespath-java-1-11-375-sources-1-jar/META-INF/maven/com.amazonaws/jmespath-java/pom.xml

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* /opt/cola/permits/1135892278_1613627038.25/0/jmespath-java-1-11-375-sources-1-jar/com/amazonaws/jmespath/JmesPathLiteral.java
* /opt/cola/permits/1135892278_1613627038.25/0/jmespath-java-1-11-375-sources-1-jar/com/amazonaws/jmespath/JmesPathSubExpression.java
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1.968 nanoid 1.0.7 1.0.7

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1.969 batik-shared-resources 1.13

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package io.swagger.v3.oas.models.info;
import java.util.Objects;

/**
 * License
 *
 * @see "https://github.com/OAI/OpenAPI-Specification/blob/3.0.1/versions/3.0.1.md/licenseObject"
 */

public class License {
    private String name = null;
    private String url = null;
    private java.util.Map<String, Object> extensions = null;

    /**
     * returns the name property from a License instance.
     *
     * @return String name
     **/
    public String getName() {
        return name;
    }
    public void setName(String name) {
        this.name = name;
    }
    public License name(String name) {
        this.name = name;
        return this;
    }

    /**
     * returns the url property from a License instance.
     *
     * @return String url
     **/
    public String getUrl() {
        return url;
    }
    public void setUrl(String url) {
        this.url = url;
    }
    public License url(String url) {
        this.url = url;
        return this;
    }
}
return this;
}

@Override
public boolean equals(java.lang.Object o) {
    if (this == o) {
        return true;
    }
    if (o == null || getClass() != o.getClass()) {
        return false;
    }
    License license = (License) o;
    return Objects.equals(this.name, license.name) &&
            Objects.equals(this.url, license.url) &&
            Objects.equals(this.extensions, license.extensions);
}

@Override
public int hashCode() {
    return Objects.hash(name, url, extensions);
}

public java.util.Map<String, Object> getExtensions() {
    return extensions;
}

public void addExtension(String name, Object value) {
    if (name == null || name.isEmpty() || !name.startsWith("x-")) {
        return;
    }
    if (this.extensions == null) {
        this.extensions = new java.util.LinkedHashMap<>();
    }
    this.extensions.put(name, value);
}

public void setExtensions(java.util.Map<String, Object> extensions) {
    this.extensions = extensions;
}

public License extensions(java.util.Map<String, Object> extensions) {
    this.extensions = extensions;
    return this;
}

@Override
public String toString() {
    StringBuilder sb = new StringBuilder();
sb.append("class License {\n");
    sb.append("    name: ").append(toIndentedString(name)).append("\n");
    sb.append("    url: ").append(toIndentedString(url)).append("\n");
    sb.append("}\n");
    return sb.toString();
}
/**
 * Convert the given object to string with each line indented by 4 spaces
 * (except the first line).
 */
private String toIndentedString(java.lang.Object o) {
    if (o == null) {
        return "null";
    }
    return o.toString().replace("\n", "\n   ");
}

1.972 deep-equal 0.2.2 0.2.2

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1.973 spss-reader 1.3
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* /opt/cola/permits/1202447241_1631568244.43/0/spss-reader-1-3-sources-jar/com/bedatadriven/spss/LongStringRecord.java

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* /opt/cola/permits/1202447241_1631568244.43/0/spss-reader-1-3-sources-jar/com/bedatadriven/spss/MissingValuesHeader.java
* /opt/cola/permits/1202447241_1631568244.43/0/spss-reader-1-3-sources-jar/com/bedatadriven/spss/FileHeader.java
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1.974 kind-of 5.1.0 5.1.0

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1.975 guava 28.2-jre

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1.976 balanced-match 1.0.0 1.0.0

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1.977 lodash.isboolean 3.0.3 3.0.3

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1.978 filter-obj 1.1.0 1.1.0

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1.980 babel-helper-compilation-targets 7.16.3

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1.981 istanbul-lib-hook 3.0.0

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1.982 merge2 1.3.0 1.3.0

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1.983 metadata-extractor 2.13.0

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Eclipse

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

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

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

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Oracle

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

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

------
Oracle OpenJDK

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* java.sun.security.ssl

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

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OW2

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

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Apache

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

-----

MortBay

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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

1.986 boost 1.58.0+dfsg 5ubuntu3.1

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//
//
////////////////////////////////////////////////////////////////////////

#ifndef BOOST_INTRUSIVE_DETAIL_MPL_HPP
#define BOOST_INTRUSIVE_DETAIL_MPL_HPP

#ifndef BOOST_CONFIG_HPP
  #include <boost/config.hpp>
#endif

#ifndef BOOST_INTRUSIVE_DETAIL_MPL_HPP
#define BOOST_INTRUSIVE_DETAIL_MPL_HPP

#ifndef BOOST_CONFIG_HPP
  # include <boost/config.hpp>
  #endif

```haskell```
```
#if defined(BOOST_HAS_PRAGMA_ONCE)
#pragma once
#endif
#include <boost/intrusive/detail/config_begin.hpp>
#include <cstddef>

namespace boost {
    namespace intrusive {
        namespace detail {

            template <typename T, typename U>
            struct is_same {
                static const bool value = false;
            };

            template <typename T>
            struct is_same<T, T> {
                static const bool value = true;
            };

            template<typename T>
            struct add_const {  typedef const T type;   };

            template<typename T>
            struct remove_const {  typedef  T type;   };

            template<typename T>
            struct remove_const<const T> {  typedef T type;   };

            template<typename T>
            struct remove_cv {  typedef  T type;   };

            template<typename T>
            struct remove_cv<const T> {  typedef T type;   };

            template<typename T>
            struct remove_cv<const volatile T> {  typedef T type;   };

        } // namespace detail
    } // namespace intrusive
} // namespace boost
template<typename T>
struct remove_cv<volatile T>
{
    typedef T type;
};

template<class T>
struct remove_reference
{
    typedef T type;
};

template<class T>
struct remove_reference<T&>
{
    typedef T type;
};

template<class T>
struct remove_pointer
{
    typedef T type;
};

template<class T>
struct remove_pointer<T*>
{
    typedef T type;
};

template<class T>
struct add_pointer
{
    typedef T *type;
};

typedef char one;
struct two {one _[2];};

template< bool C_ >
struct bool_
{
    static const bool value = C_;
};

template< class Integer, Integer Value >
struct integer
{
    static const Integer value = Value;
};
typedef bool_<true> true_;
typedef bool_<false> false_;
typedef true_ true_type;
typedef false_ false_type;
typedef char yes_type;
struct no_type
{
    char padding[8];
};
template <bool B, class T = void>
struct enable_if_c {
    typedef T type;
};
template <class T>
struct enable_if_c<false, T> {};
template <class Cond, class T = void>
struct enable_if : public enable_if_c<Cond::value, T> {};
template<class F, class Param>
struct apply
{
    typedef typename F::template apply<Param>::type type;
};
#if defined(_MSC_VER) && (_MSC_VER >= 1400)
template <class T, class U>
struct is_convertible
{
    static const bool value = __is_convertible_to(T, U);
};
#else

template <class T, class U>
class is_convertible
{
    typedef char true_t;
    class false_t { char dummy[2]; }; //use any_conversion as first parameter since in MSVC
    //overaligned types can't go through ellipsis
    static false_t dispatch(...);
};
static true_t dispatch(U);
static typename remove_reference<T>::type &trigger();
public:
static const bool value = sizeof(dispatch(trigger())) == sizeof(true_t);
};

#endif

template<
    bool C
, typename T1
, typename T2
>
struct if_c
{
    typedef T1 type;
};

template<
    typename T1
, typename T2
>
struct if_c<false,T1,T2>
{
    typedef T2 type;
};

template<
    typename C
, typename T1
, typename T2
>
struct if_
{
    typedef typename if_c<0 != C::value, T1, T2>::type type;
};

template<
    bool C
, typename F1
, typename F2
>
struct eval_if_c
    : if_c<C,F1,F2>::type
{
};

template<
    typename C

struct eval_if
    : if_<C,T1,T2>::type
{};

// identity is an extension: it is not part of the standard.

template <class T>
struct identity
{
    typedef T type;
};

template<class T, bool Add>
struct add_const_if_c
{
    typedef typename if_c
        < Add
        , typename add_const<T>::type
        , T
        >::type type;
};

//boost::alignment_of yields to 10K lines of preprocessed code, so we
//need an alternative

template <typename T> struct alignment_of;

template <typename T>
struct alignment_of_hack
{
    char c;
    T t;
    alignment_of_hack();
};

template <unsigned A, unsigned S>
struct alignment_logic
{
    static const std::size_t value = A < S ? A : S;
};

template< typename T >
struct alignment_of
{
    static const std::size_t value = alignment_logic
        < sizeof(alignment_of_hack<T>) - sizeof(T)
template<class Class>
class is_empty_class
{
    template <typename T>
    struct empty_helper_t1 : public T
    {
        empty_helper_t1();
        int i[256];
    };

    struct empty_helper_t2
    { int i[256]; };

public:
    static const bool value = sizeof(empty_helper_t1<Class>) == sizeof(empty_helper_t2);
};

template<std::size_t S>
struct ls_zeros
{
    static const std::size_t value = (S & std::size_t(1)) ? 0 : (1 + ls_zeros<(S>>1u)>::value);
};

template<>
struct ls_zeros<0>
{
    static const std::size_t value = 0;
};

template<>
struct ls_zeros<1>
{
    static const std::size_t value = 0;
};

template <typename T> struct unvoid_ref { typedef T &type; };
template <> struct unvoid_ref<void> { struct type_impl { }; typedef type_impl & type; };
template <> struct unvoid_ref<const void> { struct type_impl { }; typedef type_impl & type; };

// Infrastructure for providing a default type for T::TNAME if absent.
#define BOOST_INTRUSIVE_INSTANTIATE_DEFAULT_TYPE_TMPLT(TNAME)     
template <typename T, typename DefaultType>                    
struct boost_intrusive_default_type_ ## TNAME                  
{                                                              


template <typename X>
    \ /
static char test(int, typename X::TNAME*);
    \ /

template <typename X>
    \ /
static int test(...);
    \ /

struct DefaultWrap { typedef DefaultType TNAME; }; \ /

static const bool value = (1 == sizeof(test<T>(0, 0)));

typedef typename
    ::boost::intrusive::detail::if_c
    \ <value, T, DefaultWrap>::type::TNAME type;
}; \ /
//

#define BOOST_INTRUSIVE_OBTAIN_TYPE_WITH_DEFAULT(INSTANTIATION_NS_PREFIX, T, TNAME, TIMPL) \
    typename INSTANTIATION_NS_PREFIX
    boost_intrusive_default_type_ ## TNAME< T, TIMPL >::type
    \ /
//

#define BOOST_INTRUSIVE_INSTANTIATE_EVAL_DEFAULT_TYPE_TMPLT(TNAME)
    template <typename T, typename DefaultType>
    struct boost_intrusive_eval_default_type_ ## TNAME
    { \ /
        template <typename X>
        \ /
static char test(int, typename X::TNAME*);
        \ /

        template <typename X>
        \ /
static int test(...);
        \ /

        struct DefaultWrap \ /
        { typedef typename DefaultType::type TNAME; }; \ /

        static const bool value = (1 == sizeof(test<T>(0, 0)));

        typedef typename
            ::boost::intrusive::detail::eval_if_c
            \ < value
            , ::boost::intrusive::detail::identity<T>
            , ::boost::intrusive::detail::identity<DefaultWrap>
            >::type::TNAME type;
    }; \ /
//

#define BOOST_INTRUSIVE_OBTAIN_TYPE_WITH_EVAL_DEFAULT(INSTANTIATION_NS_PREFIX, T, TNAME, TIMPL) \
#define BOOST_INTRUSIVE_INTERNAL_STATIC_BOOL_IS_TRUE(TRAITS_PREFIX, TYPEDEF_TO_FIND) \
struct TRAITS_PREFIX##_bool
{
    template<bool Add>
    struct two_or_three {one _(2 + Add);};
    template <class U> static one test(...);
    template <class U> static two_or_three<U::TYPEDEF_TO_FIND> test (int);
    static const std::size_t value = sizeof(test<T>(0));
};

struct TRAITS_PREFIX##_bool_is_true
{
    static const bool value = TRAITS_PREFIX##_bool<T>::value > sizeof(one)*2;
};

#define BOOST_INTRUSIVE_HAS_STATIC_MEMBER_FUNC_SIGNATURE(TRAITS_NAME, FUNC_NAME) \
    template <typename U, typename Signature> \
    class TRAITS_NAME \
    {
    private:
        template<Signature> struct helper;
        template<typename T> \
        static ::boost::intrusive::detail::yes_type check(helper<&T::FUNC_NAME>*); \
    public:
        static const bool value = sizeof(check<U>(0)) == sizeof(::boost::intrusive::detail::yes_type);
    };

#define BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED(TRAITS_NAME, FUNC_NAME) \
    template <typename Type> \
    struct TRAITS_NAME \
    {
        struct BaseMixin \
        {
            void FUNC_NAME();
        };
        struct Base : public Type, public BaseMixin { Base(); };
    };
}
template <typename U> \
static ::boost::intrusive::detail::no_type check(U*, Helper<void (BaseMixin::*)(), &U::FUNC_NAME>* = 0);  
static ::boost::intrusive::detail::yes_type check(...);  
static const bool value = sizeof(::boost::intrusive::detail::yes_type) == sizeof(check((Base*)(0)));  
}  
//
#define BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED_IGNORE_SIGNATURE(TRAITS_NAME, FUNC_NAME) \
BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED(TRAITS_NAME##_ignore_signature, FUNC_NAME)  \
\  
template <typename Type, class> \
struct TRAITS_NAME \
  : public TRAITS_NAME##_ignore_signature<Type> 
{}  
//

template <typename T> 
inline T* addressof(T& obj) 
{
  return static_cast<T*>(
    (static_cast<void*>(
      (const_cast<char*>(
        reinterpret_cast<const char&>(obj))
      )
    ));
  
}  

} //namespace detail 
} //namespace intrusive 
} //namespace boost 

#include <boost/intrusive/detail/config_end.hpp> 

#endif //BOOST_INTRUSIVE_DETAIL_MPL_HPP
All the value based traits in this library conform to MPL’s requirements for
an integral constant type that includes a number of rather intrusive workarounds
for broken compilers.

Purely as an implementation detail, this means that <code class="computeroutput">true_type</code> inherits from <code class="computeroutput">boost</code>, <code class="computeroutput">false_type</code> inherits from <code class="computeroutput">mpl</code>, and <code class="computeroutput">integral_constant</code> inherits from <code class="computeroutput">mpl</code> (provided <code class="computeroutput">T</code> is not <code class="computeroutput">mpl</code>).
```python
#!/usr/bin/env python
from subprocess import check_output as run
from datetime import datetime
from itertools import groupby
from operator import itemgetter
import re
import magic

def authors(filename):
    log = run(['git', 'log', '--follow',
               '--date=short', '--format=%aN%x09%ad', filename],
              universal_newlines=True)
    for line in log.splitlines():
        author, date = line.split('	')
        if author != 'fix-copyright.py':
            yield author, datetime.strptime(date, '%Y-%m-%d')

def new_copyright(filename, previous):
    au = list(authors(filename))
    alldates = map(itemgetter(1), au)
    aup = sorted(au + map(lambda a: (a, None), previous), key=itemgetter(0))
```

---

Open Source Used In DNAC Platform Arica 3316

Frederic Bron, Steve Cleary, Beman Dawes, Aleksey Gurtovoy, Howard Hinnant, Jesse Jones, Mat Marcus, Itay Maman, John Maddock, Alexander Nasonov, Thorsten Ottosen, Roman Perepelitsa, Robert Ramey, Jeremy Siek, Robert Stewart and Steven Watanabe

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"""
for author, records in groupby(aup, itemgetter(0)):
    dates = filter(None, map(itemgetter(1), records))
    if not dates: dates = alldates
    start = min(dates)
    end = max(dates)
    fmt = '{0}' if start.year == end.year else '{0}-{1}'
    line = 'Copyright ' + fmt.format(start.year, end.year) + ' ' + author
    key = (start, author)
    yield key, line
return map(itemgetter(1), sorted(f()))

def fix_copyright(filename):
    # Find copyright block in original file
    prefix = set()
    names = []
    lines = []
    with open(filename, 'r') as f:
        content = list(f)
        for i, line in enumerate(content[:15]):
            m = re.match(r'^\W*(\(c\))?\scopyright\s*(\(c\))?\s+\d{4}(\s+-\s+\d{4})?\s+(\S*>)\s*\S*,$', line, re.IGNORECASE)
            if m:
                d = m.groupdict()
                prefix.add(d['prefix'])
                lines.append(i)
                names.append(d['name'].strip())
        if len(prefix) != 1:
            print 'Not found:', filename
            return
        prefix = list(prefix)[0]

    print filename
    new = iter(new_copyright(filename, names))
    with open(filename, 'w') as f:
        for i, line in enumerate(content):
            if i in lines:
                for repl in new:
                    print >>f, prefix + repl
            else:
                print >>f, line,
                pass

    def all_files():
        ls = run(['git', 'ls-files'], universal_newlines=True)
        for filename in ls.splitlines():
            if magic.from_file(filename, mime=True).split('/')[0] == 'text':
                yield filename
for f in all_files():
    fix_copyright(f)
[article Invalid copyright
[quickbook 1.5]
[copyright No year]
]

Maybe this should pass?
</section id="date_time.license">
<title>Boost Date-Time Library License</title>
<bridgehead renderas="sect2">Boost Date-Time Library License</bridgehead>
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</para>
<!--hr /-->
<ulink url="mailto:jeff@crystalclearsoftware.com">Jeff Garland</ulink>&#169; 2000-2002
</section>
#ifndef BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP
#define BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP

#if defined(BOOST_CONFIG_HPP)
  # include <boost/config.hpp>
#endif

#if defined(BOOST_HAS_PRAGMA_ONCE)
  #pragma once
#endif

#include <boost/container/detail/config_begin.hpp>
#include <boost/container/detail/workaround.hpp>
#include <cstdlib>

namespace boost {
 namespace container {
 namespace container_detail {

 template <class T, T val>
 struct integral_constant
 {
  static const T value = val;
  typedef integral_constant<T,val> type;
 };

 template< bool C_> 
 struct bool_ : integral_constant<bool, C_>
 {
  static const bool value = C_; 
  operator bool() const { return bool_.::value; } 
 };

 template< unsigned V_> 
 struct unsigned_ : integral_constant<unsigned, V_>
{
{  
    static const unsigned value = V_;  
    operator unsigned() const { return unsigned_::value; }  
};

typedef bool_<true>     true_;  
typedef bool_<false>    false_;  

typedef true_   true_type;  
typedef false_  false_type;  

typedef char yes_type;  
struct no_type  
{  
    char padding[8];  
};

template <bool B, class T = void>  
struct enable_if_c  
{  
    typedef T type;  
};

template <class T>  
struct enable_if_c<false, T>  
{};

template <class Cond, class T = void>  
struct enable_if : public enable_if_c<Cond::value, T>  
{};

template <class Cond, class T = void>  
struct disable_if : public enable_if_c<!Cond::value, T>  
{};

template <bool B, class T = void>  
struct disable_if_c : public enable_if_c<!B, T>  
{};
#if defined(_MSC_VER) && (_MSC_VER >= 1400)
    template <class T, class U>  
    struct is_convertible  
    {  
        static const bool value = __is_convertible_to(T, U);  
    };
#else
    template <class T, class U>  
    class is_convertible  
    {  
        typedef char true_t;

class false_t { char dummy[2]; }
//use any_conversion as first parameter since in MSVC
//overaligned types can't go through ellipsis
static false_t dispatch(...);
static true_t  dispatch(U);
static T &trigger();
public:
    static const bool value = sizeof(dispatch(trigger())) == sizeof(true_t);
};

#endif

template<
    bool C
 , typename T1
 , typename T2
 >
struct if_c
{
    typedef T1 type;
};

template<
    typename T1
 , typename T2
 >
struct if_c<false,T1,T2>
{
    typedef T2 type;
};

template<
    typename T1
 , typename T2
 , typename T3
 >
struct if_<
{
    typedef typename if_c<0 != T1::value, T2, T3>::type type;
};

template <class Pair>
struct select1st
{
    typedef Pair argument_type;
    typedef typename Pair::first_type result_type;
template<class OtherPair>
const typename Pair::first_type& operator()(const OtherPair& x) const
{
    return x.first;
}

const typename Pair::first_type& operator()(const typename Pair::first_type& x) const
{
    return x;
}

// identity is an extension: it is not part of the standard.
template <class T>
struct identity
{
    typedef T argument_type;
    typedef T result_type;

    typedef T type;
    const T& operator()(const T& x) const
    {
        return x;
    }
};

template<std::size_t S>
struct ls_zeros
{
    static const std::size_t value = (S & std::size_t(1)) ? 0 : (1u + ls_zeros<(S >> 1u)>::value);
};

template<>
struct ls_zeros<0>
{
    static const std::size_t value = 0;
};

template<>
struct ls_zeros<1>
{
    static const std::size_t value = 0;
};

template <std::size_t OrigSize, std::size_t RoundTo>
struct ct_rounded_size
{
    static const std::size_t value = ((OrigSize-1)/RoundTo+1)*RoundTo;
};

template <typename T> struct unvoid { typedef T type; };
template <> struct unvoid<void> { struct type { }; };
template <> struct unvoid<const void> { struct type { }; };

Open Source Used In DNAC Platform Arica 3322
This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

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

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

Some other contributors:

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

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

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<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE article PUBLIC "-//Boost//DTD BoostBook XML V1.0//EN" "http://www.boost.org/tools/boostbook/dtd/boostbook.dtd">
<article id="copyright_test" last-revision="DEBUG MODE Date: 2000/12/20 12:00:00 $" xmlns:xi="http://www.w3.org/2001/XInclude">
<title>Copyright Test</title>
<articleinfo>
<copyright>
<year>1963</year> <year>1964</year> <year>1965</year> <holder>Jane Doe</holder>
</copyright>
<copyright>
<year>2018</year> <holder>Joe Blow, John Coe</holder>
</copyright>
<copyright>
<year>1977</year> <year>1985</year> <holder>someone else</holder>
</copyright>
</articleinfo>
</article>
[article Invalid copyright years
[quickbook 1.5]
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Format: http://www.debian.org/doc/packaging-manuals/copyright-format/1.0/
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<article Copyright Test
[quickbook 1.5]
copyright 1963-1965 Jane Doe, 2018 Joe Blow, John Coe]
copyright 1977,1985 Someone else]
]
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// http://www.boost.org/LICENSE_1_0.txt)
//
//
//////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
#ifndef BOOST_INTERPROCESS_DETAIL_MPL_HPP
#define BOOST_INTERPROCESS_DETAIL_MPL_HPP
#ifndef BOOST_CONFIG_HPP
# include <boost/config.hpp>
#endif
#
#define BOOST_INTERPROCESS_DETAIL_MPL_HPP
#endif

#ifndef BOOST_CONFIG_HPP
# include <boost/config.hpp>
#endif
# if defined(BOOST_HAS_PRAGMA_ONCE)
#pragma once

#include <cstdlib>

namespace boost {
    namespace interprocess {
        namespace ipcdetail {

            template <class T, T val>
            struct integral_constant {
                static const T value = val;
                typedef integral_constant<T, val> type;
            };

            template <bool C_>
            struct bool_ : integral_constant<bool, C_> {
                static const bool value = C_;}
            ;

            typedef bool_<true> true_;
            typedef bool_<false> false_;

            typedef true_ true_type;
            typedef false_ false_type;

            typedef char yes_type;
            struct no_type {
                char padding[8];
            };

            template <bool B, class T = void>
            struct enable_if_c {
                typedef T type;
            };

            template <class Cond, class T = void>
            struct enable_if : public enable_if_c<Cond::value, T> {
            };

            template <class Cond, class T = void>
            struct disable_if : public enable_if_c<!Cond::value, T> {
            };
        }
    }
}

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template <class T, class U>
class is_convertible
{
    typedef char true_t;
    class false_t { char dummy[2]; }; 
    static true_t dispatch(U);
    static false_t dispatch(...);
    static T trigger();

    public:
    static const bool value = sizeof(dispatch(trigger())) == sizeof(true_t);
};

template<
    bool C 
    , typename T1
    , typename T2
>
struct if_c
{
    typedef T1 type;
};

template<
    typename T1
    , typename T2
>
struct if_c<false,T1,T2>
{
    typedef T2 type;
};

template<
    typename T1
    , typename T2
    , typename T3
>
struct if_
{
    typedef typename if_c<false<0 != T1::value, T2, T3>::type type;
};

template <class Pair>
struct select1st
// : public std::unary_function<Pair, typename Pair::first_type>
{
    template<class OtherPair>
    const typename Pair::first_type& operator()(const OtherPair& x) const
Open Source Used In DNAC Platform Arica

```cpp
{ return x.first; }

const typename Pair::first_type& operator()(const typename Pair::first_type& x) const
{ return x; }
};

// identity is an extension: it is not part of the standard.
template <class T>
struct identity
//   : public std::unary_function<T,T>
{
  typedef T type;
  const T& operator()(const T& x) const
  { return x; }
};

template<std::size_t S>
struct ls_zeros
{
  static const std::size_t value = (S & std::size_t(1)) ? 0 : (1u + ls_zeros<(S >> 1u)>::value);
};

template<>
struct ls_zeros<0>
{
  static const std::size_t value = 0;
};

template<>
struct ls_zeros<1>
{
  static const std::size_t value = 0;
};

} //namespace ipcdetail
} //namespace interprocess
} //namespace boost

#endif   //#ifndef BOOST_INTERPROCESS_DETAIL_MPL_HPP

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]

[section:mpl MPL Interoperability]
```
All the value based traits in this library conform to MPL's requirements for an Integral Constant type: that includes a number of rather intrusive workarounds for broken compilers.

Purely as an implementation detail, this means that `__true_type` inherits from `boost::mpl::true_`, `__false_type` inherits from `boost::mpl::false_`, and `__integral_constant<T, v>` inherits from `boost::mpl::integral_c<T,v>` (provided `T` is not `bool`)

[endsect]

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Boost.Geometry (aka GGL, Generic Geometry Library)

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#include "licence_info.hpp"
#include "bcp_imp.hpp"
#include "fileview.hpp"
#include <fstream>
#include <iomanip>
#include <cstring>
#include <stdexcept>
#include <boost/lexical_cast.hpp>
#include <boost/filesystem/operations.hpp>
#include <boost/throw_exception.hpp>

// split_path is a small helper for outputting a path name,
// complete with a link to that path:

//
struct split_path
{
    const fs::path& root;
    const fs::path& file;
    split_path(const fs::path& r, const fs::path& f)
        : root(r), file(f){
private:
    split_path& operator=(const split_path&);
};

std::ostream& operator << (std::ostream& os, const split_path& p)
{
    os << "<a href=" << (p.root / p.file).string() << ">" << p.file.string() << "</a>";
    return os;
}

std::string make_link_target(const std::string& s)
{
    // convert an arbitrary string into something suitable
    // for an <a> name:
    std::string result;
    for(unsigned i = 0; i < s.size(); ++i)
    {
        result.append(1, static_cast<std::string::value_type>(std::isalnum(s[i]) ? s[i] : '_'));
    }
    return result;
}

void bcp_implementation::output_license_info()
{
    std::pair<const license_info*, int> licenses = get_licenses();

    std::map<int, license_data>::const_iterator i, j;
    i = m_license_data.begin();
    j = m_license_data.end();

    std::ofstream os(m_dest_path.string().c_str());
    if(!os)
    {
        std::string msg("Error opening ");
        msg += m_dest_path.string();
        return;
    }

    }
msg += " for output."
std::runtime_error e(msg);
boost::throw_exception(e);
}
os << "
""<!DOCTYPE HTML PUBLIC "/-//W3C//DTD HTML 4.0 Transitional//EN"">\n"
"<html>\n""<head>\n""<title>Boost Licence Dependency Information</title>
if(m_module_list.size() == 1)
{
    os << " for " << *(m_module_list.begin());
}
os << "</head>\n""<body>\n""<H1>Boost Licence Dependency Information</H1>
if(m_module_list.size() == 1)
{
    os << " for " << *(m_module_list.begin());
}
os << "</H1>\n""<H2>Contents</H2>
<pre><a href="#input">Input Information</a>
if(!m_bsl_summary_mode)
    os << "<a href="#summary">Licence Summary</a>
    os << "<a href="#details">Licence Details</a>
while(i != j)
{
    // title:
    os << " <A href="#" >> make_link_target(licenses.first[i->first].license_name)
        << "]" >> licenses.first[i->first].license_name >> "</a>\n";
    ++i;
}
os << "<a href="#files">Files with no recognised license</a>
    os << "<a href="#authors">Files with no recognised copyright holder</a>
if(!m_bsl_summary_mode)
{
    os << "Moving to the Boost Software License...\n" " <a href="#bsl-converted">Files that can be automatically converted to the Boost Software License</a>\n" " <a href="#to-bsl">Files that can be manually converted to the Boost Software License</a>\n" " <a href="#not-to-bsl">Files that can <b>NOT</b> be moved to the Boost Software License</a>\n" " <a href="#need-bsl-authors">Authors we need to move to the Boost Software License</a>\n"
"<a href="#copyright">Copyright Holder Information</a>
";
}

os <<
"<a href="#depend">File Dependency Information</a>
";
"</pre>";

//
// input Information:
//
if(m_scan_mode)
os << "<P>The following files were scanned for boost dependencies:<BR>
";
else
os << "<P>The following Boost modules were checked:<BR>
";

std::list<std::string>::const_iterator si = m_module_list.begin();
std::list<std::string>::const_iterator sj = m_module_list.end();
while(si != sj)
{
  os << *si << "<BR>
";
  ++si;
}
os << "</p><p>The Boost path was: <code>" << m_boost_path.string() << "</code></P>
";

//
// extract the boost version number from the boost directory tree,
// not from this app (which may have been built from a previous
// version):
//
fileview version_file(m_boost_path / "boost/version.hpp");
static const boost::regex version_regex(
  "^[[:blank:]]*#\[[[:blank:]]]*define\[[[:blank:]]+BOOST_VERSION\[[:blank:]]+\(\d+\)\]"
);
boost::cmatch what;
if(boost::regex_search(version_file.begin(), version_file.end(), what, version_regex))
{
  int version = boost::lexical_cast<int>(what.str(1));
os << "<p>The Boost version is: " << version / 100000 << "." << version / 100 % 100 << "." << version % 100
  "</p>\n";
}

//
// output each license:
//
for(i = m_license_data.begin();
i = m_license_data.end();
if(!m_bsl_summary_mode)
{
  //
  // start with the summary:

Licence Summary

<table>
<thead>
<tr>
<th>Licence Name</th>
<th>License Text</th>
<th>Authors</th>
<th>Files</th>
</tr>
</thead>
<tbody>
<tr>
<td>Example</td>
<td></td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Details:

- Authors: 5
- Files: 3

- Authors 1: John Doe
- Authors 2: Jane Smith
- Authors 3: David Lee

Files using this licence:

- File 1: Example1
- File 2: Example2
- File 3: Example3
files:

```
std::set<fs::path, path_less>::const_iterator m, n;
m = i->second.files.begin();
n = i->second.files.end();
while(m != n)
{
  os << split_path(m_boost_path, *m) << "\n";
  ++m;
}
```

```
else
{
  os << "This license is used by " << i->second.authors.size() << " authors (list omitted for brevity).\n";
  os << "This license applies to " << i->second.files.size() << " files (list omitted for brevity).\n";
}
```

```
++license_index;
++i;
```

```
// // Output list of files not found to be under license control:
//
// os << "Files With No Recognisable Licence\n"
// "The following " << m_unknown_licenses.size() << " files had no recognisable license information:\n";
std::set<fs::path, path_less>::const_iterator i2, j2;
i2 = m_unknown_licenses.begin();
j2 = m_unknown_licenses.end();
while(i2 != j2)
{
  os << split_path(m_boost_path, *i2) << "\n";
  ++i2;
}
```

```
os << "Files With No Recognisable Copyright Holder\n"
"The following " << m_unknown_authors.size() << " files had no recognisable copyright holder:\n";
i2 = m_unknown_authors.begin();
j2 = m_unknown_authors.end();
while(i2 != j2)
{
  os << split_path(m_boost_path, *i2) << "\n";
  ++i2;
}
```

```
os << "\n";
```
if(!m_bsl_summary_mode)
{
  //
  // Output list of files that have been moved over to the Boost Software License, along with enough information for human verification.
  //
  os << "<h2><a name="bsl-converted"></a>Files that can be automatically converted to the Boost Software License</h2><br/>
";
  << "<p>The following " << m_converted_to_bsl.size() << " files can be automatically converted to the Boost Software License, but require manual verification before they can be committed to CVS:<br/>
";
  if (!m_converted_to_bsl.empty())
  {
    typedef std::map<fs::path, std::pair<std::string, std::string>, path_less<br />
    ::const_iterator conv_iterator;
    conv_iterator i = m_converted_to_bsl.begin(),
    ie = m_converted_to_bsl.end();
    int file_num = 1;
    while (i != ie)
    {
      os << "<p><br [" << file_num << "] File: <tt>" << split_path(m_boost_path, i->first)
      " <br><pre>"
      "<i>" << i->second.first << "<pre></td><i><td><pre>
      "<i>" << i->second.second << "<pre></td><i></tr></table><i>"
      
      ++i;
      ++file_num;
    }
  }
  //
  // Output list of files that could be moved over to the Boost Software License
  //
  os << "<h2><a name="to-bsl"></a>Files that could be converted to the Boost Software License</h2><br/>
";
  "<p>The following " << m_can_migrate_to_bsl.size() << " files could be manually converted to the Boost Software License, but have not yet been:<br/>
";
  i2 = m_can_migrate_to_bsl.begin();
  j2 = m_can_migrate_to_bsl.end();
  while(i2 != j2)
  {
    os << split_path(m_boost_path, *i2) << "<br><i>"
    
    ++i2;
  }
  os << "</p></BLOCKQUOTE>";
  //
  // Output list of files that cannot be moved over to the Boost Software License
  //
  os << "<h2><a name="not-to-bsl"></a>Files that can NOT be converted to the Boost Software License</h2><br/>
";
  "<p>The following " << m_cannot_migrate_to_bsl.size() << " files cannot be converted to the Boost Software License:<br/>
";
License because we need the permission of more authors:

```c++
// Output list of authors that we need permission for to move to the BSL
//
std::copy(m_authors_for_bsl_migration.begin(), m_authors_for_bsl_migration.end(),
          std::ostream_iterator<std::string>(os, "\n"));
```

"Permission of the following authors is needed before we can convert to the Boost Software License. The list of authors that have given their permission is contained in more/blanket-permission.txt"

```c++
// output a table of copyright information:
//
std::map<std::string, std::set<fs::path, path_less>> m_author_data;

std::map<fs::path, fs::path, path_less>::const_iterator ad, ead;
ad = m_author_data.begin();
ead = m_author_data.end();
while(ad != ead)
{
    os << "<tr><td>" << ad->first << "</td><td>
    std::set<fs::path, path_less>::const_iterator fi, efi;
    fi = ad->second.begin();
    efi = ad->second.end();
    while(fi != efi)
    {
        os << split_path(m_boost_path, *fi) << " \n";
        ++fi;
    }
    os << "</td></tr>
    ++ad;
}
```

"File Dependency Information"

```c++
```

// output file dependency information:
//
std::map<fs::path, fs::path, path_less>::const_iterator dep, last_dep;
std::set<fs::path, path_less>::const_iterator fi, efi;
fi = m_copy_paths.begin();
efi = m_copy_paths.end();
// if in summary mode, just figure out the "bad" files and print those only:
std::set<fs::path, path_less> bad_paths;
if(m_bsl_summary_mode)
{
    bad_paths.insert(m_unknown_licenses.begin(), m_unknown_licenses.end());
    bad_paths.insert(m_unknownAuthors.begin(), m_unknownAuthors.end());
    bad_paths.insert(m_can_migrate_to_bsl.begin(), m_can_migrate_to_bsl.end());
    bad_paths.insert(m_cannot_migrate_to_bsl.begin(), m_cannot_migrate_to_bsl.end());
    typedef std::map<fs::path, std::pair<std::string, std::string>, path_less>
      ::const_iterator conv_iterator;
    conv_iterator i = m_converted_to_bsl.begin(),
       ie = m_converted_to_bsl.end();
    while(i != ie)
    {
        bad_paths.insert(i->first);
        ++i;
    }
    fi = bad_paths.begin();
    efi = bad_paths.end();
    os << "<P>For brevity, only files not under the BSL are shown</P><br>
        
    }
while(fi != efi)
{
    os << split_path(m_boost_path, *fi);
    dep = m_dependencies.find(*fi);
    last_dep = m_dependencies.end();
    std::set<fs::path, path_less> seen_deps;
    if (dep != last_dep)
        while(true)
        {
            os << " -> ";
            if(fs::exists(m_boost_path / dep->second))
                os << split_path(m_boost_path, dep->second);
            else if(fs::exists(dep->second))
                os << split_path(fs::path(), dep->second);
            else
                os << dep->second.string();
            if(seen_deps.find(dep->second) != seen_deps.end())
                { os << " <I>(Circular dependency!)</I>";
                    break; // circular dependency!!!
                }
            seen_deps.insert(dep->second);
            last_dep = dep;
            dep = m_dependencies.find(dep->second);
if((dep == m_dependencies.end()) || (0 == compare_paths(dep->second, last_dep->second)))
    break;
}
    os << "\n"
    ++fi;
}
    os << "</pre></BLOCKQUOTE>\n"

    os << "</body></html>\n"

    if(!os)
        {
            std::string msg("Error writing to ");
            msg += m_dest_path.string();
            msg += ":
            std::runtime_error e(msg);
            boost::throw_exception(e);
        }
    }

1.987 depd 1.1.2 1.1.2
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For hadoop-hdfs-project/hadoop-hdfs-native-client/src/main/native/fuse-dfs/util/tree.h

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hadoop-tools/hadoop-sls/src/main/html/css/bootstrap.min.css
hadoop-tools/hadoop-sls/src/main/html/css/bootstrap-responsive.min.css
bootstrap v3.3.6
broccoli-asset-rev v2.4.2
broccoli-funnel v1.0.1
datatables v1.10.8
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* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-
  jar/org/codehaus/stax2/ri/typed/Base64DecoderBase.java
* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-
  jar/org/codehaus/stax2/ri/typed/CharArrayBase64Decoder.java
* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-
  jar/org/codehaus/stax2/ri/typed/StringBase64Decoder.java
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jar/org/codehaus/stax2/XMLStreamReader2.java
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1.1005 is-my-ip-valid 1.0.0 1.0.0

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1.1006 json-schema-faker 0.5.0-rcv.34 0.5.0-rcv.34

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* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-
jar/com/amazonaws/auth/ShouldDoBlockingSessionRefresh.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-
jar/com/amazonaws/auth/RefreshableTask.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-
jar/com/amazonaws/auth/ShouldDoAsyncSessionRefresh.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-
jar/com/amazonaws/auth/DaemonThreadFactory.java
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 */
/**
 * <p>
 * An IAM policy in JSON format that you want to use as an inline session policy.
You must pass an inline or managed session policy to this operation. You can pass a single JSON policy document to use as an inline session policy. You can also specify up to 10 managed policies to use as managed session policies.

This parameter is optional. However, if you do not pass any session policies, then the resulting federated user session has no permissions.

When you pass session policies, the session permissions are the intersection of the IAM user policies and the session policies that you pass. This gives you a way to further restrict the permissions for a federated user.

You cannot use session policies to grant more permissions than those that are defined in the permissions policy of the IAM user. For more information, see Session Policies in the IAM User Guide.

The resulting credentials can be used to access a resource that has a resource-based policy. If that policy specifically references the federated user session in the Principal element of the policy, the session has the permissions allowed by the policy. These permissions are granted in addition to the permissions that are granted by the session policies.

The plain text that you use for both inline and managed session policies can't exceed 2,048 characters. The JSON policy characters can be any ASCII character from the space character to the end of the valid character list (through \u00FF). It can also include the tab ( ), linefeed ( ), and carriage return ( ) characters.

An AWS conversion compresses the passed session policies and session tags into a packed binary format that has a separate limit. Your request can fail for this limit even if your plain text meets the other requirements. The PackedPolicySize response element indicates by percentage how close the policies and tags for your request are to the upper size limit.
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 */
/**
 *
 * Returns a set of temporary security credentials (consisting of an access key ID, a secret access key, and a
 * security token) for a federated user. A typical use is in a proxy application that gets temporary security
 * credentials on behalf of distributed applications inside a corporate network. You must call the
 * <code>GetFederationToken</code> operation using the long-term security credentials of an IAM user. As a
 * result,
 * this call is appropriate in contexts where those credentials can be safely stored, usually in a server-based
 * application. For a comparison of <code>GetFederationToken</code> with the other API operations that
 produce
 * temporary credentials, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html">Requesting
 Temporary
 * Security Credentials</a> and <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#stsapi_comparison"
 >Comparing the AWS STS API operations</a> in the <i>IAM User Guide</i>.
 *
 * <p>
 * <note>
 * You can create a mobile-based or browser-based app that can authenticate users using a web identity provider
 like
 * Login with Amazon, Facebook, Google, or an OpenID Connect-compatible identity provider. In this case, we
 * recommend that you use <a href="http://aws.amazon.com/cognito/">Amazon Cognito</a> or
 * <code>AssumeRoleWithWebIdentity</code>. For more information, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#api_assumerolewithwebidentity"
 >Federation Through a Web-based Identity Provider</a> in the <i>IAM User Guide</i>.
 * </note>
 */
You can also call `<code>GetFederationToken</code>` using the security credentials of an AWS account root user, but we do not recommend it. Instead, we recommend that you create an IAM user for the purpose of the proxy application. Then attach a policy to the IAM user that limits federated users to only the actions and resources that they need to access. For more information, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/best-practices.html">IAM Best Practices</a> in the IAM User Guide.

**Session duration**

The temporary credentials are valid for the specified duration, from 900 seconds (15 minutes) up to a maximum of 129,600 seconds (36 hours). The default session duration is 43,200 seconds (12 hours). Temporary credentials that are obtained by using AWS account root user credentials have a maximum duration of 3,600 seconds (1 hour).

**Permissions**

You can use the temporary credentials created by `<code>GetFederationToken</code>` in any AWS service except the following:

- You cannot call any IAM operations using the AWS CLI or the AWS API.
- You cannot call any STS operations except `<code>GetCallerIdentity</code>`.

You must pass an inline or managed session policy to this operation. You can pass a single JSON policy document to use as an inline session policy. You can also specify up to 10 managed policies to use as managed session policies. The plain text that you use for both inline and managed session policies can't exceed 2,048 characters.
Though the session policy parameters are optional, if you do not pass a policy, then the resulting federated user session has no permissions. When you pass session policies, the session permissions are the intersection of the IAM user policies and the session policies that you pass. This gives you a way to further restrict the permissions for a federated user. You cannot use session policies to grant more permissions than those that are defined in the permissions policy of the IAM user. For more information, see Session Policies in the IAM User Guide. For information about using GetFederationToken to create temporary security credentials, see GetFederationToken—Federation Through a Custom Identity Broker.

You can use the credentials to access a resource that has a resource-based policy. If that policy specifically references the federated user session in the Principal element of the policy, the session has the permissions allowed by the policy. These permissions are granted in addition to the permissions granted by the session policies.

(Optional) You can pass tag key-value pairs to your session. These are called session tags. For more information about session tags, see Passing Session Tags in STS in the IAM User Guide.

An administrator must grant you the permissions necessary to pass session tags. The administrator can also create granular permissions to allow you to pass only specific session tags. For more information, see Tutorial: Using Tags for Attribute-Based Access Control in the IAM User Guide.

Tag key–value pairs are not case sensitive, but case is preserved. This means that you cannot have separate <code>Department</code> and <code>department</code> tag keys. Assume that the user that you are federating has the session tag <code>Department</code>=<code>Marketing</code> and you pass the session tag <code>Department</code>=<code>engineering</code> in the request. The session tag passed in the request takes precedence over the user tag.
* @param getFederationTokenRequest
* @return A Java Future containing the result of the GetFederationToken operation returned by the service.
* @sample AWSSecurityTokenServiceAsync.GetFederationToken
* @see <a href="http://docs.aws.amazon.com/goto/WebAPI/sts-2011-06-15/GetFederationToken" target="_top">AWS API Documentation</a>

*/

Found in path(s):
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/AWSSecurityTokenServiceAsync.java

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 * Returns a set of temporary security credentials (consisting of an access key ID, a secret access key, and a
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 * <code>GetFederationToken</code> operation using the long-term security credentials of an IAM user. As a result,
 * this call is appropriate in contexts where those credentials can be safely stored, usually in a server-based
 * application. For a comparison of <code>GetFederationToken</code> with the other API operations that produce
 */

<note>
</note>

<p>
</p>
* You can create a mobile-based or browser-based app that can authenticate users using a web identity provider like
  * Login with Amazon, Facebook, Google, or an OpenID Connect-compatible identity provider. In this case, we recommend that you use <a href="http://aws.amazon.com/cognito/">Amazon Cognito</a> or <code>AssumeRoleWithWebIdentity</code>. For more information, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#api_assumerolewithwebidentity">Federation Through a Web-based Identity Provider</a> in the <i>IAM User Guide</i>.
  *
  * You can also call <code>GetFederationToken</code> using the security credentials of an AWS account root user, but we do not recommend it. Instead, we recommend that you create an IAM user for the purpose of the proxy application. Then attach a policy to the IAM user that limits federated users to only the actions and resources that they need to access. For more information, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/best-practices.html">IAM Best Practices</a> in the <i>IAM User Guide</i>.

* **Session duration**

  * The temporary credentials are valid for the specified duration, from 900 seconds (15 minutes) up to a maximum of 129,600 seconds (36 hours). The default session duration is 43,200 seconds (12 hours). Temporary credentials that are obtained by using AWS account root user credentials have a maximum duration of 3,600 seconds (1 hour).

* **Permissions**

  * You can use the temporary credentials created by <code>GetFederationToken</code> in any AWS service except the following:
    * You cannot call any IAM operations using the AWS CLI or the AWS API.
    * You cannot call any STS operations except <code>GetCallerIdentity</code>. 

You must pass an inline or managed session policy to this operation. You can pass a single JSON policy document to use as an inline session policy. You can also specify up to 10 managed policies to use as managed session policies. The plain text that you use for both inline and managed session policies can't exceed 2,048 characters.

Though the session policy parameters are optional, if you do not pass a policy, then the resulting federated user session has no permissions. When you pass session policies, the session permissions are the intersection of the IAM user policies and the session policies that you pass. This gives you a way to further restrict the permissions for a federated user. You cannot use session policies to grant more permissions than those that are defined in the permissions policy of the IAM user. For more information, see Session Policies in the *IAM User Guide*. For information about using *GetFederationToken* to create temporary security credentials, see [GetFederationToken—Federation Through a Custom Identity Broker](https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#api_getfederationToken)

You can use the credentials to access a resource that has a resource-based policy. If that policy specifically references the federated user session in the *Principal* element of the policy, the session has the permissions allowed by the policy. These permissions are granted in addition to the permissions granted by the session policies.

* Tags
* (Optional) You can pass tag key-value pairs to your session. These are called session tags. For more information about session tags, see [Passing Session Tags in STS](https://docs.aws.amazon.com/IAM/latest/UserGuide/id_session-tags.html)

An administrator must grant you the permissions necessary to pass session tags. The administrator can also create granular permissions to allow you to pass only specific session tags. For more information, see [Tutorial: Using Tags for Attribute-Based Access Control](https://docs.aws.amazon.com/IAM/latest/UserGuide/tutorial_attribute-based-access-control.html).
**Tag key–value pairs are not case sensitive, but case is preserved. This means that you cannot have separate**
*Department* and *department* tag keys. Assume that the user that you are federating has
*the Department* tag and you pass the *department* session tag. *Department* and *department* are not saved as
*separate tags, and the session tag passed in the request takes precedence over the user tag.*

@throws MalformedPolicyDocumentException
   The request was rejected because the policy document was malformed. The error message describes the
   specific error.

@throws PackedPolicyTooLargeException
   The request was rejected because the total packed size of the session policies and session tags combined
   was too large. An AWS conversion compresses the session policy document, session policy ARNs, and
   session tags into a packed binary format that has a separate limit. The error message indicates by percentage how
   close the policies and tags are to the upper size limit. For more information, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_session-tags.html">Passing Session Tags in STS</a> in the *IAM User Guide*.</p>

You could receive this error even though you meet other defined session policy and session tag limits.
For more information, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_enable-regions.html">IAM and STS Entity Character Limits</a> in the *IAM User Guide*.

@throws RegionDisabledException
   STS is not activated in the requested region for the account that is being asked to generate credentials.
   The account administrator must use the IAM console to activate STS in that region. For more information,

@sample AWSSecurityTokenService.GetFederationToken

@see <a href="http://docs.aws.amazon.com/goto/WebAPI/sts-2011-06-15/GetFederationToken">AWS API Documentation</a>

/ opt/ cola/ permits/ 11377 60099_ 1614121467.9/ 0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/AWSSecurityTokenServiceClient.java

Found in path(s):
/api/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/AWSSecurityTokenService.java

/api/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/AWSSecurityTokenServiceClient.java
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* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/AssumeRoleWithWebIdentityRequest.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/ExpiredTokenException.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/AssumeRoleWithSAMLResult.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/AssumeRoleWithWebIdentityResult.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/AssumeRoleWithSAMLResult.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/AssumeRoleWithWebIdentityResult.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/AssumeRoleWithSAMLResult.java
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* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-
jar/com/amazonaws/auth/NoSessionSupportCredentials.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-
jar/com/amazonaws/auth/STSSessionCredentialsProvider.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-
jar/com/amazonaws/auth/WebIdentityFederationSessionCredentialsProvider.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-
jar/com/amazonaws/auth/STSSessionCredentials.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-
jar/com/amazonaws/auth/STSSessionCredentialsProvider.java
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* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-
jar/com/amazonaws/auth/STSSessionCredentialsWithWebIdentitySessionCredentialsProvider.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-
jar/com/amazonaws/services/securitytoken/RegionalEndpointsOptionResolver.java

1.1008 oas-linter 3.2.1 3.2.1

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1.1012 babel-plugin-transform-es2015-object-super 6.24.1
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1.1014 akka 2.5.31

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jar/io/netty/channel/epoll/EpollDomainSocketChannelConfig.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-
jar/io/netty/channel/epoll/TcpMd5Util.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-
jar/io/netty/channel/epoll/EpollEventArray.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-
jar/io/netty/channel/epoll/EpollChannelConfig.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-
jar/io/netty/channel/epoll/AbstractEpollServerChannel.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-
jar/io/netty/channel/epoll/AbstractEpollStreamChannel.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-
jar/io/netty/channel/epoll/EpollRecvByteAllocatorHandle.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-
jar/io/netty/channel/epoll/EpollServerChannelConfig.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-
jar/io/netty/channel/epoll/EpollDomainSocketChannel.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-
jar/io/netty/channel/epoll/EpollMode.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-
jar/io/netty/channel/epoll/EpollRecvByteAllocatorStreamingHandle.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-
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* Set the [ @code TCP_MD5SIG ] option on the socket. See [ @code linux/tcp.h ] for more details.
* Keys can only be set on, not read to prevent a potential leak, as they are confidential.
* Allowing them being read would mean anyone with access to the channel could get them.
*/
/**
 * Set the \code TCP_QUICKACK\ option on the socket.
 * See \html \a href="https://linux.die.net/man/7/tcp">TCP_QUICKACK</a>\ for more details.
 */

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* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/EpollSocketChannelConfig.java
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* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/netty_epoll_linuxsocket.h
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/netty_epoll_linuxsocket.c
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/NativeStaticallyReferencedJniMethods.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/LinuxSocket.java

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 * Set the { @code TCP_MD5SIG} option on the socket. See { @code linux/tcp.h} for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
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Found in path(s):
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/EpollServerSocketChannelConfig.java

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* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/Native.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/netty_epoll_native.c

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* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/EpollChannelOption.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/EpollServerSocketChannel.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/EpollDatagramChannel.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/NativeDatagramPacketArray.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/EpollTcpInfo.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/AbstractEpollChannel.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/EpollEventLoopGroup.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/EpollEventLoopGroup.java

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jar/io/netty/channel/epoll/EpollEventLoop.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources.jar/io/netty/channel/epoll/package-info.java
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1.1028 metrics-json 4.1.0

1.1029 findbugs-annotations 1.3.9-1

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1.1032 commons-validator 1.6

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* /opt/cola/permits/1028374027_1609784616.87/0/jackson-databind-2-4-0-javacod-jar/com/fasterxml/jackson/databind/introspect/AnnotatedMethod.html
* /opt/cola/permits/1028374027_1609784616.87/0/jackson-databind-2-4-0-javacod-jar/com/fasterxml/jackson/databind/deser/std/DateDeserializers.TimestampDeserializer.html
* /opt/cola/permits/1028374027_1609784616.87/0/jackson-databind-2-4-0-javacod-jar/com/fasterxml/jackson/databind/deser/ResolvableDeserializer.html
* /opt/cola/permits/1028374027_1609784616.87/0/jackson-databind-2-4-0-javacod-jar/com/fasterxml/jackson/databind/deser/std/package-summary.html
* /opt/cola/permits/1028374027_1609784616.87/0/jackson-databind-2-4-0-javacod-jar/com/fasterxml/jackson/databind/deser/std/StdArraySerializers.TypedReader.html
* /opt/cola/permits/1028374027_1609784616.87/0/jackson-databind-2-4-0-javacod-jar/com/fasterxml/jackson/databind/deser/class-use/NumberDeserializers.FloatDeserializer.html
* /opt/cola/permits/1028374027_1609784616.87/0/jackson-databind-2-4-0-javacod-jar/com/fasterxml/jackson/databind/deser/std/NumberDeserializers.FloatDeserializer.html
* /opt/cola/permits/1028374027_1609784616.87/0/jackson-databind-2-4-0-javacod-jar/com/fasterxml/jackson/databind/deser/std/NumberDeserializers.BigDecimalDeserializer.html
* /opt/cola/permits/1028374027_1609784616.87/0/jackson-databind-2-4-0-javacod-jar/com/fasterxml/jackson/databind/deser/std/NumberDeserializers.BigDecimalDeserializer.html
* /opt/cola/permits/1028374027_1609784616.87/0/jackson-databind-2-4-0-javacod-jar/com/fasterxml/jackson/databind/deser/std/package-summary.html
* /opt/cola/permits/1028374027_1609784616.87/0/jackson-databind-2-4-0-javacod-jar/com/fasterxml/jackson/databind/deser/std/package-summary.html
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Since 2.4 there are special exceptions for JSON Tree model

**1.1034 reap2 1.0.1 1.0.1**
### 1.1034.1 Available under license:

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### 1.1035 crypto-random-string 2.0.0

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### 1.1036 argparse 1.0.10 1.0.10
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1.1037 @jsreport/mingo 2.4.1 2.4.1

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1.1038 commander 4.1.1 4.1.1
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1.1039 javolution 5.5.1
1.1039.1 Available under license :
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/**
 * Interface for an element's attribute specifications.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the
 * Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
 * See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
 * for further information.
 * </blockquote>
 *
 * This is the original SAX1 interface for reporting an element's
 * attributes. Unlike the new [{link xml.sax.Attributes} Attributes] interface, it does not support Namespace-related information.</p>
 *
When an attribute list is supplied as part of a
[ @link org.xml.sax.DocumentHandler#startElement startElement] event, the list will return valid results only during the
scope of the event; once the event handler returns control
to the parser, the attribute list is invalid. To save a
persistent copy of the attribute list, use the SAX1 AttributeListImpl
helper class.</p>

An attribute list includes only attributes that have been
specified or defaulted: #IMPLIED attributes will not be included.</p>

There are two ways for the SAX application to obtain information
from the AttributeList. First, it can iterate through the entire
list:</p>

<pre>
public void startElement (String name, AttributeList atts) {
  for (int i = 0; i < atts.getLength(); i++) {
    String name = atts.getName(i);
    String type = atts.getType(i);
    String value = atts.getValue(i);
    [...]
  }
}
</pre>

(Note that the result of getLength() will be zero if there
are no attributes.)

As an alternative, the application can request the value or
type of specific attributes:</p>

<pre>
public void startElement (String name, AttributeList atts) {
  String identifier = atts.getValue("id");
  String label = atts.getValue("label");
  [...]
}
</pre>

@since SAX 1.0
@author David Megginson
@version 2.0.1 (sax2r2)
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/**
 * Receive notification of general document events.
 *
 * <blockquote>
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 * Public Domain, and comes with <strong>NO WARRANTY</strong>. See
 * [http://www.saxproject.org](http://www.saxproject.org) for further information.
 * </blockquote>
 *
 * This was the main event-handling interface for SAX1; in
 * SAX2, it has been replaced by `ContentHandler`, which provides Namespace support and reporting
 * of skipped entities. This interface is included in SAX2 only
 * to support legacy SAX1 applications.
 *
 * The order of events in this interface is very important, and
 * mirrors the order of information in the document itself. For
 * example, all of an element's content (character data, processing
 * instructions, and/or subelements) will appear, in order, between
 * the startElement event and the corresponding endElement event.
 *
 * Application writers who do not want to implement the entire
 * interface can derive a class from `HandlerBase`, which implements
 * the default functionality; parser writers can instantiate
 * `HandlerBase` to obtain a default handler. The application can find
 * the location of any document event using the `Locator` interface
 * supplied by the Parser through the `setDocumentLocator` method.
 *
 * @since SAX 1.0
 * @author David Megginson
 * @version 2.0.1 (sax2r2)
 * @see org.xml.sax.Parser#setDocumentHandler
 * @see org.xml.sax.Locator
 * @see org.xml.sax.HandlerBase
 */

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javadoc/javadoc-sources-2-
  jar/org/xml/sax/DocumentHandler.java

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/**
 * Basic interface for resolving entities.
 *
 * <blockquote>
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* See [http://www.saxproject.org](http://www.saxproject.org) for further information.

* If a SAX application needs to implement customized handling for external entities, it must implement this interface and register an instance with the SAX driver using the `@link org.xml.sax.XMLReader#setEntityResolver setEntityResolver` method.

* The XML reader will then allow the application to intercept any external entities (including the external DTD subset and external parameter entities, if any) before including them.

* Many SAX applications will not need to implement this interface, but it will be especially useful for applications that build XML documents from databases or other specialised input sources, or for applications that use URI types other than URLs.

* The following resolver would provide the application with a special character stream for the entity with the system identifier "http://www.myhost.com/today":

```java
import org.xml.sax.EntityResolver;
import org.xml.sax.InputSource;

public class MyResolver implements EntityResolver {
    public InputSource resolveEntity (String publicId, String systemId)
    {
        if (systemId.equals("http://www.myhost.com/today")) {
            // return a special input source
            MyReader reader = new MyReader();
            return new InputSource(reader);
        } else {
            // use the default behaviour
            return null;
        }
    }
}
```

* The application can also use this interface to redirect system identifiers to local URIs or to look up replacements in a catalog (possibly by using the public identifier).
/**
 * Interface for associating a SAX event with a document location.
 *
 * <blockquote>
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 * See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
 * for further information.
 * </blockquote>
 *
 * If a SAX parser provides location information to the SAX application, it does so by implementing this interface and then
 * passing an instance to the application using the content handler's [ @link org.xml.sax.ContentHandler#setDocumentLocator
 * setDocumentLocator] method. The application can use the object to obtain the location of any other SAX event
 * in the XML source document.</p>
 *
 * Note that the results returned by the object will be valid only during the scope of each callback method: the application
 * will receive unpredictable results if it attempts to use the locator at any other time, or after parsing completes.</p>
 *
 * SAX parsers are not required to supply a locator, but they are very strongly encouraged to do so. If the parser supplies a
 * locator, it must do so before reporting any other document events. If no locator has been set by the time the application receives
 * the [ @link org.xml.sax.ContentHandler#startDocument startDocument] event, the application should assume that a locator is not
 * available.</p>
 *
 * @since SAX 1.0
 * @author David Megginson
 * @version 2.0.1 (sax2r2)
 * @see org.xml.sax.ContentHandler#setDocumentLocator
 */

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/EntityResolver.java

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// NO WARRANTY! This class is in the Public Domain.
/**
 * Exception class for an unsupported operation.
 *
 * <blockquote>
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 * Public Domain, and comes with <strong>NO WARRANTY</strong>. </em>
 * See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
 * for further information.
 * </blockquote>
 *
 * @since SAX 2.0
 * @author David Megginson
 * @version 2.0.1 (sax2r2)
 * @see org.xml.sax.SAXNotRecognizedException
 */
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/io/Serializable.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/lang/Immutable.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/util/Formattable.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javax/realtime/RealtimeThread.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/util/logging/Logger.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/util/FormatFlagsConversionMismatchException.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/lang/Comparable.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/util/TooManyListenersException.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/text/Text.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/lang/NoSuchFieldException.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/io/Union.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/util/Queue.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/io/NotActiveException.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/io/InvalidClassException.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/io/Union.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/util/IllegalFormatPrecisionException.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/lang/Configurable.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/java/util/Set.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/lang/NoSuchFieldException.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/io/Union.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/util/Queue.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/io/ObjectOutputStream.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/io/ObjectOutputStream.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/io/ObjectOutputStream.java
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* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/io/ObjectOutputStream.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/io/ObjectOutputStream.java
<table>
<thead>
<tr>
<th>File Path</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>jar/templates/javolution/util/FastList.java</td>
<td>File containing Java code for the FastList class.</td>
</tr>
<tr>
<td>/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/text/ParsePosition.java</td>
<td>File containing Java code for the ParsePosition class.</td>
</tr>
<tr>
<td>/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/io/NotSerializableException.java</td>
<td>File containing Java code for the NotSerializableException class.</td>
</tr>
<tr>
<td>/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/util/LinkedHashMap.java</td>
<td>File containing Java code for the LinkedHashMap class.</td>
</tr>
<tr>
<td>/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/util/logging/Level.java</td>
<td>File containing Java code for the Level class.</td>
</tr>
<tr>
<td>/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/nio/ByteOrder.java</td>
<td>File containing Java code for the ByteOrder class.</td>
</tr>
<tr>
<td>/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/lang/Number.java</td>
<td>File containing Java code for the Number class.</td>
</tr>
<tr>
<td>/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/util/ListIterator.java</td>
<td>File containing Java code for the ListIterator class.</td>
</tr>
<tr>
<td>/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/nio/InvalidMarkException.java</td>
<td>File containing Java code for the InvalidMarkException class.</td>
</tr>
<tr>
<td>/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/util/SortedSet.java</td>
<td>File containing Java code for the SortedSet class.</td>
</tr>
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<td>/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/nio/UTF8ByteBufferReader.java</td>
<td>File containing Java code for the UTF8ByteBufferReader class.</td>
</tr>
<tr>
<td>/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/io/ObjectInput.java</td>
<td>File containing Java code for the ObjectInput class.</td>
</tr>
<tr>
<td>/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/util/Observable.java</td>
<td>File containing Java code for the Observable class.</td>
</tr>
<tr>
<td>/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/lang/ThreadLocal.java</td>
<td>File containing Java code for the ThreadLocal class.</td>
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<tr>
<td>/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/util/ArrayList.java</td>
<td>File containing Java code for the ArrayList class.</td>
</tr>
<tr>
<td>/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/util/InputMismatchException.java</td>
<td>File containing Java code for the InputMismatchException class.</td>
</tr>
<tr>
<td>/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/util/UnknownFormatFlagsException.java</td>
<td>File containing Java code for the UnknownFormatFlagsException class.</td>
</tr>
<tr>
<td>/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/javolution/xml/sax/XMLReaderImpl.java</td>
<td>File containing Java code for the XMLReaderImpl class.</td>
</tr>
<tr>
<td>/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/nio/ByteBuffer.java</td>
<td>File containing Java code for the ByteBuffer class.</td>
</tr>
<tr>
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<td>File containing Java code for the Index class.</td>
</tr>
</tbody>
</table>
jar/_templates/java/util/ConcurrentModificationException.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/text/CharArray.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/util/concurrent/ConcurrentMap.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/io/ObjectInputStream.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/io/ObjectOutputValidation.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/io/ObjectOutput.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/xml/stream/XMLStreamException.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/lang/IllegalStateException.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/io/Union.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/lang/CloneNotSupportedException.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/io/SyncFailedException.java
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- /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/context/PoolContext.java
- /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/context/PoolContext.java

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Basic interface for SAX (Simple API for XML) parsers.

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This was the main event supplier interface for SAX1; it has been replaced in SAX2 by XMLReader, which includes Namespace support and sophisticated configurability and extensibility.

All SAX1 parsers must implement this basic interface: it allows applications to register handlers for different types of events and to initiate a parse from a URI, or a character stream.

All SAX1 parsers must also implement a zero-argument constructor (though other constructors are also allowed).

SAX1 parsers are reusable but not re-entrant: the application may reuse a parser object (possibly with a different input source) once the first parse has completed successfully, but it may not invoke the parse() methods recursively within a parse.

@deprecated This interface has been replaced by the SAX2 interface, which includes Namespace support.

@author David Megginson
@version 2.0.1 (sax2r2)
@see org.xml.sax.EntityResolver
@see org.xml.sax.DTDHandler
@see org.xml.sax.DocumentHandler
/**
 * Encapsulate an XML parse error or warning.
 *
 * <blockquote>
 * This module, both source code and documentation, is in the Public Domain, and comes with <strong>NO WARRANTY</strong>. See <a href='http://www.saxproject.org'>http://www.saxproject.org</a> for further information.
 * </blockquote>
 *
 * This exception may include information for locating the error in the original XML document, as if it came from a Locator object. Note that although the application will receive a SAXParseException as the argument to the handlers in the ErrorHandler interface, the application is not actually required to throw the exception; instead, it can simply read the information in it and take a different action.</p>
 *
 * Since this exception is a subclass of SAXException, it inherits the ability to wrap another exception.</p>
 *
 * @since SAX 1.0
 * @author David Megginson
 *
 * @see org.xml.sax.SAXException
 * @see org.xml.sax.Locator
 * @see org.xml.sax.ErrorHandler
 */

// NO WARRANTY! This class is in the Public Domain.
/**
 * Interface for an XML filter.
 *
 */
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See [http://www.saxproject.org](http://www.saxproject.org) for further information.

An XML filter is like an XML reader, except that it obtains its events from another XML reader rather than a primary source like an XML document or database. Filters can modify a stream of events as they pass on to the final application.

The XMLFilterImpl helper class provides a convenient base for creating SAX2 filters, by passing on all EntityResolver, DTDHandler, ContentHandler and ErrorHandler events automatically.

* @since SAX 2.0
* @author David Megginson
* @version 2.0.1 (sax2r2)
*/

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/**
 * Receive notification of basic DTD-related events.
 *
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 *
 * If a SAX application needs information about notations and unparsed entities, then the application implements this interface and registers an instance with the SAX parser using the parser's setDTDHandler method. The parser uses the instance to report notation and unparsed entity declarations to the application.
 *
 * Note that this interface includes only those DTD events that the XML recommendation requires processors to report:
 * notation and unparsed entity declarations.
 *
 * The SAX parser may report these events in any order, regardless of the order in which the notations and unparsed entities were declared; however, all DTD events must be reported after the document handler's startDocument event, and before the first startElement event.
 * (If the LexicalHandler is used, these events must also be reported before the endDTD event.)
 */
It is up to the application to store the information for future use (perhaps in a hash table or object tree).

If the application encounters attributes of type "NOTATION", "ENTITY", or "ENTITIES", it can use the information that it obtained through this interface to find the entity and/or notation corresponding with the attribute value.

@since SAX 1.0
@author David Megginson
@version 2.0.1 (sax2r2)

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/**
 * Interface for a list of XML attributes.
 *
 * <blockquote>
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 * Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
 * See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
 * for further information.
 * </blockquote>
 *
 * This interface allows access to a list of attributes in
 * three different ways:
 *
 * <ol>
 * <li>by attribute index;</li>
 * <li>by Namespace-qualified name; or</li>
 * <li>by qualified (prefixed) name.</li>
 * </ol>
 *
 * The list will not contain attributes that were declared
 * #IMPLIED but not specified in the start tag. It will also not
 * contain attributes used as Namespace declarations (xmlns*) unless
 * the <code>http://xml.org/sax/features/namespace-prefixes</code>
 * feature is set to <var>true</var> (it is <var>false</var> by
 * default).
 * Because SAX2 conforms to the original "Namespaces in XML"
 * recommendation, it normally does not
 * give namespace declaration attributes a namespace URI.
 *
 * Some SAX2 parsers may support using an optional feature flag
 * (<code>http://xml.org/sax/features/xmlns-uris</code>) to request
 * that those attributes be given URIs, conforming to a later
 * backwards-incompatible revision of that recommendation. (The
 * attribute's "local name" will be the prefix, or "xmlns" when
 * defining a default element namespace.) For portability, handler
 * code should always resolve that conflict, rather than requiring
 * parsers that can change the setting of that feature flag. </p>
 *
 * If the namespace-prefixes feature (see above) is
 * <var>false</var>, access by qualified name may not be available; if
 * the <code>http://xml.org/sax/features/namespaces</code> feature is
 * <var>false</var>, access by Namespace-qualified names may not be
 * available.}</p>
This interface replaces the now-deprecated SAX1 `AttributeList` interface, which does not contain Namespace support. In addition to Namespace support, it adds the `getIndex` methods (below).

The order of attributes in the list is unspecified, and will vary from implementation to implementation.

@since SAX 2.0
@since SAX 1.0
@version 2.0.1 (sax2r2)

Encapsulate a general SAX error or warning.

This class can contain basic error or warning information from either the XML parser or the application: a parser writer or application writer can subclass it to provide additional functionality. SAX handlers may throw this exception or any exception subclassed from it.

If the application needs to pass through other types of exceptions, it must wrap those exceptions in a SAXException or an exception derived from a SAXException.

If the parser or application needs to include information about a specific location in an XML document, it should use the [SAXParseException](http://www.saxproject.org) subclass.

Encapsulate a general SAX error or warning.

This class can contain basic error or warning information from either the XML parser or the application: a parser writer or application writer can subclass it to provide additional functionality. SAX handlers may throw this exception or any exception subclassed from it.

If the application needs to pass through other types of exceptions, it must wrap those exceptions in a SAXException or an exception derived from a SAXException.

If the parser or application needs to include information about a specific location in an XML document, it should use the [SAXParseException](http://www.saxproject.org) subclass.
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/**
 * Interface for reading an XML document using callbacks.
 *<blockquote>
 * <em>This module, both source code and documentation, is in the Public Domain, and comes with <strong>NO WARRANTY</strong>. See <a href='http://www.saxproject.org'>http://www.saxproject.org</a> for further information.</em>
 *</blockquote>
 *
 * Note: despite its name, this interface does not extend the standard Java Reader interface, because reading XML is a fundamentally different activity than reading character data.
 *
 * XMLReader is the interface that an XML parser's SAX2 driver must implement. This interface allows an application to set and query features and properties in the parser, to register event handlers for document processing, and to initiate a document parse.
 *
 * All SAX interfaces are assumed to be synchronous: the methods must not return until parsing is complete, and readers must wait for an event-handler callback to return before reporting the next event.
 *
 * This interface replaces the (now deprecated) SAX 1.0 interface. The XMLReader interface contains two important enhancements over the old Parser interface (as well as some minor ones):
 *
 * it adds a standard way to query and set features and properties; and
 * it adds Namespace support, which is required for many higher-level XML standards.
 *
 * There are adapters available to convert a SAX1 Parser to a SAX2 XMLReader and vice-versa.
 *
 * @since SAX 2.0
 * @author David Megginson
Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/XMLReader.java
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 */

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* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/lang/MathLib.java
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/**
 * Default base class for handlers.
 *<blockquote>
 *<em>This module, both source code and documentation, is in the
 */
* This class implements the default behaviour for four SAX1 interfaces: EntityResolver, DTDHandler, DocumentHandler, and ErrorHandler. It is now obsolete, but is included in SAX2 to support legacy SAX1 applications. SAX2 applications should use the DefaultHandler class instead.</p>

* Application writers can extend this class when they need to implement only part of an interface; parser writers can instantiate this class to provide default handlers when the application has not supplied its own.</p>

* Note that the use of this class is optional.

* @deprecated This class works with the deprecated DocumentHandler interface. It has been replaced by the SAX2 DefaultHandler class.

* @since SAX 1.0
* @author David Megginson
* @version 2.0.1 (sax2r2)
* @see org.xml.sax.EntityResolver
* @see org.xml.sax.DTDHandler
* @see org.xml.sax.DocumentHandler
* @see org.xml.sax.ErrorHandler
*/

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.560/javolution-5-5-1-sources-2-jar/org/xml/sax/HandlerBase.java

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/**
* Basic interface for SAX error handlers.
*
* <blockquote>
* This module, both source code and documentation, is in the Public Domain, and comes with <strong>NO WARRANTY</strong>. See <a href="http://www.saxproject.org">http://www.saxproject.org</a> for further information.
* </blockquote>

* If a SAX application needs to implement customized error handling, it must implement this interface and then register an instance with the XML reader using the
* { @link org.xml.sax.XMLReader#setErrorHandler setErrorHandler }

---

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<p>* method. The parser will then report all errors and warnings through this interface.</p>

*<p>* <strong>WARNING:</strong> If an application does <em>not</em> register an ErrorHandler, XML parsing errors will go unreported, except that <em>SAXParseException</em>s will be thrown for fatal errors. In order to detect validity errors, an ErrorHandler that does something with <em>{@link #error error()}</em> calls must be registered.</p>

*<p>* For XML processing errors, a SAX driver must use this interface in preference to throwing an exception: it is up to the application to decide whether to throw an exception for different types of errors and warnings. Note, however, that there is no requirement that the parser continue to report additional errors after a call to <em>{@link #fatalError fatalError}</em>. In other words, a SAX driver class may throw an exception after reporting any fatalError. Also parsers may throw appropriate exceptions for non-XML errors. For example, <em>{@link XMLReader#parse XMLReader.parse()}</em> would throw an IOException for errors accessing entities or the document.</p>

*<p>* @since SAX 1.0
* @author David Megginson
* @version 2.0.1+ (sax2r3pre1)
* @see org.xml.sax.XMLReader#setErrorHandler
* @see org.xml.sax.SAXParseException
*/

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/ErrorHandler.java
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// NO WARRANTY! This class is in the Public Domain.
/**
* Exception class for an unrecognized identifier.
*<p>* <em>This module, both source code and documentation, is in the Public Domain, and comes with <strong>NO WARRANTY</strong>.</em></p>
*/

*<p>* An XMLReader will throw this exception when it finds an unrecognized feature or property identifier; SAX applications and extensions may use this class for other, similar purposes.</p>

*<p>* @since SAX 2.0
* @author David Megginson
* @version 2.0.1 (sax2r2)
* @see org.xml.sax.SAXNotSupportedException
*/

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-
  jar/org/xml/sax/SAXNotRecognizedException.java
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/**
 * A single input source for an XML entity.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the
 * Public Domain, and comes with <strong>NO WARRANTY</strong>.<em>
 * See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
 * for further information.
 * </blockquote>
 *
 * <p>This class allows a SAX application to encapsulate information
 * about an input source in a single object, which may include
 * a public identifier, a system identifier, a byte stream (possibly
 * with a specified encoding), and/or a character stream.</p>
 *
 * <p>There are two places that the application can deliver an
 * input source to the parser: as the argument to the Parser.parse
 * method, or as the return value of the EntityResolver.resolveEntity
 * method.</p>
 *
 * <p>The SAX parser will use the InputSource object to determine how
 * to read XML input. If there is a character stream available, the
 * parser will read that stream directly, disregarding any text
 * encoding declaration found in that stream.
 * If there is no character stream, but there is
 * a byte stream, the parser will use that byte stream, using the
 * encoding specified in the InputSource or else (if no encoding is
 * specified) autodetecting the character encoding using an algorithm
 * such as the one in the XML specification. If neither a character
 * stream nor a
 * byte stream is available, the parser will attempt to open a URI
 * connection to the resource identified by the system
 * identifier.</p>
 *
 * <p>An InputSource object belongs to the application: the SAX parser
 * shall never modify it in any way (it may modify a copy if
 * necessary). However, standard processing of both byte and
 * character streams is to close them on as part of end-of-parse cleanup,
 * so applications should not attempt to re-use such streams after they
Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/InputSource.java
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// NO WARRANTY! This class is in the public domain.
/**
 * Receive notification of the logical content of a document.
 *
 * <blockquote>
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 * Public Domain, and comes with *strong>NO WARRANTY</strong>.</em>
 * See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
 * for further information.
 * </blockquote>
 *
 * This is the main interface that most SAX applications
 * implement: if the application needs to be informed of basic parsing
 * events, it implements this interface and registers an instance with
 * the SAX parser using the {@link org.xml.sax.XMLReader#setContentHandler
 * setContentHandler} method. The parser uses the instance to report
 * basic document-related events like the start and end of elements
 * and character data.</p>
 *
 * The order of events in this interface is very important, and
 * mirrors the order of information in the document itself. For
 * example, all of an element's content (character data, processing
 * instructions, and/or subelements) will appear, in order, between
 * the startElement event and the corresponding endElement event.</p>
 *
 * This interface is similar to the now-deprecated SAX 1.0
 * DocumentHandler interface, but it adds support for Namespaces
 * and for reporting skipped entities (in non-validating XML
 * processors).</p>
 *
 * Implementors should note that there is also a
 * <code>ContentHandler</code> class in the <code>java.net</code>
 * package; that means that it's probably a bad idea to do</p>
 *
 * import java.net.*;
* import org.xml.sax.*;
* </pre>
*
* <p>In fact, "import ...*" is usually a sign of sloppy programming anyway, so the user should consider this a feature rather than a bug.</p>
*
* @since SAX 2.0
* @author David Megginson
* @version 2.0.1+ (sax2r3pre1)
* @see org.xml.sax.XMLReader
* @see org.xml.sax.DTDHandler
* @see org.xml.sax.ErrorHandler
*/

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/ContentHandler.java
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* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/testing/AssertionException.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/xml/XMLSerializable.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/xml/QName.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/context/Context.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/context/ArrayFactory.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/xml/ws/WebServiceClient.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/context/ImmortalContext.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/testing/TestCase.java
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1.1056 de.huxhorn.sulky.codec 0.9.17

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1.1057 jersey-media-jaxb 2.32

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1.1063 array-slice 1.1.0 1.1.0

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1.1064 jsreport-scripts 2.6.0 2.6.0

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    } else {
        x = " ";
    }
    document.getElementById("demo").innerHTML = x;
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 */

/* $Id: Version.src 1225426 2011-12-29 04:13:08Z mrglavas $ */
package org.apache.xalan;
/**
 * Administrative class to keep track of the version number of
 * the Xalan release.
 * <P>This class implements the upcoming standard of having
 * org.apache.project-name.Version.getVersion() be a standard way
 * to get version information. This class will replace the older
 * org.apache.xalan.processor.Version class.</P>
 * <P>See also: org/apache/xalan/res/XSLTInfo.properties for
 * information about the version of the XSLT spec we support.</P>
 * @xsl.usage general
 */
public class Version {

/**
 * Get the basic version string for the current Xalan release.
 * Version String formatted like
 * <CODE>"<B>Xalan</B> <B>Java</B> v.r[.dd| <B>D</B>nn"]</CODE>
 * Futurework: have this read version info from jar manifest.
 * @return String denoting our current version
 */
public static String getVersion() {
    return getProduct() + " " + getImplementationLanguage() + " "
            + getMajorVersionNum() + "." + getReleaseVersionNum() + "." +
            (getDevelopmentVersionNum() > 0) ? ("D" + getDevelopmentVersionNum()) : ("" + getMaintenanceVersionNum());
}

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

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

public static String getImplementationLanguage()
{
    return "Java";
}

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

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

/**
 * Release Number.
 * Release number. This changes when:
 * - a new set of functionality is to be added, eg, implementation of a new W3C specification.
 * - API or behaviour change.
 * - its designated as a reference release.
 */

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

/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance drop applied to a specific release and contains fixes for defects reported. It maintains compatibility with the release and contains no API changes.
 * When missing, it designates the final and complete
*
development drop for a release.
*/
public static int getMaintenanceVersionNum()
{
return @version.MINOR@;
}
/**
* Development Drop Number.
* Optional identifier designates development drop of
*
a specific release. D01 is the first development drop
*
of a new release.
*
*
Development drops are works in progress towards a
*
compeleted, final release. A specific development drop
*
may not completely implement all aspects of a new
*
feature, which may take several development drops to
*
complete. At the point of the final drop for the
*
release, the D suffix will be omitted.
*
*
Each 'D' drops can contain functional enhancements as
*
well as defect fixes. 'D' drops may not be as stable as
*
the final releases.
*/
public static int getDevelopmentVersionNum()
{
try {
if ((new String("@version.DEVELOPER@")).length() == 0)
return 0;
else
return Integer.parseInt("@version.DEVELOPER@");
} catch (NumberFormatException nfe) {
return 0;
}
}
}
Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/Version.src
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*/
/**
* This is a special exception that is used to stop parsing when
* search for an element. For instance, when searching for xml:stylesheet
* PIs, it is used to stop the parse once the document element is found.
* @see StylesheetPIHandler
* @xsl.usage internal
*/

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xml/utils/StopParseException.java
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Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/xsltc/compiler/XPathLexer.java
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/*
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package org.apache.xml.serializer;

/**
 * Administrative class to keep track of the version number of
 * the Serializer release.
 * <P>This class implements the upcoming standard of having
 * org.apache.project-name.Version.getVersion() be a standard way
 * to get version information.</P>
 * @xsl.usage general
 */
public final class Version 
{
    /**
     * Get the basic version string for the current Serializer.
     * Version String formatted like
     * <CODE>"<B>Serializer</B> <B>Java</B> v.r[.dd| <B>D</B>nn"]</CODE>
     *
     * Futurework: have this read version info from jar manifest.
     *
     * @return String denoting our current version
     */
    public static String getVersion() 
    { 
        return getProduct()+"+getImplementationLanguage()+"+
        +getMajorVersionNum()+"+"+getReleaseVersionNum()+"+"+
        +( (getDevelopmentVersionNum() > 0) ?
        ("D"+getDevelopmentVersionNum()) : (""+getMaintenanceVersionNum());
    } 
 */
* Print the processor version to the command line.
*
* @param argv command line arguments, unused.
*/
public static void main(String argv[])
{
    System.out.println(getVersion());
}

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

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

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

/**
* Release Number.
* Release number. This changes when:
*   - a new set of functionality is to be added, eg,
*     implementation of a new W3C specification.
/* - API or behaviour change.
* - its designated as a reference release.
*/

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

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

/**
 * Development Drop Number.
 * Optional identifier designates development drop of
 *   a specific release. D01 is the first development drop
 *   of a new release.
 *   Development drops are works in progress towards a
 *   completed, final release. A specific development drop
 *   may not completely implement all aspects of a new
 *   feature, which may take several development drops to
 *   complete. At the point of the final drop for the
 *   release, the D suffix will be omitted.
 *   Each 'D' drops can contain functional enhancements as
 *   well as defect fixes. 'D' drops may not be as stable as
 *   the final releases.
 */
public static int getDevelopmentVersionNum()
{
  try {
    if ((new String(@version.DEVELOPER@)).length() == 0)
      return 0;
    else
      return Integer.parseInt(@version.DEVELOPER@);
  } catch (NumberFormatException nfe) {
    return 0;
  }
Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/Version.src
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 */

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

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

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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/ToHTMLStream.java

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*/

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

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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/compiler/FunctionTable.java

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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/serializer/Encodings.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/serializer/XMLEntities.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/serializer/output_text.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/serializer/output_xml.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/serializer/output_unknown.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/serializer/HTMLEntities.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/res/XSLTInfo.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/Makefile.inc

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*/
/
*/
$Id: xpath.cup 1225752 2011-12-30 04:12:46Z mrglavas $
*/
/
*/
* @author Jacek Ambroziak
* @author Santiago Pericas-Geertsen
package org.apache.xalan.xslt.compiler;

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

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

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

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

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

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

   /**
    * Reference to the symbol table.
    */
   public SymbolTable _symbolTable;
public XPathParser(Parser parser) {
    _parser = parser;
    _xsltc = parser.getXSLTC();
    _symbolTable = parser.getSymbolTable();
}

public int getLineNumber() {
    return _lineNumber;
}

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

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

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

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

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

/**
 * This method is similar to findNodeType(int, Object) except that it
 * creates a StepPattern instead of just returning a node type. It also
 * differs in the way it handles "*[uri]:*" and "*[uri]:@*". The last two
 * patterns are expanded as "*[namespace-uri() = 'uri']" and
 * "[@*[namespace-uri() = 'uri']", respectively. This expansion considerably
 * simplifies the grouping of patterns in the Mode class. For this
 * expansion to be correct, the priority of the pattern/template must be
 * set to -0.25 (when no other predicates are present).
 */

public StepPattern createStepPattern(int axis, Object test, Vector predicates) {
    int nodeType;

    if (test == null) {  // "*
        nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE :
                    (axis == Axis.NAMESPACE) ? -1 : NodeTest.ELEMENT:


return new StepPattern(axis, nodeType, predicates);
}
else if (test instanceof Integer) {
    nodeType = ((Integer) test).intValue();
}
else {
    QName name = (QName)test;
    boolean setPriority = false;

    if (axis == Axis.NAMESPACE) {
        nodeType = (name.toString().equals("*")) ? -1
            : _xsltc.registerNamespacePrefix(name);
    } else {
        final String uri = name.getNamespace();
        final String local = name.getLocalPart();
        final QName namespace_uri =
            _parser.getQNameIgnoreDefaultNs("namespace-uri");

        // Expand {uri}:* to *[namespace-uri() = 'uri'] - same for @*
        if (uri != null && (local.equals("*") || local.equals("@*"))) {
            if (predicates == null) {
                predicates = new Vector(2);
            }
            predicates.add( /* Constructor */
                new Predicate("namespace-uri", uri));
        }

        // Priority is set by hand if no other predicates exist
        setPriority = (predicates.size() == 0);

        predicates.add("namespace-uri", uri);
        predicates.add(new Predicate("namespace-uri", namespace_uri));
        predicates.add(new Predicate("local", uri));
    }

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

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

return result;

}

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

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

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

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

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

    return (axis == Axis.ATTRIBUTE) ? _xsltc.registerAttribute(name) :
                        _xsltc.registerElement(name);
}
public Symbol parse(String expression, int lineNumber) throws Exception {
    try {
        _expression = expression;
        _lineNumber = lineNumber;
        return super.parse();
    }
    catch (IllegalCharException e) {
        ErrorMsg err = new ErrorMsg(ErrorMsg.ILLEGAL_CHAR_ERR,
                                     lineNumber, e.getMessage());
        _parser.reportError(Constants.FATAL, err);
    }
    return null;
}

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

/**
 * Add an error.
 * @param error Error message.
 */
public final void addError(ErrorMsg error) {
    _parser.reportError(Constants.ERROR, error);
}

public void report_error(String message, Object info) {

    final ErrorMsg err = new ErrorMsg(ErrorMsg.SYNTAX_ERR, _lineNumber,
                                      _expression);
    _parser.reportError(Constants.FATAL, err);
}

/*
 * Parse the expression passed to the current scanner. If this
 * expression contains references to local variables and it will be
 * compiled in an external module (not in the main class) request
 * the current template to create a new variable stack frame.
 *
 * @param lineNumber Line where the current expression is defined.
 * @param external   Set to <tt>true</tt> if this expression is
 *                   compiled in a separate module.
 */

public Symbol parse(String expression, int lineNumber) throws Exception {
    try {
        _expression = expression;
        _lineNumber = lineNumber;
        return super.parse();
    }
    catch (IllegalCharException e) {
        ErrorMsg err = new ErrorMsg(ErrorMsg.ILLEGAL_CHAR_ERR,
                                     lineNumber, e.getMessage());
        _parser.reportError(Constants.FATAL, err);
    }
    return null;
}
public void report_fatal_error(String message, Object info) {
    // empty
}

public RelativeLocationPath insertStep(Step step, RelativeLocationPath rlp) {
    if (rlp instanceof Step) {
        return new ParentLocationPath(step, (Step) rlp);
    }
    else if (rlp instanceof ParentLocationPath) {
        final ParentLocationPath plp = (ParentLocationPath) rlp;
        final RelativeLocationPath newrlp = insertStep(step, plp.getPath());
        return new ParentLocationPath(newrlp, plp.getStep());
    }
    else {
        addError(new ErrorMsg(ErrorMsg.INTERNAL_ERR, "XPathParser.insertStep");
        return rlp;
    }
}

/**
 * Returns true if the axis applies to elements only. The axes
 * child, attribute, namespace, descendant result in non-empty
 * nodesets only if the context node is of type element.
 */
public boolean isElementAxis(int axis) {
    return (axis == Axis.CHILD || axis == Axis.ATTRIBUTE ||
            axis == Axis.NAMESPACE || axis == Axis.DESCENDANT);
}

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

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

non terminal Object NodeTest, NameTest;

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

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

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

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

start with TopLevel;

TopLevel ::= PATTERN Pattern:pattern
            [: RESULT = pattern; :]

            | EXPRESSION Expr:expr
            [: RESULT = expr; :];

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

Pattern ::= LocationPathPattern:lpp
LocationPathPattern ::= SLASH
  { : RESULT = new AbsolutePathPattern(null); : }

SLASH RelativePathPattern::rpp
  { : RESULT = new AbsolutePathPattern(rpp); : }

IdKeyPattern::ikp
  { : RESULT = ikp; : }

IdKeyPattern::ikp SLASH RelativePathPattern::rpp
  { : RESULT = new ParentPattern(ikp, rpp); : }

IdKeyPattern::ikp DSLASH RelativePathPattern::rpp
  { : RESULT = new AncestorPattern(ikp, rpp); : }

DSLASH RelativePathPattern::rpp
  { : RESULT = new AncestorPattern(rpp); : }

RelativePathPattern::rpp
  { : RESULT = rpp; : }

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

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

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

RelativePathPattern ::= StepPattern::sp
  { : RESULT = sp; : }

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

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

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

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

| ProcessingInstructionPattern:pip
| :
RESULT = pip; }

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

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

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

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

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

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

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

| TEXT
| :
RESULT = new Integer(NodeTest(TEXT); :

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

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

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

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

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

Predicates ::= Predicate:p
{: Vector temp = new Vector(); temp.addElement(p); RESULT = temp; :}

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

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

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

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

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

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

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

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

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

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

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

| RelationalExpr:re LT AdditiveExpr:ae
  { RESULT = new RelationalExpr(Operators.LT, re, ae); }

| RelationalExpr:re GT AdditiveExpr:ae
  { RESULT = new RelationalExpr(Operators.GT, re, ae); }

| RelationalExpr:re LE AdditiveExpr:ae
  { RESULT = new RelationalExpr(Operators.LE, re, ae); }

| RelationalExpr:re GE AdditiveExpr:ae
  { RESULT = new RelationalExpr(Operators.GE, re, ae); }

AdditiveExpr ::= MultiplicativeExpr:me
  { RESULT = me; }

| AdditiveExpr:ae PLUS MultiplicativeExpr:me
  { RESULT = new BinOpExpr(BinOpExpr.PLUS, ae, me); }

| AdditiveExpr:ae MINUS MultiplicativeExpr:me
  { RESULT = new BinOpExpr(BinOpExpr.MINUS, ae, me); }

MultiplicativeExpr ::= UnaryExpr:ue
  { RESULT = ue; }

| MultiplicativeExpr:me MULT UnaryExpr:ue
  { RESULT = new BinOpExpr(BinOpExpr.TIMES, me, ue); }

| MultiplicativeExpr:me DIV UnaryExpr:ue
  { RESULT = new BinOpExpr(BinOpExpr.DIV, me, ue); }

| MultiplicativeExpr:me MOD UnaryExpr:ue
  { RESULT = new BinOpExpr(BinOpExpr.MOD, me, ue); }
UnaryExpr ::= UnionExpr:ue
   {: RESULT = ue; :}

   | MINUS UnaryExpr:ue
     {: RESULT = new UnaryOpExpr(ue); :};

UnionExpr ::= PathExpr:pe
   {: RESULT = pe; :}

   | PathExpr:pe VBAR UnionExpr:rest
     {: RESULT = new UnionPathExpr(pe, rest); :};

PathExpr ::= LocationPath:lp
   {: RESULT = lp; :}

   | FilterExpr:fexp
     {: RESULT = fexp; :}

   | FilterExpr:fexp SLASH RelativeLocationPath:rlp
     {: RESULT = new FilterParentPath(fexp, rlp); :}

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

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

   | AbsoluteLocationPath:alp
     {: RESULT = alp; :};
RelativeLocationPath ::= Step:step
{: RESULT = step; :}

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

| AbbreviatedRelativeLocationPath:arlp
{: RESULT = arlp; :};

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

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

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

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

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

void expandAttributes()
{
    RelativeLocationPath left = (RelativeLocationPath)rlp;
    Step middle = new Step(Axis.DESCENDANTORSELF,
            DOM.NO_TYPE, null);
    ParentLocationPath ppl = new ParentLocationPath(middle, right);
    RESULT = new ParentLocationPath(left, ppl);
}

void expandNodes()
{
    RelativeLocationPath left = (RelativeLocationPath)rlp;
    Step middle = new Step(Axis.DESCENDANTORSELF,
            DOM.NO_TYPE, null);
    ParentLocationPath ppl = new ParentLocationPath(middle, right);
    RESULT = new ParentLocationPath(left, ppl);
}

// Expand '//' into '/descendant-or-self::node()/' or
// into /descendant-or-self::*/
int nodeType = DOM.NO_TYPE;
if (rlp instanceof Step &&
        parser.isElementAxis(((Step) rlp).getAxis()))
{
    nodeType = DTM.ELEMENT_NODE;
}

AbbreviatedAbsoluteLocationPath ::= DSLASH RelativeLocationPath:rlp

;
final Step step = new Step(Axis.DESCENDANTORSELF, nodeType, null);
RESULT = new AbsoluteLocationPath(parser.insertStep(step, (RelativeLocationPath) rlp));
);

Step ::= NodeTest:ntest
{: if (ntest instanceof Step) {
   RESULT = (Step)ntest;
}
else {
RESULT = new Step(Axis.CHILD,
   parser.findNodeType(Axis.CHILD, ntest),
   null);
}
:}

| NodeTest:ntest Predicates:pp
{: if (ntest instanceof Step) {
   Step step = (Step)ntest;
   step.addPredicates(pp);
   RESULT = (Step)ntest;
}
else {
RESULT = new Step(Axis.CHILD,
   parser.findNodeType(Axis.CHILD, ntest),
   pp);
}
:}

| AxisSpecifier:axis NodeTest:ntest Predicates:pp
{: RESULT = new Step(axis.intValue(),
   parser.findNodeType(axis.intValue(), ntest),
   pp);
:}

| AxisSpecifier:axis NodeTest:ntest
{: RESULT = new Step(axis.intValue(),
   parser.findNodeType(axis.intValue(), ntest),
   null);
:}

| AbbreviatedStep:abbrev
{: RESULT = abbrev; :};

AxisSpecifier ::= AxisName:an DCOLON
{: RESULT = an; :}
| ATSIGN      |
|            |
| {} RESULT = new Integer(Axis.ATTRIBUTE); | |

AxisName ::= ANCESTOR
{}
RESULT = new Integer(Axis.ANCESTOR); |

| ANCESTORORSELF |
|                |
| {} RESULT = new Integer(Axis.ANCESTORORSELF); |

| ATTRIBUTE |
|          |
| {} RESULT = new Integer(Axis.ATTRIBUTE); |

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

| DESCENDANT |
|           |
| {} RESULT = new Integer(Axis.DESCENDANT); |

| DESCENDANTORSELF |
|                  |
| {} RESULT = new Integer(Axis.DESCENDANTORSELF); |

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

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

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

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

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

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

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

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

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

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

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

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

  | Literal:string
  { :
  /*
  * If the string appears to have the syntax of a QName, store
  * namespace info in the literal expression. This is used for
  * element-available and function-available functions, among
  * others. Also, the default namespace must be ignored.
  */
  String namespace = null;
  final int index = string.lastIndexOf(':');

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

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

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

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

FunctionCall ::= FunctionName:fname LPAREN RPAREN

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

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

else if (parser.getQName( Constants.TRANSLET_URI, "xsltc", "cast").equals(fname)) {
    RESULT = new CastCall(fname, argl);
}

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

/*
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* See the License for the specific language governing permissions and
* limitations under the License.
*/
// is found, then throw a special exception in order to terminate

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

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*/

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/domapi/XPathStylesheetDOM3Exception.java
No license file was found, but licenses were detected in source scan.

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* distributed under the License is distributed on an "AS IS" BASIS,
* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
* See the License for the specific language governing permissions and
* limitations under the License.
*/
/**
 * Execute the proprietary document-location() function, which returns
 * a node set of documents.
 * @xsl.usage advanced
 */

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

package org.apache.xalan.xsltc.compiler;

import java_cup.runtime.Symbol;
%%%
cup
%unicode
%class XPathLexer
%yyeof
%

int last;

void initialize() {
    last = -1;
}

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

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

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

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

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

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

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

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

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

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

Symbol newSymbol(int ss, Double value) {
    last = ss;
    return new Symbol(ss, value);
}
%
%eofval{
return newSymbol(sym.EOF);
%eofval}
%yylexthrow{
    Exception
%yylexthrow}

Letter={[BaseChar]|[Ideographic]}

BaseChar=[u0041-u005A\u0061-u007A\u00C0-u00D6\u00D8-u00F6-u00F8-u00FF\u0100-u0131\u0134-
\u013E\u0141-u0148\u014A\u017E\u0180-u01C3\u01CD\u01F0\u01F4\u01F5\u01FA-u0217\u0250-
\u02A8\u02BB-\u02C1\u0366\u0368-\u0384\u0386\u0388-\u038AU038CU038E\u03A1\u03A3-\u03CEu03D0-
\u03D6\u03DA\u03DE\u03E0\u03F3\u0401-\u040C\u040E-\u044Fu0451-\u045Cu045E-
\u0481\u0490-\u04C7-\u04C8\u04CB\u04CC\u04D0-\u04E8\u04F8\u0531-
\u0556\u0559\u0561-\u0586\u05D0-\u05EA\u05F0-\u05FA\u0621-\u0641-\u0661-\u0663\u0671-\u06B7\u06BA-
\u06EB\u06CA\u06CE\u06D0-\u06D3\u06D5\u06E5-\u06E6\u0905-\u0939\u093D\u0958-\u0961-\u0985-
\u0988\u0993-\u09A8\u09AA-\u09B0-\u09B2-\u09B6-\u09B9-\u09DC-\u09DD-\u09DF-
\u09E1-\u09F0-\u09F1-\u0A05-\u0A0A-\u0A0F-\u0A10-\u0A13-\u0A28-\u0A2A-\u0A30-\u0A32-\u0A33-u0A35-
\u0A36-\u0A38-\u0A39-\u0A59-\u0A5C-\u0A5E-\u0A72-\u0A74-\u0A85-\u0A8B-\u0A8D-\u0A8F-\u0A91-\u0A93-
HighSurrogate=[\uD800-\uDBFF]
LowSurrogate=[\uDC00-\uDFFF]

```java
/**
 * return disambiguateStar();
 */

/**
 * return newSymbol(sym.SLASH);
 */

/**
 * return newSymbol(sym.PLUS);
 */

/**
 * return newSymbol(sym.MINUS);
 */

/**
 * return disambiguateOperator(sym.DIV);
 */

/**
 * return disambiguateOperator(sym.MOD);
 */

/**
 * return newSymbol(sym.DCOLON);
 */

/**
 * return newSymbol(sym.COMMA);
 */

/**
 * return newSymbol(sym.ATSIGN);
 */

/**
 * return newSymbol(sym.DDOT);
 */

/**
 * return newSymbol(sym.VBAR);
 */

/**
 * return newSymbol(sym.DOLLAR);
 */

/**
 * return newSymbol(sym.DSLASH);
 */

/**
 * return newSymbol(sym.EQ);
 */

/**
 * return newSymbol(sym.NE);
 */

/**
 * return newSymbol(sym.LT);
 */

/**
 * return newSymbol(sym.GT);
 */

/**
 * return newSymbol(sym.LE);
 */

/**
 * return newSymbol(sym.GE);
 */

/**
 * return disambiguateAxisOrFunction(sym.ID);
 */

/**
 * return disambiguateAxisOrFunction(sym.KEY);
 */

/**
 * return newSymbol(sym.TEXT);
 */

/**
 * return newSymbol(sym.TEXT);
 */

/**
 * return newSymbol(sym.NODE);
 */

/**
 * return newSymbol(sym.NODE);
 */

/**
 * return newSymbol(sym.COMMENT);
 */

/**
 * return newSymbol(sym.COMMENT);
 */

/**
 * return disambiguateAxisOrFunction(sym.PIPARAM);
 */

/**
 * return newSymbol(sym.PI);
 */

/**
 * return newSymbol(sym.PI);
 */

/**
 * return disambiguateOperator(sym.OR);
 */

/**
 * return disambiguateOperator(sym.AND);
 */

/**
 * return disambiguateAxisOrFunction(sym.CHILD);
 */

/**
 * return disambiguateAxisOrFunction(sym.ATTRIBUTE);
 */

/**
 * return disambiguateAxisOrFunction(sym.ANCESTOR);
 */

/**
 * return disambiguateAxisOrFunction(sym.ANCESTORORSELF);
 */

/**
 * return disambiguateAxisOrFunction(sym.DESCENDANT);
 */

/**
 * return disambiguateAxisOrFunction(sym.DESCENDANTORSELF);
 */

/**
 * return disambiguateAxisOrFunction(sym.FOLLOWING);
 */

/**
 * return disambiguateAxisOrFunction(sym.FOLLOWINGSIBLING);
 */

/**
 * return disambiguateAxisOrFunction(sym.NAMESPACE);
 */

/**
 * return disambiguateAxisOrFunction(sym.PARENT);
 */

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"preceding" { return disambiguateAxisOrFunction(sym.PRECEDING); }
"preceding-sibling" { return disambiguateAxisOrFunction(sym.PRECEDINGSIBLING); }
"self" { return disambiguateAxisOrFunction(sym.SELF); }
"[" { return newSymbol(sym.LBRACK); }
"]" { return newSymbol(sym.RBRACK); }
"(" { return newSymbol(sym.LPAREN); }
")" { return newSymbol(sym.RPAREN); }
"<PATTERN>" { initialize(); return new Symbol(sym.PATTERN); }
"<EXPRESSION>" { initialize(); return new Symbol(sym.EXPRESSION); }
\"[^\\"]*\" { return newSymbol(sym.Literal, yytext().substring(1, yytext().length() - 1)); }
\[\]^\[\] { return newSymbol(sym.Literal, yytext().substring(1, yytext().length() - 1)); }
{Digit}+ { return newSymbol(sym.INT, new Long(yytext())); }
{Digit}+("[Digit]*")? { return newSymbol(sym.REAL, new Double(yytext())); }
"."{Digit}+ { return newSymbol(sym.REAL, new Double(yytext())); }
"." { return newSymbol(sym.DOT); }
{NCName}":"?[NCName] { return newSymbol(sym.QNAME, yytext()); }
{NCName}":"*" { return newSymbol(sym.QNAME, yytext()); }
{NCName}":"*@" { return newSymbol(sym.QNAME, yytext()); }
[ \t\n\f] { /* ignore white space. */ }
. { throw new Exception(yytext()); }

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/xpath.lex
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*/
*/
* $Id: XSLProcessorVersion.src 468640 2006-10-28 06:53:53Z minchau $
package org.apache.xalan.processor;

/**
 * Administrative class to keep track of the version number of
 * the Xalan release.
 * <P>See also: org/apache/xalan/res/XSLTInfo.properties</P>
 * @deprecated To be replaced by org.apache.xalan.Version.getVersion()
 * @xsl.usage general
 */
public class XSLProcessorVersion
{

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

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

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

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

/**
 * Release Number.
 * Release number. This changes when:
* - a new set of functionality is to be added, eg,
  * implementation of a new W3C specification.
  * - API or behaviour change.
  * - its designated as a reference release.

```java
public static final int RELEASE = @version.RELEASE@;
```

/**
 * Optional identifier used to designate maintenance
 * drop applied to a specific release and contains
 * fixes for defects reported. It maintains compatibility
 * with the release and contains no API changes.
 * When missing, it designates the final and complete
 * development drop for a release.
 */

```java
public static final int MAINTENANCE = @version.MINOR@;
```

/**
 * Optional identifier designates development drop of
 * a specific release. D01 is the first development drop
 * of a new release.
 *
 * Development drops are works in progress towards a
 * completed, final release. A specific development drop
 * may not completely implement all aspects of a new
 * feature, which may take several development drops to
 * complete. At the point of the final drop for the
 * release, the D suffix will be omitted.
 *
 * Each 'D' drops can contain functional enhancements as
 * well as defect fixes. 'D' drops may not be as stable as
 * the final releases.
 */

```java
public static final int DEVELOPMENT = 0;
```

/**
 * Version String like <CODE>"<B>Xalan</B> <B>Language</B> <b>v.r[.dd| <B>D</B>nn"]</CODE>.
 * <p> Semantics of the version string are identical to the Xerces project.</p>
 */

```java
public static final String S_VERSION = PRODUCT+" "+LANGUAGE+" "
+VERSION+"."+RELEASE+"."
+(DEVELOPMENT > 0 ? ("D"+DEVELOPMENT) 
: (""+MAINTENANCE));
```
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/trace/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/lib/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/res/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/utils/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/extensions/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/operations/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/patterns/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/serialized/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsl/package.html
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/res/xsl/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/lib/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/axes/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/res/package.html
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 */

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

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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/compiler/Keywords.java
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/functions/Function.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/trax/XSLTSource.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/axes/AttributeIterator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/LoadDocument.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ObjectFactory.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorExsltFuncResult.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/If.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessages_zh.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/If.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/PrefixResolver.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_en.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/PrefixResolver.java

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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/res/StringArrayWrapper.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Choose.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemFallback.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/transformer/XalanProperties.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Stylesheet.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ErrorMessages_zh_TW.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/IntExpr.java

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jAR/Org/apache/xml/dtm/ref/IncrementalSAXSource_Xerces.java
* JAR/Org/apache/xml/utils/res/XResources_ko.java
* JAR/Org/apache/xalan/xslt/dom/NodeSortRecord.java
* JAR/Org/apache/xalan/xslt/compiler/util/RtMethodGenerator.java
* JAR/Org/apache/xalan/xslt/compiler/util/ErrorMessages_ca.java
* JAR/Org/apache/xalan/xslt/runtime/BasisLibrary.java
* JAR/Org/apache/xalan/xslt/runtime/Parameter.java
* JAR/Org/apache/xalan/xslt/compiler/util/ErrorMessages_pl.java
* JAR/Org/apache/xalan/xslt/runtime/NodeSortRecord.java
* JAR/Org/apache/xml/dtm/ref/DTMSafeStringPool.java
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/operations/NotEquals.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/lib/ExsltSets.java
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/extensions/ExtensionNamespacesManager.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_fr.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemChoose.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/DefaultConnectionPool.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/extensions/MethodResolver.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Constants.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/hash/HashingInputStream.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/base/Verify.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/FilteredMultimapValues.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/AbstractTable.java

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 */
/**
 * Outer class that exists solely to let us write [@code Partially.GwtIncompatible] instead of plain
 * [@code GwtIncompatible]. This is more accurate for [@link Futures#catching], which is available
 * under GWT but with a slightly different signature.
 *
 * <p>We can't use [@code PartiallyGwtIncompatible] because then the GWT compiler wouldn't recognize
 * it as a [@code GwtIncompatible] annotation. And for [@code Futures.catching], we need the GWT
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/cache/AbstractCache.java  
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/DescendingImmutableSortedMultiset.java  
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java  
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/RegularContiguousSet.java  
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/math/MathPreconditions.java  
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/math/package-info.java  
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java  
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/cache/RemovalNotification.java  
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/math/DoubleUtils.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/hash/HashFunction.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/net/HttpHeaders.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/base/PairwiseEquivalence.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/ExecutionError.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/cache/package-info.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/base/Present.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/hash/Funnel.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/hash/MessageDigestHashFunction.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/net/MediaType.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/primitives/ParseRequest.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/math/LongMath.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/cache/RemovalCause.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/cache/Weigher.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/cache/Cache.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/cache/ForwardingLoadingCache.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/hash/Crc32cHashFunction.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/cache/ForwardingLoadingCache.java
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  /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/SingletonImmutableTable.java
  /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ImmutableEnumSet.java
  /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/AbstractIndexedListIterator.java
  /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ImmutableClassToInstanceMap.java
  /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ImmutableMultiset.java
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 */
/**
 * Returns an array containing all of the elements in the specified collection. This method
 * returns the elements in the order they are returned by the collection's iterator. The returned
 * array is “safe” in that no references to it are maintained by the collection. The caller is
 * thus free to modify the returned array.
 *
 * <p>This method assumes that the collection size doesn't change while the method is running.
 *
 * <p>TOD(kevinb): support concurrently modified collections?
 */
* @param c the collection for which to return an array of elements
*/

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*/opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/ExecutionSequencer.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/JdkBackedImmutableSet.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/JdkBackedImmutableMultiset.java

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   * or implied. See the License for the specific language governing permissions and limitations under
   * the License.
   */

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

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

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jar/com/google/common/collection/ForwardingImmutableMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/FilteredKeyListMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/UnmodifiableSortedMultiset.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/TransformedIterator.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/AbstractSortedKeySortedSetMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/ImmutableEnumMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/SortedMultisetBridge.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/EvictingQueue.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/AllEqualOrdering.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/ForwardingNavigableMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/CompactHashSet.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/FilteredKeySetMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/ForwardingImmutableList.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/DescendingMultiset.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/FilteredEntrySetMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/ForwardingImmutableSet.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/TreeRangeMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/ForwardingNavigableSet.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/CompactLinkedHashMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/FilteredSetMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/FilteredEntryMultimap.java
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jar/com/google/common/collection/TransformedListIterator.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/CompactHashMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/ForwardingDeque.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/DescendingImmutableSortedSet.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/TreeTraverser.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/RegularImmutableAsList.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/AbstractNavigableMap.java
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jar/com/google/common/collect/AbstractMultimap.java
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jar/com/google/common/collect/FilteredMultimap.java
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jar/com/google/common/collect/ForwardingBlockingDeque.java

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 */
/
/
* This method was rewritten in Java from an intermediate step of the Murmur hash function in
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jar/com/google/common/collect/TreeMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/HashMultimap.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/Iterables.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/ConcurrentHashMultiset.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collection/ByFunctionOrdering.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collection/package-info.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collection/SetMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collection/TreeMultiset.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collection/ExplicitOrdering.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collection/Multimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collection/EnumHashBiMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collection/AbstractIterator.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collection/Ordering.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collection/ForwardingSortedMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collection/MapDifference.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collection/CompoundOrdering.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collection/AbstractMapBasedMultiset.java
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jar/com/google/common/io/ByteSource.java
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jar/com/google/common/collect/ImmutableRangeSet.java
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jar/com/google/common/collect/ImmutableRangeMap.java
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jar/com/google/common/util/concurrent/SmoothRateLimiter.java
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jar/com/google/common/xml/package-info.java
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jar/com/google/common/base/StandardSystemProperty.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/io/MultiReader.java
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 */
/**
 * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable} key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy version.
 *
 * @throws UnsupportedOperationException always
 * @deprecated <b>Pass a key of type {@code Comparable} to use {@link ImmutableSortedMap#of(Comparable, Object)}.\</b>
 */

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1.1100 protobuf 2.6.1-1.3

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* Added generation of field number constants.
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  * Fixes for Solaris 10 32/64-bit confusion.
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  * Optimize Java serialization code when writing a small message to a stream.
  * Optimize Java serialization of strings so that UTF-8 encoding happens only
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  * Clean up some Java warnings.
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  * Fixed detection of sched_yield on Solaris.
  * Added atomicops for Solaris
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# This file contains a list of people who've made non-trivial
# contribution to the Google C++ Testing Framework project. People
# who commit code to the project are encouraged to add their names
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1.1106 babel-helper-replace-supers 6.24.1

6.24.1

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1.1109 @babel/plugin-syntax-object-rest-spread 7.8.3

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/*

For hadoop-common-project/hadoop-common/src/main/native/gtest
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* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/ByteBufferMemoryIO.java
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* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/util/ref/FinalizableSoftReference.java
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- /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/NativeClosurePointer.java
- /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/ObjectReferenceManager.java
- /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/IntPointer.java
- /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/NativeClosureFactory.java
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- /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/MethodGenerator.java
- /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/ClosureUtil.java
- /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/BufferMethodGenerator.java
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6.22.0 6.22.0
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1.1156 eclipse-egit-github-core 2.1.5
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 * which accompanies this distribution, and is available at
 *
 * Contributors:
 * Kevin Sawicki (GitHub Inc.) - initial API and implementation
 */
package org.eclipse.egit.github.core;

import java.io.Serializable;

/**
 * Repository contributor model class
 */
public class Contributor implements Serializable {

/** serialVersionUID */
private static final long serialVersionUID = -8434028880839230626L;

/**
 * Anonymous contributor type value
 */
public static final String TYPE_ANONYMOUS = "Anonymous"; //SNON-NLS-1$

private int contributions;

private int id;

private String avatarUrl;

private String login;

private String name;

private String type;

private String url;
/**
 * @return contributions
 */
public int getContributions() {
    return contributions;
}

/**
 * @param contributions
 * @return this contributor
 */
public Contributor setContributions(int contributions) {
    this.contributions = contributions;
    return this;
}

/**
 * @return id
 */
public int getId() {
    return id;
}

/**
 * @param id
 * @return this contributor
 */
public Contributor setId(int id) {
    this.id = id;
    return this;
}

/**
 * @return avatarUrl
 */
public String getAvatarUrl() {
    return avatarUrl;
}

/**
 * @param avatarUrl
 * @return this contributor
 */
public Contributor setAvatarUrl(String avatarUrl) {
    this.avatarUrl = avatarUrl;
    return this;
}
/**
 * @return login
 */
public String getLogin() {
  return login;
}

/**
 * @param login
 * @return this contributor
 */
public Contributor setLogin(String login) {
  this.login = login;
  return this;
}

/**
 * @return name
 */
public String getName() {
  return name;
}

/**
 * @param name
 * @return this contributor
 */
public Contributor setName(String name) {
  this.name = name;
  return this;
}

/**
 * @return type
 */
public String getType() {
  return type;
}

/**
 * @param type
 * @return this contributor
 */
public Contributor setType(String type) {
  this.type = type;
  return this;
}
/**
 * @return url
 */
public String getUrl() {
    return url;
}

/**
 * @param url
 * @return this contributor
 */
public Contributor setUrl(String url) {
    this.url = url;
    return this;
}

1.1157 jwa 1.4.1 1.4.1

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1.1158 minlog 1.3.0
1.1159 commons-lang3 3.8.1

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1.1160 npm-run-path 2.0.2 2.0.2

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1.1161 babel-plugin-transform-es2015-destructuring 6.23.0 6.23.0

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1.1162 binary 0.3.0 0.3.0

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1.1163 avatica-core 1.17.0

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/** Java 1.5 Recognizer
 *
 * Run 'java Main [-showtree] directory-full-of-java-files'
 *
 * [The -showtree option pops up a Swing frame that shows
 * the AST constructed from the parser.]
 *
 * Run 'java Main <directory full of java files>'
 *
 * Contributing authors:
 * Jeremy Rayner groovy@ross-rayner.com
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 * Terence Parr partr@magelang.com
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 * Markus Mohnen mohnen@informatik.rwth-aachen.de
 * Peter Williams pete.williams@sun.com
 * Allan Jacobs Allan.Jacobs@eng.sun.com
 * Steve Messick messick@redhills.com
 * John Pybus john@pybus.org
 *
 * Version 1.00 December 9, 1997 -- initial release
 * Version 1.01 December 10, 1997
 * fixed bug in octal def (0..7 not 0..8)
 * Version 1.10 August 1998 (partr)
 * added tree construction
 * fixed definition of WS, comments for mac,pc,unix newlines
 * added unary plus
 * Version 1.11 (Nov 20, 1998)
 * Added "shutup" option to turn off last ambig warning.
 * Fixed inner class def to allow named class defs as statements
 * synchronized requires compound not simple statement
 * add [] after builtInType DOT class in primaryExpression
 * "const" is reserved but not valid..removed from modifiers
 * Version 1.12 (Feb 2, 1999)
 * Changed LITERAL_xxx to xxx in tree grammar.
 * Updated java.g to use tokens {...} now for 2.6.0 (new feature).
 *
 * Version 1.13 (Apr 23, 1999)
 * Didn't have (stat)? for else clause in tree parser.
 * Didn't gen ASTs for interface extends. Updated tree parser too.
 * Updated to 2.6.0.
 * Version 1.14 (Jun 20, 1999)
 * Allowed final/abstract on local classes.
 * Removed local interfaces from methods
*Put instanceof precedence where it belongs...in relationalExpr
*It also had expr not type as arg; fixed it.
*Missing ! on SEMI in classBlock
*fixed: (expr) + "string" was parsed incorrectly (+ as unary plus).
*fixed: didn't like Object[].class in parser or tree parser
* Version 1.15 (Jun 26, 1999)
*Screwed up rule with instanceof in it. :( Fixed.
*Tree parser didn't like (expr).something; fixed.
*Allowed multiple inheritance in tree grammar. oops.
* Version 1.16 (August 22, 1999)
*Extending an interface built a wacky tree: had extra EXTENDS.
*Tree grammar didn't allow multiple superinterfaces.
*Tree grammar didn't allow empty var initializer: {}
* Version 1.17 (October 12, 1999)
*ESC lexer rule allowed 399 max not 377 max.
*java.tree.g didn't handle the expression of synchronized
*statements.
* Version 1.18 (August 12, 2001)
* Terence updated to Java 2 Version 1.3 by
*observing/combining work of Allan Jacobs and Steve
*Messick. Handles 1.3 src. Summary:
*o primary didn't include boolean.class kind of thing
* o constructor calls parsed explicitly now:
* see explicitConstructorInvocation
*o add strictfp modifier
* o missing objBlock after new expression in tree grammar
*o merged local class definition alternatives, moved after declaration
*o fixed problem with ClassName.super.field
* o reordered some alternatives to make things more efficient
*o long and double constants were not differentiated from int/float
*o whitespace rule was inefficient: matched only one char
*o add an examples directory with some nasty 1.3 cases
*o made Main.java use buffered IO and a Reader for Unicode support
*o supports UNICODE?
* Using Unicode charVocabulary makes code file big, but only
* in the bitsets at the end. I need to make ANTLR generate
* unicode bitsets more efficiently.
* Version 1.19 (April 25, 2002)
*Terence added in nice fixes by John Pybus concerning floating
*constants and problems with super() calls. John did a nice
*reorg of the primary/postfix expression stuff to read better
*and makes f.g.super() parse properly (it was METHOD_CALL not
*a SUPER_CTOR_CALL). Also:
*
*o "finally" clause was a root...made it a child of "try"
*o Added stuff for asserts too for Java 1.4, but *commented out*
* as it is not backward compatible.
* Version 1.20 (October 27, 2002)
* 
* Terence ended up reorging John Pybus' stuff to
* remove some nondeterminisms and some syntactic predicates.
* Note that the grammar is stricter now; e.g., this(...) must
* be the first statement.
* 
* Ternary ?: operator wasn't working as array name:
* (isBig ? bigDigits : digits)[i]; 
* 
* Checked parser/tree parser on source for
* Resin-2.0.5, jive-2.1.1, jdk 1.3.1, Lucene, antlr 2.7.2a4,
* and the 110k-line jGuru server source.
* 
* Version 1.21 (October 17, 2003)
* Fixed lots of problems including:
* Ray Waldin: add typeDefinition to interfaceBlock in java.tree.g
* He found a problem/fix with floating point that start with 0
* Ray also fixed problem that (int.class) was not recognized.
* Thorsten van Ellen noticed that \ are allowed incorrectly in strings.
* TJP fixed CHAR_LITERAL analogously.
* 
* Changes by Matt Quail to support generics (as per JDK1.5/JSR14)
* Notes:
* o We only allow the "extends" keyword and not the "implements"
* keyword, since that's what JSR14 seems to imply.
* o Thanks to Monty Zukowski for his help on the antlr-interest
* mail list.
* o Thanks to Alan Eliasen for testing the grammar over his
* Fink source base
* 
* Version 1.22 (July, 2004)
* Changes by Michael Studman to support Java 1.5 language extensions
* Notes:
* o Added support for annotations types
* o Finished off Matt Quail's generics enhancements to support bound type arguments
* o Added support for new for statement syntax
* o Added support for static import syntax
* o Added support for enum types
* o Tested against JDK 1.5 source base and source base of jdigraph project
* o Thanks to Matt Quail for doing the hard part by doing most of the generics work
* 
* Version 1.22.1 (July 28, 2004)
* Bug omission fixes for Java 1.5 language support
* o Fixed tree structure bug with classOrInterface - thanks to Pieter Vangorpto for
* spotting this
* o Fixed bug where incorrect handling of SR and BSR tokens would cause type
*parameters to be recognised as type arguments.
*  o Enabled type parameters on constructors, annotations on enum constants
*  and package definitions
*  o Fixed problems when parsing if ((char.class.equals(c))) {} - solution by Matt Quail at Cenqua
*
* Version 1.22.2 (July 28, 2004)
*  Slight refactoring of Java 1.5 language support
*  o Refactored for/"foreach" productions so that original literal "for" literal
*  is still used but the for sub-clauses vary by token type
*  o Fixed bug where type parameter was not included in generic constructor's branch of AST
*
* Version 1.22.3 (August 26, 2004)
*  Bug fixes as identified by Michael Stahl; clean up of tabs/spaces
*       and other refactorings
*  o Fixed typeParameters omission in identPrimary and newStatement
*  o Replaced GT reconciliation code with simple semantic predicate
*  o Adapted enum/assert keyword checking support from Michael Stahl's java15 grammar
*  o Refactored typeDefinition production and field productions to reduce duplication
*
* Version 1.22.4 (October 21, 2004)
*  Small bux fixes
*  o Added typeArguments to explicitConstructorInvocation, e.g. new <String>MyParameterised()
*  o Added typeArguments to postfixExpression productions for anonymous inner class super
*     constructor invocation, e.g. new Outer().<String>super()
*  o Fixed bug in array declarations identified by Geoff Roy
*
* Version 1.22.4.j.1
*  Changes by Jeremy Rayner to support java2groovy tool
*  o I have taken java.g for Java1.5 from Michael Studman (1.22.4)
*  and have made some changes to enable use by java2groovy tool (Jan 2007)
*
* Based on an original grammar released in the PUBLIC DOMAIN
*/

Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/java/JavaRecognizer.java
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Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/EvictionListener.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/Weighers.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/Weigher.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/ConcurrentLinkedHashMap.java
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Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/EntryWeigher.java
No license file was found, but licenses were detected in source scan.

/*
* This file is adapted from the Antlr4 Java grammar which has the following license
*
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*/

/**
 * The Groovy grammar is based on the official grammar for Java:
 * https://github.com/antlr/grammars-v4/blob/master/java/Java.g4
 */
lexer grammar GroovyLexer;

options {
    superClass = AbstractLexer;
}

@header {
    import java.util.Deque;
    import java.util.ArrayDeque;
    import java.util.Map;
    import java.util.HashMap;
    import java.util.Set;
    import java.util.HashSet;
    import java.util.Collections;
    import java.util.stream.IntStream;
    import java.util.logging.Logger;
    import java.util.logging.Level;
    import org.apache.groovy.util.Maps;
    import static org.apache.groovy.parser.antlr4.SemanticPredicates.*;
}

@members {
private static final Logger LOGGER = Logger.getLogger(GroovyLexer.class.getName());

private long tokenIndex = 0;
private int lastTokenType = 0;
private int invalidDigitCount = 0;

/**
 * Record the index and token type of the current token while emitting tokens.
 */
@Override
public void emit(Token token) {
    this.tokenIndex++;

    int tokenType = token.getType();
    if (Token.DEFAULT_CHANNEL == token.getChannel()) {
        this.lastTokenType = tokenType;
    }

    if (RollBackOne == tokenType) {
        this.rollbackOneChar();
    }

    super.emit(token);
}

private static final int[] REGEX_CHECK_ARRAY =
    IntStream.of(
        Identifier, CapitalizedIdentifier, NullLiteral, BooleanLiteral, THIS, RPAREN, RBRACK,
        RBRACE,
        IntegerLiteral, FloatingPointLiteral, StringLiteral, GStringEnd, INC, DEC
    ).sorted().toArray();

private boolean isRegexAllowed() {
    if (Arrays.binarySearch(REGEX_CHECK_ARRAY, this.lastTokenType) >= 0) {
        return false;
    }
    return true;
}

/**
 * just a hook, which will be overrided by GroovyLangLexer
 */
protected void rollbackOneChar() {}

private static class Paren {
    private String text;
    private int lastTokenType;
    private int line;

    /*
     *
private int column;

public Paren(String text, int lastTokenType, int line, int column) {
    this.text = text;
    this.lastTokenType = lastTokenType;
    this.line = line;
    this.column = column;
}

public String getText() {
    return this.text;
}

public int getLastTokenType() {
    return this.lastTokenType;
}

public int getLine() {
    return line;
}

public int getColumn() {
    return column;
}

@Override
public int hashCode() {
    return (int) (text.hashCode() * line + column);
}

@Override
public boolean equals(Object obj) {
    if (!(obj instanceof Paren)) {
        return false;
    }
    Paren other = (Paren) obj;
    return this.text.equals(other.text) && (this.line == other.line && this.column == other.column);
}

protected void enterParenCallback(String text) {}

protected void exitParenCallback(String text) {}

private final Deque<Paren> parenStack = new ArrayDeque<>(32);
private void enterParen() {
    String text = getText();
    enterParenCallback(text);
}

parentStack.push(new Paren(text, this.lastTokenType, getLine(), getCharPositionInLine()));
}

private void exitParen() {
    String text = getText();
    exitParenCallback(text);
    Paren paren = parenStack.peek();
    if (null == paren) return;
    parenStack.pop();
}

private boolean isInsideParens() {
    Paren paren = parenStack.peek();
    // We just care about "(" and "]", inside which the new lines will be ignored.
    // Notice: the new lines between "{" and "}" can not be ignored.
    if (null == paren) {
        return false;
    } else {
        return ("(".equals(paren.getText()) && TRY != paren.getLastTokenType()) // we don't treat try-paren(i.e. try
        (....)) as parenthesis
            || "]".equals(paren.getText());
    }
}

private void ignoreTokenInsideParens() {
    if (!this.isInsideParens()) {
        return;
    }
    this.setChannel(Token.HIDDEN_CHANNEL);
}

private void ignoreMultiLineCommentConditionally() {
    if (!this.isInsideParens() && isFollowedByWhiteSpaces(_input)) {
        return;
    }
    this.setChannel(Token.HIDDEN_CHANNEL);
}

@Override
public int getSyntaxErrorSource() {
    return GroovySyntaxError.LEXER;
}
@Override
public int getErrorLine() {
    return getLine();
}

@Override
public int getErrorColumn() {
    return getCharPositionInLine() + 1;
}

@Override
public int popMode() {
    try {
        return super.popMode();
    } catch (EmptyStackException ignored) { // raised when parens are unmatched: too many ), ], or ]
        if (LOGGER.isLoggable(Level.FINEST)) {
            LOGGER.finest(org.codehaus.groovy.runtime.DefaultGroovyMethods.asString(ignored));
        }
    }

    return Integer.MIN_VALUE;
}

private static boolean isJavaIdentifierStartAndNotIdentifierIgnorable(int codePoint) {
    return Character.isJavaIdentifierStart(codePoint) && !Character.isIdentifierIgnorable(codePoint);
}

private static boolean isJavaIdentifierPartAndNotIdentifierIgnorable(int codePoint) {
    return Character.isJavaIdentifierPart(codePoint) && !Character.isIdentifierIgnorable(codePoint);
}

// 3.10.5 String Literals
StringLiteral
   : GStringQuotationMark DqStringCharacter* GStringQuotationMark
| SqStringQuotationMark SqStringCharacter* SqStringQuotationMark
| Slash      { this.isRegexAllowed() && _input.LA(1) != '*' }?
    SlashyStringCharacter+ Slash
| TdqStringQuotationMark TdqStringCharacter* TdqStringQuotationMark
| TsqStringQuotationMark TsqStringCharacter* TsqStringQuotationMark
| DollarSlashyGStringQuotationMarkBegin DollarSlashyStringCharacter+ DollarSlashyGStringQuotationMarkEnd
| ;

// Groovy gstring
GStringBegin
   : GStringQuotationMark DqStringCharacter* Dollar -> pushMode(DQ_GSTRING_MODE),
     pushMode(GSTRING_TYPE_SELECTOR_MODE)
   ;
TdqGStringBegin
   : TdqStringQuotationMark TdqStringCharacter* Dollar -> type(GStringBegin),
     pushMode(TDQ_GSTRING_MODE), pushMode(GSTRING_TYPE_SELECTOR_MODE)
   ;
SlashyGStringBegin
   : Slash [ this.isRegexAllowed() && _input.LA(1) != '*' ]? SlashyStringCharacter* Dollar { 
     isFollowedByJavaLetterInGString(_input) }? -> type(GStringBegin), pushMode(SLASHY_GSTRING_MODE),
     pushMode(GSTRING_TYPE_SELECTOR_MODE)
   ;
DollarSlashyGStringBegin
   : DollarSlashyGStringQuotationMarkBegin DollarSlashyStringCharacter* Dollar { 
     isFollowedByJavaLetterInGString(_input) }? -> type(GStringBegin),
     pushMode(DOLLAR_SLASHY_GSTRING_MODE), pushMode(GSTRING_TYPE_SELECTOR_MODE)
   ;
mode DQ_GSTRING_MODE;
GStringEnd
   : GStringQuotationMark    -> popMode
   ;
GStringPart
   : Dollar   -> pushMode(GSTRING_TYPE_SELECTOR_MODE)
   ;
GStringCharacter
   : DqStringCharacter -> more
   ;
mode TDQ_GSTRING_MODE;
TdqGStringEnd
   : TdqStringQuotationMark    -> type(GStringEnd), popMode
   ;
TdqGStringPart
   : Dollar   -> type(GStringPart), pushMode(GSTRING_TYPE_SELECTOR_MODE)
   ;
TdqGStringCharacter
   : TdqStringCharacter -> more
   ;
mode SLASHY_GSTRING_MODE;
SlashyGStringEnd
   : Dollar? Slash  -> type(GStringEnd), popMode
   ;
SlashyGStringPart
   : Dollar { isFollowedByJavaLetterInGString(_input) }? -> type(GStringPart),
     pushMode(GSTRING_TYPE_SELECTOR_MODE)
SlashyGStringCharacter
: SlashyStringCharacter -> more

mode DOLLAR_SLASHY_GSTRING_MODE;
DollarSlashyGStringEnd
: DollarSlashyGStringQuotationMarkEnd -> type(GStringEnd), popMode
;
DollarSlashyGStringPart
: Dollar { isFollowedByJavaLetterInGString(_input) }? -> type(GStringPart), pushMode(GSTRING_TYPE_SELECTOR_MODE)
;
DollarSlashyGStringCharacter
: DollarSlashyStringCharacter -> more
;

mode GSTRING_TYPE_SELECTOR_MODE;
GStringLBrace
: '{' { this.enterParen(); } -> type(LBRACE), popMode, pushMode(DEFAULT_MODE)
;
GStringIdentifier
: IdentifierInGString -> type(Identifier), popMode, pushMode(GSTRING_PATH_MODE)
;

mode GSTRING_PATH_MODE;
GStringPathPart
: Dot IdentifierInGString
;
RollBackOne
: . { // a trick to handle GStrings followed by EOF properly
int readChar = _input.LA(-1);
if (EOF == _input.LA(1) && ('"' == readChar || '\' == readChar)) {
    setType(GStringEnd);
} else {
    setChannel(HIDDEN);
}
} -> popMode
;

mode DEFAULT_MODE;
// character in the double quotation string. e.g. "a"
fragment
DqStringCharacter
: ~["\n\r\$]
// the reserved type name of Java10
VAR : 'var';

// 3.9 Keywords
BuiltInPrimitiveType
   : BOOLEAN
   | CHAR
   | BYTE
   | SHORT
   | INT
   | LONG
   | FLOAT
   | DOUBLE

ABSTRACT : 'abstract';
ASSERT : 'assert';

fragment
BOOLEAN : 'boolean';

BREAK : 'break';

fragment
BYTE : 'byte';

CASE : 'case';
CATCH : 'catch';

fragment
CHAR : 'char';

CLASS : 'class';
CONST : 'const';
CONTINUE : 'continue';
DEFAULT : 'default';
DO : 'do';

fragment
DOUBLE : 'double';

ELSE : 'else';
ENUM : 'enum';
EXTENDS : 'extends';
FINAL : 'final';
FINALLY : 'finally';

fragment
FLOAT       : 'float';

FOR         : 'for';
IF           : 'if';
GOTO         : 'goto';
IMPLEMENTES : 'implements';
IMPORT      : 'import';
INSTANCEOF  : 'instanceof';

fragment

INT          : 'int';

INTERFACE    : 'interface';

fragment

LONG         : 'long';

NATIVE       : 'native';
NEW          : 'new';
PACKAGE      : 'package';
PRIVATE      : 'private';
PROTECTED    : 'protected';
PUBLIC       : 'public';
RETURN       : 'return';

fragment

SHORT        : 'short';

STATIC       : 'static';
STRUCTFP     : 'strictfp';
SUPER        : 'super';
SWITCH       : 'switch';
SYNCHRONIZED : 'synchronized';
THIS         : 'this';
THROW        : 'throw';
THROWS       : 'throws';
TRANSIENT    : 'transient';
TRY          : 'try';
VOID         : 'void';
VOLATILE     : 'volatile';
WHILE        : 'while';

// 3.10.1 Integer Literals

IntegerLiteral
Open Source Used In DNAC Platform Arica 4178
Digits
  :  Digit (DigitOrUnderscore* Digit)?

fragment
Digit
  :  Zero
      |  NonZeroDigit

fragment
NonZeroDigit
  :  [1-9]

fragment
DigitOrUnderscore
  :  Digit
      |  Underscore

fragment
Underscores
  :  Underscore+

fragment
Underscore
  :  '_'

fragment
HexNumeral
  :  Zero [xX] HexDigits

fragment
HexDigits
  :  HexDigit (HexDigitOrUnderscore* HexDigit)?

fragment
HexDigit
  :  [0-9a-fA-F]

fragment
HexDigitOrUnderscore
// 3.10.2 Floating-Point Literals
FloatingPointLiteral
: ( DecimalFloatingPointLiteral
  | HexadecimalFloatingPointLiteral
) (Underscore ( require(false, "Number ending with underscores is invalid", -1, true); ));

fragment
DecimalFloatingPointLiteral
: Digits Dot Digits ExponentPart? FloatTypeSuffix?
  | Digits ExponentPart FloatTypeSuffix?
  | Digits FloatTypeSuffix
  ;

fragment
ExponentPart
: ExponentIndicator SignedInteger
  ;

fragment
ExponentIndicator
: [eE]
  ;

fragment
SignedInteger
: Sign? Digits
  ;

fragment
Sign
: [+\-]
  ;

fragment
FloatTypeSuffix
: [fFdDgG]
  ;

fragment
HexadecimalFloatingPointLiteral
: HexSignificand BinaryExponent FloatTypeSuffix?
  ;

fragment
HexSignificand
: HexNumeral Dot?
  | Zero [xX] HexDigits? Dot HexDigits
  ;
fragment
  BinaryExponent
    :  BinaryExponentIndicator SignedInteger
    ;

fragment
  BinaryExponentIndicator
    :  [pP]
    ;

fragment
  Dot :  '.'
    ;

// 3.10.3 Boolean Literals

BooleanLiteral
  :  'true'
    |  'false'
    ;

// 3.10.6 Escape Sequences for Character and String Literals

fragment
  EscapeSequence
    :  Backslash [btnfrs"\]
    |  OctalEscape
    |  UnicodeEscape
    |  DollarEscape
    |  LineEscape
    ;

fragment
  OctalEscape
    :  Backslash OctalDigit
    |  Backslash OctalDigit OctalDigit
    |  Backslash ZeroToThree OctalDigit OctalDigit
    ;

// Groovy allows 1 or more u's after the backslash
fragment
  UnicodeEscape
    :  Backslash 'u' HexDigit HexDigit HexDigit HexDigit
    ;
fragment
ZeroToThree
  : [0-3]

// Groovy Escape Sequences

fragment
DollarEscape
  : Backslash Dollar

fragment
LineEscape
  : Backslash LineTerminator

fragment
LineTerminator
  : \n? \n | \r

fragment
SlashEscape
  : Backslash Slash

fragment
Backslash
  : \\n
fragment
Slash
  : '/'

fragment
Dollar
  : '$'

fragment
GStringQuotationMark
  : '''
SqStringQuotationMark
  : \" 
  ;

fragment
TdqStringQuotationMark
  : """
  ;

fragment
TsqStringQuotationMark
  : \"\"\"
  ;

fragment
DollarSlashyGStringQuotationMarkBegin
  : "/$"
  ;

fragment
DollarSlashyGStringQuotationMarkEnd
  : '/$'
  ;

fragment
DollarSlashEscape
  : '/$'
  ;

fragment
DollarDollarEscape
  : '/$'
  ;

// 3.10.7 The Null Literal
NullLiteral
  : 'null'
  ;

// Groovy Operators

RANGE_INCLUSIVE  : '..';
RANGE_EXCLUSIVE  : '..<';
SPREAD_DOT       : '*.';
SAFE_DOT         : '?.';
SAFE_CHAIN_DOT   : '???';
ELVIS            : '?:';
METHOD_POINTER   : '.&';
METHOD_REFERENCE     : '::';
REGEX_FIND           : '~=';
REGEX_MATCH          : '==~';
POWER                : '***';
POWER_ASSIGN         : '* *=';
SPACESHIP            : '<=>';
IDENTICAL            : '===';
NOT_IDENTICAL        : '!==';
ARROW                : '->';

// !internalPromise will be parsed as !internalPromise, so semantic predicates are necessary
NOT_INSTANCEOF      : 'instanceof' { isFollowedBy(_input, ' ', '(', ')') };
NOT_IN               : 'in'   { isFollowedBy(_input, ' ', '(', ')') };

// 3.11 Separators
LPAREN              : '('  { this.enterParen();     } -> pushMode(DEFAULT_MODE);
RPAREN              : ')'  { this.exitParen();      } -> popMode;
LBRACE              : '{'  { this.enterParen();     } -> pushMode(DEFAULT_MODE);
RBRACE              : '}'  { this.exitParen();      } -> popMode;
LBRACK              : '['  { this.enterParen();     } -> pushMode(DEFAULT_MODE);
RBRACK              : ']'  { this.exitParen();      } -> popMode;
SEMI                : ';';
COMMA               : ',';
DOT                 : Dot;

// 3.12 Operators
ASSIGN              : '=';
GT                  : '>'; 
LT                  : '<';
NOT                 : '!' ;
BITNOT              : '~';
QUESTION            : '?';
COLON               : ':';
EQUAL               : '==';
LE                  : '<=';
GE                  : '>=';
NOTEQUAL            : '!=';
AND                 : '&&';
OR                  : '||';
INC                 : '++';
DEC                 : '--';
ADD                 : '+';
SUB : '+';
MUL : '*';
DIV : Slash;
BITAND : '&';
BITOR : '||';
XOR : '^';
MOD : '%';
ADD_ASSIGN : '+=';
SUB_ASSIGN : '-=';
MUL_ASSIGN : '*=';
DIV_ASSIGN : '/=';
AND_ASSIGN : '&=';
XOR_ASSIGN : '^=';
MOD_ASSIGN : '%=';
LSHIFT_ASSIGN : '<<<=';
RSHIFT_ASSIGN : '>>=';
URSHIFT_ASSIGN : '>>=';
ELVIS_ASSIGN : '?=';

// 3.8 Identifiers (must appear after all keywords in the grammar)
CapitalizedIdentifier
  : JavaLetter {Character.isUpperCase(_input.LA(-1))}? JavaLetterOrDigit*
    ;
Identifier
  : JavaLetter JavaLetterOrDigit*
    ;
fragment
IdentifierInGString
  : JavaLetterInGString JavaLetterOrDigitInGString*
    ;
fragment
JavaLetter
  : [a-zA-Z$._] // these are the "java letters" below 0x7F
    | // covers all characters above 0x7F which are not a surrogate
    ~[uU0000-uU007F\u0D80-uDDFF] // not surrogates
    { isJavaIdentifierStartAndNotIdentifierIgnorable(_input.LA(-1)) }?
    | // covers UTF-16 surrogate pairs encodings for U+10000 to U+10FFFF
    [\u10000-\uFFFF\uD800-\uDFFF] // surrogate pair encodings
    { Character.isJavaIdentifierStart(Character.toCodePoint((char) _input.LA(-2), (char) _input.LA(-1)))) }?
    ;
fragment
JavaLetterInGString
  :  JavaLetter { _input.LA(-1) != '$' }?
    ;

fragment
JavaLetterOrDigit
  :  [a-zA-Z0-9$_] // these are "java letters or digits" below 0x7F
     |  ~[/u0000-/u007F/\uD800-/uDBFF]
     |  { isJavaIdentifierPartAndNotIdentifierIgnorable(_input.LA(-1)) }?
     |  // covers UTF-16 surrogate pairs encodings for U+10000 to U+10FFFF
       [\uD800-\uDBFF] [\uDC00-\uDFFF]
     |  { Character.isJavaIdentifierPart(Character.toCodePoint((char) _input.LA(-2), (char) _input.LA(-1))) }?
    ;

fragment
JavaLetterOrDigitInGString
  :  JavaLetterOrDigit { _input.LA(-1) != '$' }?
    ;

fragment
ShCommand
  :  ~[/\u\uFFFF]*
    ;

  // Additional symbols not defined in the lexical specification
  //
  AT : '@';
  ELLIPSIS : '...';

  // Whitespace, line escape and comments
  //
  WS  :  ([ \t]+ | LineEscape+) -> skip
    ;

  // Inside (...) and [...] but not {...}, ignore newlines.
  NL  :  LineTerminator  { this.ignoreTokenInsideParens(); }
    ;

  // Multiple-line comments (including groovydoc comments)
  ML_COMMENT
    :  '/*' .*? '*/'  { this.ignoreMultiLineCommentConditionally(); } -> type(NL)
    ;
// Single-line comments
SL_COMMENT
: '// ~[\v\u0000-\uFFFF]* { this.ignoreTokenInsideParens(); } -> type(NL)
;

// Script-header comments.
// The very first characters of the file may be "#!". If so, ignore the first line.
SH_COMMENT
: '#!' { require(0 == this.tokenIndex, "Shebang comment should appear at the first line", -2, true); } ShCommand
(LineTerminator '#!' ShCommand)* -> skip
;

// Unexpected characters will be handled by groovy parser later.
UNEXPECTED_CHAR
: .
;
Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/GroovyLexer.g4

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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/reflection/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/typehandling/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/util/package.html
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Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/Reflector.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/reflection/ParameterTypes.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/dgmimpl/arrays/IntegerArrayPutAtMetaMethod.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callsite/MetaClassConstructorSite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/tools/DgmConverter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/parser/antlr4/AbstractLexer.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/util/NodePrinter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/ClosureException.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/InnerClassVisitor.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/vmplugin/v8/IndyMath.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/GroovyClassLoader.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/decompiled/MemberSignatureParser.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/sc/transformers/StaticCompilationTransformer.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/Tuple5.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/decompiled/MemberSignatureParser.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/stc/StaticTypeCheckingSupport.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/InvokerHelper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-
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jar/org/codehaus/groovy/transform/ExternalizeVerifierASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/ThreadInterrupt.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/Immutable.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/powerassert/Value.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/indy/sc/IndyStaticTypesMultiTypeDispatcher.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/dgmimpl/NumberNumberMinus.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/MethodCaller.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/Synchronized.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/BinaryExpressionWriter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/metaclasse/DefaultMetaClassInfo.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/Tuple15.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/options/Visibility.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/messages/WarningMessage.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callsite/ConstructorMetaClassSite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/ProcessingUnit.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/CompilerConfiguration.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/ProxyGeneratorAdapter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/io/EncodingAwareBufferedWriter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/builder/AstBuilder.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/parser/antlr4/SemanticPredicates.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/AnnotationConstantsVisitor.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/PackageScopeTarget.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/stdlib/DoubleArrayIterable.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/plugin/GroovyRunner.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/io/ReaderSource.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/Writable.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/bash/groovy/bash/BashGroovyShell.java

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jar/groovy/transform/options/PropertyHandler.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/CLI/Unparsed.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/decompiled/AsmReferenceResolver.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/treewalker/MindMapPrinter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/ClassNode.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/metaclass/MetaMethodIndex.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/internal/util/Supplier.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/parser/antlr4/SyntaxErrorReportable.java
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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/RangeInfo.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/lang/PropertyValue.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/beans/DefaultPropertyWriter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/GStringImpl.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/ObservableList.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/ClassNodeResolver.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/util/Arrays.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/util/logging/Log4j2.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/reflection/AccessPermissionChecker.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/runtime/callsite/PogoMetaClassGetPropertySite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/runtime/memoize/ConcurrentCommonCache.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/util/CharSequenceReader.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/expr/VariableExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/runtime/wrappers/ShortWrapper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/MetaClassRegistryChangeEvent.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/reflection/stdclasses/ObjectCachedClass.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/NamedParams.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/stmt/ForStatement.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/ast/expr/EmptyExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/runtime/messages/LocatedMessage.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/ast/expr/MapExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/ast/expr/PostfixExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/classgen/asm/sc/StaticTypesTypeChooser.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/classgen/ExtendedVerifier.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/vmplugin/v7/CacheableCallSite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/vmplugin/v8/TypeHelper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/m12n/PropertiesModuleFactory.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callsite/PojoMetaMethodSite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/DeprecationException.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/ast/TransformingCodeVisitor.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/runtime/callsite/MetaClassSite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/runtime/typehandling/LongMath.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/io/GroovyPrintStream.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/time/BaseDuration.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/NamedParam.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/classgen/asm/BinaryLongExpressionHelper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/classgen/asm/DelegatingController.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/vmplugin/v5/Java5.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/treewalker/SourceCodeTraversal.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/TailRecursive.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/stc/ClosureParams.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/stc/ClosureWriter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/AnnotatedNode.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/treewalker/SourceCodeTraversal.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/reflect/ReflectionUtils.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/util/ReferenceManager.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/dgmimpl/arrays/BooleanArrayPutAtMetaMethod.java
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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/NumberRange.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/GroovyInterceptable.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/io/LineColumnReader.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/powerassert/ValueRecorder.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/parser/antlr4/util/PositionConfigureUtils.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/CategoryASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/metaclass/Realm.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/util/ObservableMap.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/wrappers/FloatWrapper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/DummyClassGenerator.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/builder/ExternalStrategy.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/tools/AnnotationNode.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/ClassHelper.java

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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callsite/GetEffectivePogoFieldSite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/Undefined.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/lang/GroovyCodeSource.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/ArrayTypeUtils.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/Lazy.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/ast/stmt/BreakStatement.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callsite/PogoGetPropertySite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/tailrec/VariableAccessReplacer.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/ExternalizeMethodsASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/MissingFieldException.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/IOGroovyMethods.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/ResourceGroovyMethods.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/IOBaseCodeSource.java

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jar/org/codehaus/groovy/util/IteratorBufferedIterator.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/ArrayUtil.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/parser/antlr4/Antlr4ParserPlugin.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/reflection/GroovyClassValueFactory.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/logging/Log4j.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/BinaryObjectExpressionHelper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/BinaryIntExpressionHelper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy-util/SingleKeyHashMap.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/treewalker/NodeCollector.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/tools/GeneralUtils.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/SourceInfo.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/vmplugin/v9/ClassFindFailedException.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/io/FileVisitResult.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/WithReadLock.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/tools/gse/StringSetMap.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/expr/StaticMethodCallExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/ToStringASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/tailrec/StatementReplacer.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/IteratorClosureAdapter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/reflection/CachedField.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/sc/StaticCompilationVisitor.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/ErrorCollector.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/stmt/DoWhileStatement.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/parser/antlr4/internal/atnmanager/AtnManager.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/NonEmptySequence.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/GrabResolver.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/TrampolineClosure.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/parser/antlr4/GroovydocManager.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/Variable.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/stc/StaticTypesMarker.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/WriterControllerFactory.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/typehandling/FloatingPointMath.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/metaclass/MetaClassRegistryImpl.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/MemoizedASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/FieldNode.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/MixinASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/ResolveVisitor.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/AutoFinalASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/metaclass/MethodMetaProperty.java
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# Format: one extension on each line without the leading ",
# Listed below are default groovy source file extensions.

# NOTE: This implementation of supporting multiple file extensions is experimental and
# the exact implementation details may vary when modularization gets introduced in
# groovy 2.0. However, in terms of the behavior, this support will remain intact.
groovy

Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/sc/transformers/BooleanExpressionTransformer.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/stc/ThirdParam.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/util/FloatArrayIterator.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/stc/MapEntryOrKeyValue.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/expr/NamedArgumentListExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/tools/ClassNodeUtils.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/WriterController.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/sc/StaticTypesBinaryExpressionMultiTypeDispatcher.java

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Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-
jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/LinkedDeque.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-
jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/package-info.java
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/** JSR-241 Groovy Recognizer.
* 
* Run 'java Main [-showtree] directory-full-of-groovy-files'
* 
* [The -showtree option pops up a Swing frame that shows
* the AST constructed from the parser.]
* 
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*
* Version 1.00 December 9, 1997 -- initial release
* Version 1.01 December 10, 1997
* fixed bug in octal def (0..7 not 0..8)
* Version 1.10 August 1998 (parrt)
* added tree construction
* fixed definition of WS, comments for mac, pc, unix newlines
* added unary plus

* Version 1.11 (Nov 20, 1998)
  * Added "shutup" option to turn off last ambig warning.
  * Fixed inner class def to allow named class defs as statements
  * synchronized requires compound not simple statement
  * add [] after builtInType DOT class in primaryExpression
  * "const" is reserved but not valid..removed from modifiers

* Version 1.12 (Feb 2, 1999)
  * Changed LITERAL_xxx to xxx in tree grammar.
  * Updated java.g to use tokens {...} now for 2.6.0 (new feature).

* Version 1.13 (Apr 23, 1999)
  * Didn't have (stat)? for else clause in tree parser.
  * Didn't gen ASTs for interface extends. Updated tree parser too.
  * Updated to 2.6.0.

* Version 1.14 (Jun 20, 1999)
  * Allowed final/abstract on local classes.
  * Removed local interfaces from methods
  * Put instanceof precedence where it belongs...in relationalExpr
  * It also had expr not type as arg; fixed it.
  * Missing ! on SEMI in classBlock
  * fixed: (expr) + "string" was parsed incorrectly (+ as unary plus).
  * fixed: didn't like Object[].class in parser or tree parser

* Version 1.15 (Jun 26, 1999)
  * Screwed up rule with instanceof in it. :( Fixed.
  * Tree parser didn't like (expr).something; fixed.
  * Allowed multiple inheritance in tree grammar. oops.

* Version 1.16 (August 22, 1999)
  * Extending an interface built a wacky tree: had extra EXTENDS.
  * Tree grammar didn't allow multiple superinterfaces.
  * Tree grammar didn't allow empty var initializer: {}

* Version 1.17 (October 12, 1999)
  * ESC lexer rule allowed 399 max not 377 max.
  * java.tree.g didn't handle the expression of synchronized statements.

* Version 1.18 (August 12, 2001)
  * Terence updated to Java 2 Version 1.3 by
  * observing/combining work of Allan Jacobs and Steve Messick. Handles 1.3 src. Summary:
  * o primary didn't include boolean.class kind of thing
  * o constructor calls parsed explicitly now:
  * see explicitConstructorInvocation
  * o add strictfp modifier
  * o missing objBlock after new expression in tree grammar
  * o merged local class definition alternatives, moved after declaration
  * o fixed problem with ClassName.super.field
- reordered some alternatives to make things more efficient
- long and double constants were not differentiated from int/float
- whitespace rule was inefficient: matched only one char
- add an examples directory with some nasty 1.3 cases
- made Main.java use buffered IO and a Reader for Unicode support
- supports UNICODE?
- Using Unicode charVocabulary makes code file big, but only
  in the bitsets at the end. I need to make ANTLR generate
  unicode bitsets more efficiently.

Version 1.19 (April 25, 2002)
- Terence added in nice fixes by John Pybus concerning floating
  constants and problems with super() calls. John did a nice
  reorg of the primary/postfix expression stuff to read better
  and makes f.g.super() parse properly (it was METHOD_CALL not
  a SUPERCTOR_CALL). Also:
    - "finally" clause was a root...made it a child of "try"
    - Added stuff for asserts too for Java 1.4, but *commented out*
      as it is not backward compatible.

Version 1.20 (October 27, 2002)
- Terence ended up reorging John Pybus' stuff to
  remove some nondeterminisms and some syntactic predicates.
  Note that the grammar is stricter now; e.g., this(...) must
  be the first statement.
- Trinary ?: operator wasn't working as array name:
  (isBig ? bigDigits : digits)[i];
- Checked parser/tree parser on source for
  Resin-2.0.5, jive-2.1.1, jdk 1.3.1, Lucene, antlr 2.7.2a4,
  and the 110k-line jGuru server source.

Version 1.21 (October 17, 2003)
- Fixed lots of problems including:
  - Ray Waldin: add typeDefinition to interfaceBlock in java.tree.g
  - He found a problem/fix with floating point that start with 0
  - Ray also fixed problem that (int.class) was not recognized.
  - Thorsten van Ellen noticed that \n are allowed incorrectly in strings.
  - TJP fixed CHAR_LITERAL analogously.

- Changes by Matt Quail to support generics (as per JDK1.5/JSR14)
  Notes:
  - We only allow the "extends" keyword and not the "implements"
    keyword, since that's what JSR14 seems to imply.
  - Thanks to Monty Zukowski for his help on the antlr-interest
* mail list.
  * o Thanks to Alan Eliasen for testing the grammar over his Fink source base

* Version 1.22 (July, 2004)
  * Changes by Michael Studman to support Java 1.5 language extensions
  * Notes:
  * o Added support for annotations types
  * o Finished off Matt Quail's generics enhancements to support bound type arguments
  * o Added support for new for statement syntax
  * o Added support for static import syntax
  * o Added support for enum types
  * o Tested against JDK 1.5 source base and source base of jdigraph project
  * o Thanks to Matt Quail for doing the hard part by doing most of the generics work

* Version 1.22.1 (July 28, 2004)
  * Bug/omission fixes for Java 1.5 language support
  * o Fixed tree structure bug with classOrInterface - thanks to Pieter Vangorpto for spotting this
  * o Fixed bug where incorrect handling of SR and BSR tokens would cause type parameters to be recognised as type arguments.
  * o Enabled type parameters on constructors, annotations on enum constants and package definitions
  * o Fixed problems when parsing if ((char.class.equals(c))) {} - solution by Matt Quail at Cenqua

* Version 1.22.2 (July 28, 2004)
  * Slight refactoring of Java 1.5 language support
  * o Refactored for/"foreach" productions so that original literal "for" literal is still used but the for sub-clauses vary by token type
  * o Fixed bug where type parameter was not included in generic constructor's branch of AST

* Version 1.22.3 (August 26, 2004)
  * Bug fixes as identified by Michael Stahl; clean up of tabs/spaces and other refactorings
  * o Fixed typeParameters omission in identPrimary and newStatement
  * o Replaced GT reconciliation code with simple semantic predicate
  * o Adapted enum/assert keyword checking support from Michael Stahl's java15 grammar
  * o Refactored typeDefinition production and field productions to reduce duplication

* Version 1.22.4 (October 21, 2004)
  * Small bux fixes
  * o Added typeArguments to explicitConstructorInvocation, e.g. new <String>MyParameterised()
  * o Added typeArguments to postfixExpression productions for anonymous inner class super constructor invocation, e.g. new Outer().<String>super()
  * o Fixed bug in array declarations identified by Geoff Roy

* Version 1.22.4.g.1
  * o I have taken java.g for Java1.5 from Michael Studman (1.22.4)
and have applied the groovy.diff from java.g (1.22) by John Rose
back onto the new root (1.22.4) - Jeremy Rayner (Jan 2005)

Version 1.22.4.g.2
o mkempf, rkleeb, Dec 2007
o fixed various rules so that they call the correct Create Method
to make sure that the line information are correct

Based on an original grammar released in the PUBLIC DOMAIN

/*

Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/parser/GroovyRecognizer.java
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# global transformation to handle @Grab annotation
groovy.grape.GrabAnnotationTransformation

Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/META-INF/services/org.codehaus.groovy.transform.ASTTransformation
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This file is adapted from the Antlr4 Java grammar which has the following license

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*/

/**
 * The Groovy grammar is based on the official grammar for Java:
 * https://github.com/antlr/grammars-v4/blob/master/java/Java.g4
 */
parser grammar GroovyParser;

options {
    tokenVocab = GroovyLexer;
    contextSuperClass = GroovyParserRuleContext;
    superClass = AbstractParser;
}

@header {
    import java.util.Map;
    import org.codehaus.groovy.ast.NodeMetaDataHandler;
}

@members {

    public static class GroovyParserRuleContext extends ParserRuleContext implements NodeMetaDataHandler {
        private Map metaDataMap = null;

        public GroovyParserRuleContext() {}

        public GroovyParserRuleContext(ParserRuleContext parent, int invokingStateNumber) {
            super(parent, invokingStateNumber);
        }
    }
}
@Override
public Map<?, ?> getMetaDataMap() {
    return this.metaDataMap;
}

@Override
public void setMetaDataMap(Map<?, ?> metaDataMap) {
    this.metaDataMap = metaDataMap;
}

@Override
public int getSyntaxErrorSource() {
    return GroovySyntaxError.PARSER;
}

@Override
public int getErrorLine() {
    Token token = _input.LT(-1);
    if (null == token) {
        return -1;
    }
    return token.getLine();
}

@Override
public int getErrorColumn() {
    Token token = _input.LT(-1);
    if (null == token) {
        return -1;
    }
    return token.getCharPositionInLine() + 1 + token.getText().length();
}

// starting point for parsing a groovy file
compilationUnit
    : nls (packageDeclaration sep?)? scriptStatements? EOF
    :

scriptStatements
    : scriptStatement (sep scriptStatement)* sep?
    ;
scriptStatement
  : importDeclaration // Import statement. Can be used in any scope. Has "import x as y" also.
  | typeDeclaration
  // validate the method in the AstBuilder#visitMethodDeclaration, e.g. method without method body is not allowed
  | { !SemanticPredicates.isInvalidMethodDeclaration(_input) }?
    methodDeclaration[3, 9]
  | statement
  ;

packageDeclaration
  : annotationsOpt PACKAGE qualifiedName
    ;

importDeclaration
  : annotationsOpt IMPORT STATIC? qualifiedName (DOT MUL | AS alias=identifier)?
    ;

typeDeclaration
  : classOrInterfaceModifiersOpt classDeclaration
    ;

modifier
  : classOrInterfaceModifier
  | m=( NATIVE
  |   SYNCHRONIZED
  |   TRANSIENT
  |   VOLATILE
  |   DEF
  |   VAR
  )
    ;

modifiersOpt
  : (modifiers nls)?
    ;

modifiers
  : modifier (nls modifier)*
    ;

classOrInterfaceModifiersOpt
  : (classOrInterfaceModifiers
    NL* /* Use `NL*` here for better performance, so DON'T replace it with `nls` */
  )?
    ;
classOrInterfaceModifiers
classOrInterfaceModifier
   : annotation // class or interface
   | m=( PUBLIC // class or interface
       | PROTECTED // class or interface
       | PRIVATE // class or interface
       | STATIC // class or interface
       | ABSTRACT // class or interface
       | FINAL // class only -- does not apply to interfaces
       | STRICTFP // class or interface
       | DEFAULT // interface only -- does not apply to classes
     )
   :

variableModifier
   : annotation
   | m=( FINAL
      | DEF
      | VAR
      // Groovy supports declaring local variables as instance/class fields,
      // e.g. import groovy.transform.*; @Field static List awe = [1, 2, 3]
      // e.g. import groovy.transform.*; def a = { @Field public List awe = [1, 2, 3] }
      // Notice: Groovy 2.4.7 just allows to declare local variables with the following modifiers when using
      annotations(e.g. @Field)
      // TODO check whether the following modifiers accompany annotations or not. Because the legacy codes(e.g.
      benchmark/bench/heapsort.groovy) allow to declare the special instance/class fields without annotations, we leave it
      as it is for the time being
      | PUBLIC
      | PROTECTED
      | PRIVATE
      | STATIC
      | ABSTRACT
      | STRICTFP
   )
   :

variableModifiersOpt
   : (variableModifiers nls)?
   :

variableModifiers
   : variableModifier (nls variableModifier)*
   :

typeParameters
   : LT nls typeParameter (COMMA nls typeParameter)* nls GT
typeParameter
  :  className (EXTENDS nls typeBound)?
  

typeBound
  :  type (BITAND nls type)*
  

typeList
  :  type (COMMA nls type)*
  

/**
 *  t   0: class; 1: interface; 2: enum; 3: annotation; 4: trait
 */
classDeclaration
locals[ int t ]
  :  (   CLASS { $t = 0; }
|   INTERFACE { $t = 1; }
|   ENUM { $t = 2; }
|   AT INTERFACE { $t = 3; }
|   TRAIT { $t = 4; }
  )
identifier
(nls typeParameters)?
(nls EXTENDS nls scs=typeList)?
(nls IMPLEMENTS nls is=typeList)?
nls classBody[$t]
  ;

// t   see the comment of classDeclaration
classBody[int t]
  :  LBRACE nls
    (
    /* Only enum can have enum constants */
    [ 2 == $t ]?
        enumConstants (nls COMMA)? sep?
      |
    )
    (classBodyDeclaration[$t] (sep classBodyDeclaration[$t]*)? sep? RBRACE
    ;

enumConstants
  :  enumConstant (nls COMMA nls enumConstant)*
  ;
enumConstant
    : annotationsOpt identifier arguments? anonymousInnerClassDeclaration[1]?
      ;

classBodyDeclaration[int t]
    : (STATIC nls)? block
      | memberDeclaration[$t]
      ;

memberDeclaration[int t]
    : methodDeclaration[0, $t]
      | fieldDeclaration
      | modifiersOpt classDeclaration
      ;

/**
 * t  0: *class member* all kinds of method declaration AND constructor declaration,
 *  1: normal method declaration, 2: abstract method declaration
 *  3: normal method declaration OR abstract method declaration
 *  ct 9: script, other see the comment of classDeclaration
 */
methodDeclaration[int t, int ct]
    : modifiersOpt typeParameters? (returnType[$ct] nls)?
       methodName formalParameters
       (DEFAULT nls elementValue
        | (nls THROWS nls qualifiedClassNameList)?
       (nls methodBody)?
       )?
      ;

methodName
    : identifier
      | stringLiteral
      ;

returnType[int ct]
    : standardType
      | VOID
      ;

fieldDeclaration
    : variableDeclaration[1]
      ;
variableDeclarators
  :  variableDeclarator (COMMA nls variableDeclarator)*
  ;

variableDeclarator
  :  variableDeclaratorId (nls ASSIGN nls variableInitializer)?
  ;

variableDeclaratorId
  :  identifier
  ;

variableInitializer
  :  enhancedStatementExpression
  ;

variableInitializers
  :  variableInitializer (nls COMMA nls variableInitializer)* nls COMMA?
  ;

emptyDims
  :  (annotationsOpt LBRACK RBRACK)+
  ;

emptyDimsOpt
  :  emptyDims?
  ;

standardType
  options { baseContext = type; } : annotationsOpt
    ( primitiveType
      | standardClassOrInterfaceType
    )
    emptyDimsOpt
  ;

type
  :  annotationsOpt
    ( ( primitiveType
      | // !!! Error Alternative !!!
        VOID
    )
  ;
: (formalParameter | thisFormalParameter) (COMMA nls formalParameter)*
;

thisFormalParameter
  : type THIS
  ;

formalParameter
  : variableModifiersOpt type? ELLIPSIS? variableDeclaratorId (nls ASSIGN nls expression)?
  ;

methodBody
  : block
  ;

qualifiedName
  : qualifiedNameElement (DOT qualifiedNameElement)*
  ;

/**
* Java doesn't have the keywords 'as', 'in', 'def', 'trait' so we make some allowances
* for them in package names for better integration with existing Java packages
*/

qualifiedNameElement
  : identifier
    | DEF
    | IN
    | AS
    | TRAIT
  ;

qualifiedNameElements
  : (qualifiedNameElement DOT)*
  ;

qualifiedClassName
  : qualifiedNameElements identifier
  ;

qualifiedStandardClassName
  : qualifiedNameElements className (DOT className)*
  ;

literal
  : IntegerLiteral #integerLiteralAlt
    | FloatingPointLiteral #floatingPointLiteralAlt
    | stringLiteral #stringLiteralAlt
    | BooleanLiteral #booleanLiteralAlt
// GSTRING

gstring
  : GStringBegin gstringValue (GStringPart gstringValue)* GStringEnd
    ;

  gstringValue
  : gstringPath
  | closure
    ;

  gstringPath
  : identifier GStringPathPart*
    ;

// LAMBDA EXPRESSION

lambdaExpression
  options { baseContext = standardLambdaExpression; }
    : lambdaParameters nls ARROW nls lambdaBody
      ;

// JAVA STANDARD LAMBDA EXPRESSION

standardLambdaExpression
  : standardLambdaParameters nls ARROW nls lambdaBody
    ;

lambdaParameters
  options { baseContext = standardLambdaParameters; }
    : formalParameters

  // { a -> a * 2 } can be parsed as a lambda expression in a block, but we expect a closure.
  // So it is better to put parameters in the parentheses and the following single parameter without parentheses is limited
  //    | variableDeclaratorId
    ;

standardLambdaParameters
  : formalParameters
  | variableDeclaratorId
    ;

lambdaBody
  : block
  | statementExpression
// TODO verify the potential performance issue because rule expression contains sub-rule assignments(https://github.com/antlr/grammars-v4/issues/215)

.elementAtValue
  : elementValueArrayInitializer
  | annotation
  | expression
  ;

.elementAtValueArrayInitializer
  : LBRACK (elementValue (COMMA elementValue)* COMMA?)? RBRACK
  ;

// STATEMENTS / BLOCKS

block
  : LBRACE sep? blockStatementsOpt RBRACE
  ;

blockStatement
  : localVariableDeclaration
  | statement
  ;

localVariableDeclaration
  : { !SemanticPredicates.isInvalidLocalVariableDeclaration(_input) }?
    variableDeclaration[0]
  ;

/**
 * t 0: local variable declaration; 1: field declaration
 */

variableDeclaration[int t]
  : modifiers nls
    ( type? variableDeclarators
      | typeNamePairs nls ASSIGN nls variableInitializer
    )
    |
    type variableDeclarators
  ;

typeNamePairs
  : LPAREN typeNamePair (COMMA typeNamePair)* rparen
  ;

typeNamePair
: type? variableDeclaratorId
;

variableNames
: LPAREN variableDeclaratorId (COMMA variableDeclaratorId)+ rparen
;

conditionalStatement
: ifElseStatement
  | switchStatement
  ;

ifElseStatement
: IF expressionInPar nls tb=statement ((nls | sep) ELSE nls fb=statement)?
;

switchStatement
: SWITCH expressionInPar nls LBRACE nls (switchBlockStatementGroup+ nls)? RBRACE
;

loopStatement
: FOR LPAREN forControl rparen nls statement                                  #forStmtAlt
  | WHILE expressionInPar nls statement                                         #whileStmtAlt
  | DO nls statement nls WHILE expressionInPar                                  #doWhileStmtAlt
  ;

continueStatement
: CONTINUE
  identifier?
;

breakStatement
: BREAK
  identifier?
;

tryCatchStatement
: TRY resources? nls block
  (nls catchClause)*
  (nls finallyBlock)?
;

assertStatement
: ASSERT ce=expression (nls (COLON | COMMA) nls me=expression)?
;

statement
: block                          #blockStmtAlt
### Conditional Statement
- `conditionalStatement` #conditionalStmtAlt
- `loopStatement` #loopStmtAlt
- `tryCatchStatement` #tryCatchStmtAlt
- `SYNCHRONIZED expressionInPar nls block` #synchronizedStmtAlt
- `RETURN expression?` #returnStmtAlt
- `THROW expression` #throwStmtAlt
- `breakStatement` #breakStmtAlt
- `continueStatement` #continueStmtAlt
- `identifier COLON nls statement` #labeledStmtAlt
- `assertStatement` #assertStmtAlt
- `localVariableDeclaration` #localVariableDeclarationStmtAlt
- `statementExpression` #expressionStmtAlt
- `SEMI` #emptyStmtAlt

### Catch Clause
- `catchClause`:
  - `CATCH LPAREN variableModifiersOpt catchType? identifier rparen nls block`

### Catch Type
- `catchType`:
  - `qualifiedClassName (BITOR qualifiedClassName)*`

### Finally Block
- `finallyBlock`:
  - `FINALLY nls block`

### Resources
- `resources`:
  - `LPAREN nls resourceList sep? rparen`

### Resource List
- `resourceList`:
  - `resource (sep resource)*`

### Resource
- `resource`:
  - `localVariableDeclaration`
  - `expression`

/\** Matches cases then statements, both of which are mandatory.\**
* To handle empty cases at the end, we add switchLabel* to statement.\*/

### Switch Block Statement Group
- `switchBlockStatementGroup`:
  - `switchLabel (nls switchLabel)* nls blockStatements`
switchLabel
  :  CASE expression COLON
  |   DEFAULT COLON
  :

forControl
  :  enhancedForControl
  |   classicalForControl
  :

enhancedForControl
  :  variableModifiersOpt type? variableDeclaratorId (COLON | IN) expression
  :

classicalForControl
  :  forInit? SEMI expression? SEMI forUpdate?
  :

forInit
  :  localVariableDeclaration
  |   expressionList[false]
  :

forUpdate
  :  expressionList[false]
  :

// EXPRESSIONS

castParExpression
  :  LPAREN type rparen
  :

parExpression
  :  expressionInPar
  :

eexpressionInPar
  :  LPAREN enhancedStatementExpression rparen
  :

eexpressionList[boolean canSpread]
  :  expressionListElement[$canSpread] (COMMA expressionListElement[$canSpread])*
  :

eexpressionListElement[boolean canSpread]
  :  MUL? expression
enhancedStatementExpression
   : statementExpression
   | standardLambdaExpression
;

statementExpression
   : commandExpression                #commandExprAlt
;

postfixExpression
   : pathExpression op=(INC | DEC)?
;

expression
   // must come before postfixExpression to resolve the ambiguities between casting and call on parentheses
equation, e.g. (int)(1 / 2)
   : castParExpression castOperandExpression                  #castExprAlt
   // qualified names, array expressions, method invocation, post inc/dec
   | postfixExpression                                                   #postfixExprAlt
   // ~(BNOT)/!(LNOT) (level 1)
   | (BITNOT | NOT) nls expression                                      #unaryNotExprAlt
   // math power operator (**) (level 2)
   | left=expression op=POWER nls right=expression                   #powerExprAlt
   // ++(prefix)/--(prefix)/+(unary)/-(unary) (level 3)
   | op=(INC | DEC | ADD | SUB) expression                            #unaryAddExprAlt
   // multiplication/division/modulo (level 4)
   | left=expression nls op=(MUL | DIV | MOD) nls right=expression    #multiplicativeExprAlt
   // binary addition/subtraction (level 5)
   | left=expression op=(ADD | SUB) nls right=expression              #additiveExprAlt
   // bit shift expressions (level 6)
   | left=expression nls
   (   dOp=LT LT
   |   tgOp=GT GT GT
   |   dgOp=GT GT
   )
   | rangeOp=( RANGE_INCLUSIVE
   | RANGE_EXCLUSIVE
   )
) nls
right=expression #shiftExprAlt

// boolean relational expressions (level 7)
| left=expression nls op=(AS | INSTANCEOF | NOT_INSTANCEOF) nls type #relationalExprAlt
| left=expression nls op=(LE | GE | GT | LT | IN | NOT_IN) nls right=expression #relationalExprAlt

// equality/inequality (==/!=) (level 8)
| left=expression nls
  op=( IDENTICAL
      NOT_IDENTICAL
      EQUAL
      NOTEQUAL
      SPACESHIP )
right=expression #equalityExprAlt

// regex find and match (=~ and ==~) (level 8.5)
// jez: moved =~ closer to precedence of == etc, as...
// 'if (foo =~ "a.c")' is very close in intent to 'if (foo == "abc")'
| left=expression nls op=(REGEX_FIND | REGEX_MATCH) nls right=expression #regexExprAlt

// bitwise or non-short-circuiting and (&) (level 9)
| left=expression nls op=BITAND nls right=expression #andExprAlt

// exclusive or (^) (level 10)
| left=expression nls op=XOR nls right=expression #exclusiveOrExprAlt

// bitwise or non-short-circuiting or (|) (level 11)
| left=expression nls op=BITOR nls right=expression #inclusiveOrExprAlt

// logical and (&&) (level 12)
| left=expression nls op=AND nls right=expression #logicalAndExprAlt

// logical or (||) (level 13)
| left=expression nls op=OR nls right=expression #logicalOrExprAlt

// conditional test (level 14)
| <assoc=right> con=expression nls
  ( QUESTION nls tb=expression nls COLON nls
    ELVIS nls
  )
fb=expression #conditionalExprAlt

// assignment expression (level 15)
// "(a = [1])" is a special case of multipleAssignmentExprAlt, it will be handle by assignmentExprAlt
| <assoc=right> left=variableNames nls op=ASSIGN nls right=statementExpression
#multipleAssignmentExprAlt
| <assoc=right> left=expression nls
op=(  ASSIGN
    |  ADD_ASSIGN
    |  SUB_ASSIGN
    |  MUL_ASSIGN
    |  DIV_ASSIGN
    |  AND_ASSIGN
    |  OR_ASSIGN
    |  XOR_ASSIGN
    |  RSHIFT_ASSIGN
    |  URSHIFT_ASSIGN
    |  LSHIFT_ASSIGN
    |  MOD_ASSIGN
    |  POWER_ASSIGN
    |  ELVIS_ASSIGN
  ) nls
  enhancedStatementExpression  #assignmentExprAlt

; nls

castOperandExpression
  options { baseContext = expression; }
  : castParExpression castOperandExpression  #castExprAlt
    | postfixExpression  #postfixExprAlt

// ~(BNOT)/(LNOT)
  | (BITNOT | NOT) nls castOperandExpression  #unaryNotExprAlt

// ++(prefix)/--(prefix)/+(unary)/-(unary)
  | op=(INC | DEC | ADD | SUB) castOperandExpression  #unaryAddExprAlt
;

commandExpression
  : expression
    (  
      [ !SemanticPredicates.isFollowingArgumentsOrClosure($expression.ctx) ]?
        argumentList
      |
        /* if pathExpression is a method call, no need to have any more arguments */
      )
    
    commandArgument*

; nls

commandArgument
  : commandPrimary
    // what follows is either a normal argument, parens,
    // an appended block, an index operation, or nothing
    // parens (a b already processed):
//
a b c() d e -> a(b).c().d(e)
//
a b c()() d e -> a(b).c().call().d(e)
// index (a b already processed):
//
a b c[x] d e -> a(b).c[x].d(e)
//
a b c[x][y] d e -> a(b).c[x][y].d(e)
// block (a b already processed):
//
a b c {x} d e -> a(b).c({x}).d(e)
//
// parens/block completes method call
// index makes method call to property get with index
//
( pathElement+
| argumentList
)?
;
/**
* A "path expression" is a name or other primary, possibly qualified by various
* forms of dot, and/or followed by various kinds of brackets.
* It can be used for value or assigned to, or else further qualified, indexed, or called.
* It is called a "path" because it looks like a linear path through a data structure.
* Examples: x.y, x?.y, x*.y, x.@y; x[], x[y], x[y,z]; x(), x(y), x(y,z); x{s}; a.b[n].c(x).d{s}
* (Compare to a C lvalue, or LeftHandSide in the JLS section 15.26.)
* General expressions are built up from path expressions, using operators like '+' and '='.
*
* t 0: primary, 1: namePart, 2: arguments, 3: closureOrLambdaExpression, 4: indexPropertyArgs, 5:
namedPropertyArgs,
*
6: non-static inner class creator
*/
pathExpression returns [int t]
: (
primary
|
// if 'static' followed by DOT, we can treat them as identifiers, e.g. static.unused = { -> }
{ _input.LT(2).getType() == DOT }?
STATIC
) (pathElement { $t = $pathElement.t; })*
;
pathElement returns [int t]
: nls
(
// AT: foo.@bar selects the field (or attribute), not property
(
( DOT
// The all-powerful dot.
| SPREAD_DOT
// Spread operator: x*.y === x?.collect{it.y}
| SAFE_DOT
// Optional-null operator: x?.y === (x==null)?null:x.y
| SAFE_CHAIN_DOT
// Optional-null chain operator: x??.y.z === x?.y?.z

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) nls (AT | nonWildcardTypeArguments)?

| METHOD_POINTER nls   // Method pointer operator: foo.&y == foo.metaClass.getMethodPointer(foo, "y")
| METHOD_REFERENCE nls // Method reference: System.out::println

) namePart
{ $t = 1; }

| DOT nls NEW creator[1]
{ $t = 6; }

// Can always append a block, as foo{bar}
| closureOrLambdaExpression
{ $t = 3; }

| arguments
{ $t = 2; }

// Element selection is always an option, too.
// In Groovy, the stuff between brackets is a general argument list,
// since the bracket operator is transformed into a method call.
| indexPropertyArgs
{ $t = 4; }

| namedPropertyArgs
{ $t = 5; }
;

/**
 * This is the grammar for what can follow a dot: x.a, x.@a, x.&a, x.'a', etc.
 */
namePart
:
( identifier

// foo.'bar' is in all ways same as foo.bar, except that bar can have an arbitrary spelling
| stringLiteral

| dynamicMemberName

/* just a PROPOSAL, which has not been implemented yet!
* PROPOSAL, DECIDE: Is this inline form of the 'with' statement useful?
* Definition: a.{foo} === {with(a) {foo}}
* May cover some path expression use-cases previously handled by dynamic scoping (closure delegates).
| block
// let's allow common keywords as property names
|   keywords
|
|
;

/**
* If a dot is followed by a parenthesized or quoted expression, the member is computed dynamically,
* and the member selection is done only at runtime. This forces a statically unchecked member access.
*/
dynamicMemberName
  :   parExpression
  |   gstring
  |

/** An expression may be followed by [...].
* Unlike Java, these brackets may contain a general argument list,
* which is passed to the array element operator, which can make of it what it wants.
* The brackets may also be empty, as in T[]. This is how Groovy names array types.
*/
indexPropertyArgs
  :   QUESTION? LBRACK expressionList[true]? RBRACK
  |

namedPropertyArgs
  :   QUESTION? LBRACK (namedPropertyArgList | COLON) RBRACK
  |

primary

  :   // Append `typeArguments?` to `identifier` to support constructor reference with generics, e.g.
      HashMap<String, Integer>::new
      // Though this is not a graceful solution, it is much faster than replacing `builtInType` with `type`
      identifier typeArguments?
      #identifierPrmrAlt
      |   literal
      |   gstring
      |   NEW nls creator[0]
      |   THIS
      |   SUPER
      |   parExpression
      |   closureOrLambdaExpression
      |   list
      |   map
      |   builtInType
      |

namedPropertyArgPrimary
```plaintext
options { baseContext = primary; }
  : identifier  identifierPrmrAlt
  | literal     literalPrmrAlt
  | gstring     gstringPrmrAlt
  | parExpression  parenPrmrAlt

namedArgPrimary
options { baseContext = primary; }
  : identifier  identifierPrmrAlt
  | literal     literalPrmrAlt
  | gstring     gstringPrmrAlt

commandPrimary
options { baseContext = primary; }
  : identifier  identifierPrmrAlt
  | literal     literalPrmrAlt
  | gstring     gstringPrmrAlt

list
  : LBRACK expressionList[true]? COMMA? RBRACK

map
  : LBRACK
     ( mapEntryList COMMA?
       | COLON
     )
     RBRACK

mapEntryList
  : mapEntry (COMMA mapEntry)*

namedPropertyArgList
options { baseContext = mapEntryList; }
  : namedPropertyArg (COMMA namedPropertyArg)*

mapEntry
  : mapEntryLabel COLON nls expression
     | MUL COLON nls expression

namedPropertyArg
```

---

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options { baseContext = mapEntry; }
  :  namedPropertyArgLabel COLON nls expression
  |  MUL COLON nls expression
  ;

namedArg
options { baseContext = mapEntry; }
  :  namedArgLabel COLON nls expression
  |  MUL COLON nls expression
  ;

mapEntryLabel
  :  keywords
  |  primary
  ;

namedPropertyArgLabel
options { baseContext = mapEntryLabel; }
  :  keywords
  |  namedPropertyArgPrimary
  ;
	namedArgLabel
options { baseContext = mapEntryLabel; }
  :  keywords
  |  namedArgPrimary
  ;

/**
*  t 0: general creation; 1: non-static inner class creation
*/
creator[int t]
  :  createdName
  ( nls arguments anonymousInnerClassDeclaration[0]? 
  |  dim+ (nls arrayInitializer)?
  )
  ;

dim
  :  annotationsOpt LBRACK expression? RBRACK
  ;

arrayInitializer
  :  LBRACE nls (variableInitializers nls)? RBRACE
  ;

/**
*  t 0: anonymous inner class; 1: anonymous enum
*/
anonymousInnerClassDeclaration[int t] :
  classBody[0]

; 

createdName :
  annotationsOpt
    ( primitiveType
    | qualifiedClassName typeArgumentsOrDiamond?
    )

; 

nonWildcardTypeArguments :
  LT nls typeList nls GT

; 

typeArgumentsOrDiamond :
  LT GT
| typeArguments

; 

arguments :
  LPAREN enhancedArgumentListInPar? COMMA? rparen

; 

argumentList
options { baseContext = enhancedArgumentListInPar; } :
  firstArgumentListElement
    ( COMMA nls
      argumentListElement
    )* 

; 

enhancedArgumentList
options { baseContext = enhancedArgumentListInPar; } :
  firstEnhancedArgumentListElement
    ( COMMA nls
      enhancedArgumentListElement
    )* 

; 

enhancedArgumentListInPar :
  enhancedArgumentListElement
    ( COMMA nls
      enhancedArgumentListElement
    )* 

;
firstArgumentListElement
options { baseContext = enhancedArgumentListElement; }
  :  expressionListElement[true]
  |  namedArg
  ;

argumentListElement
options { baseContext = enhancedArgumentListElement; }
  :  expressionListElement[true]
  |  namedPropertyArg
  ;

firstEnhancedArgumentListElement
options { baseContext = enhancedArgumentListElement; }
  :  expressionListElement[true]
  |  standardLambdaExpression
  |  namedArg
  ;

enhancedArgumentListElement
  :  expressionListElement[true]
  |  standardLambdaExpression
  |  namedPropertyArg
  ;

stringLiteral
  :  StringLiteral
  ;

className
  :  CapitalizedIdentifier
  ;

identifier
  :  Identifier
  |  CapitalizedIdentifier
  |  VAR
  |  IN
//  |  DEF
  |  TRAIT
  |  AS
  ;

builtInType
  :  BuiltInPrimitiveType
  |  VOID
  ;
keywords
  : ABSTRACT
  | AS
  | ASSERT
  | BREAK
  | CASE
  | CATCH
  | CLASS
  | CONST
  | CONTINUE
  | DEF
  | DEFAULT
  | DO
  | ELSE
  | ENUM
  | EXTENDS
  | FINAL
  | FINALLY
  | FOR
  | GOTO
  | IF
  | IMPLEMENTS
  | IMPORT
  | IN
  | INSTANCEOF
  | INTERFACE
  | NATIVE
  | NEW
  | PACKAGE
  | RETURN
  | STATIC
  | STRICTFP
  | SUPER
  | SWITCH
  | SYNCHRONIZED
  | THIS
  | THROW
  | THROWS
  | TRANSIENT
  | TRAIT
  | THREADSAFE
  | TRY
  | VAR
  | VOLATILE
  | WHILE

  | NullLiteral
  | BooleanLiteral
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BuiltInPrimitiveType
| VOID

PUBLIC
| PROTECTED
| PRIVATE
;

rparen
| RPAREN
;

nls
| NL*
;

sep
| (NL | SEMI)*
;

---

Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/GroovyParser.g4
No license file was found, but licenses were detected in source scan.

* to you under the Apache License, Version 2.0 (the
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* software distributed under the License is distributed on an
* Based on an original grammar released in the PUBLIC DOMAIN

Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/groovy.g
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/java/java.g

---

1.1165 babel-cli 6.26.0
1.1165.1 Available under license :
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---

1.1166 babel-plugin-transform-es2015-typeof-symbol 6.23.0
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### 1.1170 batik-svgrasterizer 1.13

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* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-
  jar/org/apache/batik/apps/rasterizer/resources/Messages.properties

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```
grant codeBase "${app.dev.base}/classes/" {
   permission java.security.AllPermission;
};

grant codeBase "${app.dev.base}/lib/xml-apis-dom3.jar" {
   permission java.security.AllPermission;
};

grant codeBase "${app.dev.base}/lib/xerces_2_5_0.jar" {
   permission java.security.AllPermission;
};

grant codeBase "${app.dev.base}/lib/fop-transcoder-allinone-${xmlgraphics.fop.version}.jar" {
   permission java.security.AllPermission;
};

grant codeBase "${app.dev.base}/lib/xmlgraphics-commons-${xmlgraphics.commons.version}.jar" {
   permission java.security.AllPermission;
};

grant codeBase "${app.dev.base}/lib/js.jar" {
   permission java.lang.RuntimePermission "createClassLoader";
   permission java.net.SocketPermission "*", "listen, connect, resolve, accept";
   permission java.lang.RuntimePermission "accessDeclaredMembers";
   permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapter", "read";
   permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapterClassName", "read";
   permission java.io.FilePermission "<<ALL FILES>>", "read";
};

grant {
   permission java.io.FilePermission "resources/org/apache/batik/dom/svg/resources/svg10.dtd", "read";
   permission java.io.FilePermission "resources/org/apache/batik/dom/svg/resources/UserAgentStyleSheet.css", "read";
};

Found in path(s):
  * /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/resources/rasterizer.policy
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grant codeBase "${app.jar.base}/lib/xml-apis-dom3.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/xerces_2_5_0.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-rasterizer.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-ext.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-dom.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-css.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-svg-dom.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-gvt.jar" {
    permission java.security.AllPermission;
};
grant codeBase "${app.jar.base}/lib/batik-parser.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-script.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-bridge.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-swing.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-transcoder.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/pdf-transcoder.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-gui-util.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-awt-util.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-util.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-xml.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/xmlgraphics-commons-${xmlgraphics.commons.version}" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/js.jar" {
    permission java.lang.RuntimePermission "createClassLoader";
};
permission java.net.SocketPermission "+", "listen, connect, resolve, accept";
permission java.lang.RuntimePermission "accessDeclaredMembers";
permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapter", "read";
permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapterClassName", "read";
permission java.io.FilePermission "<<ALL FILES>>", "read";
};

grant {
    permission java.io.FilePermission "lib/batik-svg-dom.jar", "read";
};

Found in path(s):
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-
  jar/org/apache/batik/apps/rasterizer/resources/rasterizer.bin.policy
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// // $Id: rasterizer.policy.ref 1733416 2016-03-03 07:07:13Z gadams $
// ----------------------------------------------------------------------------

grant codeBase "+\{app.jar.base\}/@jarsLibDir@xml-apis-ext-1.3.04.jar" {
    permission java.security.AllPermission;
};

grant codeBase "+\{app.jar.base\}/@jarsLibDir@xml-apis-1.3.04.jar" {
    permission java.security.AllPermission;
};

grant codeBase "+\{app.jar.base\}/@jarsLibDir@xalan-2.7.0.jar" {
    permission java.security.AllPermission;
};
grant codeBase "${app.jar.base}/@jarsLibDir@xerces_2_5_0.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-rasterizer-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-ext-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-dom-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-css-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-svg-dom-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-gvt-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-parser-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-script-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-bridge-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-swing-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-transcoder-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-gui-util-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-awt-util-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-util-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-xml-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@fop-transcoder-allinone-@fopVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@xmlgraphics-commons-@xgcVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-anim-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-codec-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-extension-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-svggen-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@js.jar" {
    permission java.lang.RuntimePermission "createClassLoader";
    permission java.net.SocketPermission "+", "listen, connect, resolve, accept";
    permission java.lang.RuntimePermission "accessDeclaredMembers";
    permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapter", "read";
    permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapterClassName", "read";
    permission java.io.FilePermission "<<ALL FILES>>", "read";
};
grant {
  permission java.io.FilePermission "${app.jar.base}/@jarsLibDir@batik-svg-dom-@batikVersion@.jar", "read";
};

Found in path(s):
  * /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/resources/rasterizer.policy.ref
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*/
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* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/Main.java
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/SVGConverter.java
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/DestinationType.java
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/SVGConverterException.java
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/SVGConverterController.java
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/SVGConverterFileSource.java
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/DefaultSVGConverterController.java
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/SVGConverterSource.java
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/Messages.java
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/SVGConverterURLSource.java

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 * Abstract: The main routine
 *
 *--*/

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

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For hadoop-hdfs-project/hadoop-hdfs-native-client/src/main/native/fuse-dfs/util/tree.h
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nodemanager/src/main/native/container-executor/impl/compat/{fstatat|openat|unlinkat}.h:

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* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources.jar/com/datastax/driver/core/ShardingInfo.java
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* /opt/cola/permits/1202446997_1631567998.12/0/httpdlog-parser-5-7-sources-jar/nl/basjes/parse/httpdlog/NginxHttpdLogFormatDissector.java
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* /opt/cola/permits/1202446997_1631567998.12/0/httpdlog-parser-5-7-sources-
jar/nl/basjes/parse/httpdlog/dissectors/ResponseSetCookieListDissector.java
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  jar/nl/basjes/parse/httpdlog/dissectors/ResponseSetCookieDissector.java
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\? lists Special Commands.
:? lists Edit-Buffer/History commands.
*? lists PL commands.

SPECIAL Commands begin with '\' and execute when you hit ENTER.
EDIT-BUFFER / HISTORY Commands begin with ':' and execute when you hit ENTER.
COMMENTS begin with '/*' and end with the very next '*'.
PROCEDURAL LANGUAGE commands begin with '*' and end when you hit ENTER.
All other lines comprise SQL Statements.
SQL Statements are terminated by either a blank line (which moves the statement into the edit buffer without executing) or a line ending with ';'
(which executes the statement).
SQL Commands may begin with '/PLVARNAME' for a PL variable command alias.
After turning on variable expansion with command "*" (or any other PL command), PL variables may be used in any command (other than : commands) like so: *[PLVARNAME].

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1.1192 httpclient5 5.0.3

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* /opt/cola/permits/1218299960_1634924418.62/0/groovy-swing-3-0-8-sources-jar/groovy/swing/binding/JComponentProperties.java
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1.1210 jsonpath-plus 3.0.0 3.0.0

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

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

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*/

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

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

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 */
/**
 * Constructs a new [@link Textifier]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the [@link #Textifier(int)]
* version.
* 
* @throws IllegalStateException
*         If a subclass calls this constructor.
*/

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/**
* Constructs a new [ClassNode](ClassNode). Subclasses must not use this
* constructor. Instead, they must use the [ClassNode(int)]
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*
* @throws IllegalStateException
*         If a subclass calls this constructor.
*/
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* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/commons/StaticInitMerger.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/AnnotationVisitor.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/commons/RemappingMethodAdapter.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/analysis/Frame.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/MethodVisitor.java
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1.1215 arraybuffer.slice 0.0.7 0.0.7

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1.1216 json-schema-ref-parser 6.1.0 6.1.0

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1.1217 async 0.9.0 0.9.0

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1.1218 babel-preset-env 1.7.0 1.7.0

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1.1221 hbase-asyndfs 2.4.2

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Eclipse

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

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

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

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

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

------

Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.
org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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

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1.1223.1 Available under license:

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Found in path(s):
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/package.html
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/slurpersupport/package.html
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/streamingmarkupsupport/package.html
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/dom/package.html
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/util/slurpersupport/package.html

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* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/namespace.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/FactorySupport.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/markupsupport/StandardXmlFilter.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/slurpersupport/Attributes.java
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* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/markupsupport/DoubleQuoteFilter.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/Entity.groovy
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/slurpersupport/NamespaceAwareHashMap.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/slurpersupport/FilteredNodeChildren.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/markupsupport/StandardControlToUndefined.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/XmlUtil.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/slurpersupport/Attributes.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/slurpersupport/NodeChild.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/slurpersupport/Node.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/org/apache/groovy/xml/tools/DomToGroovy.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/markupsupport/AllControlToUndefined.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/dom/DOMCategory.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/markupsupport/StreamingMarkupWriter.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/streamingmarkupsupport/StreamingMarkupBuilder.groovy
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/streamingmarkupsupport/BaseMarkupBuilder.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/markupsupport/SingleQuoteFilter.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/XmlParser.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/slurpersupport/NodeIterator.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/slurpersupport/NoChildren.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/streamingmarkupsupport/StreamingMarkupBuilder.groovy
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/streamingmarkupsupport/StreamingMarkupBuilder.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/slurpersupport/Attributes.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/slurpersupport/NodeChild.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/slurpersupport/Node.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/slurpersupport/NodeChildren.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/slurpersupport/NoChildren.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/streamingmarkupsupport/StreamingMarkupWriter.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/dom/DOMCategory.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/extensions/XmlExtensions.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/slurpersupport/NodeIterator.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/streamingDOMBuilder.groovy
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/DOMBuilder.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/DOMBuilder.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/util/XmlUtil.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/util/XmlUtil.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/util/XmlUtil.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/util/XmlParser.java
1.1224 @babel/parser 7.11.5
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1.1225 expand-brackets 2.1.4 2.1.4
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1.1226 metrics-health-checks 4.0.2

1.1227 tomcat-annotations-api 8.5.46

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* Abstract: The main routine
* --*/

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/*

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

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   * Added generation of field number constants.
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Oliver Jowett <oliver.jowett@gmail.com>
   * Detect whether zlib is new enough in configure script.
   * Fixes for Solaris 10 32/64-bit confusion.
Evan Jones <evanj@mit.edu>
* Optimize Java serialization code when writing a small message to a stream.
* Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.
* Clean up some Java warnings.
* Fix bug with permanent callbacks that delete themselves when run.

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* Added CodedInputStream.getTotalBytesRead().

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* Fixed detection of sched_yield on Solaris.
* Added atomicops for Solaris

Andrew Paprocki <andrew@ishiboo.com>
* Fixed minor IBM xIC compiler build issues
* Added atomicops for AIX (POWER)

# This file contains a list of people who've made non-trivial
# contribution to the Google C++ Mocking Framework project. People
# who commit code to the project are encouraged to add their names
# here. Please keep the list sorted by first names.

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* /opt/cola/permits/1000738091_1646171488.9/0/gson-2-8-5-sources-jar/com/google/gson/internal/bind/JsonTreeWriter.java
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1.1251 split 0.3.3 0.3.3

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* /opt/cola/permits/1135872551_1613620997.23/0/batik-constants-1-13-sources-1-jar/org/apache/batik/constants/XMLConstants.java

1.1263 lowercase-keys 1.0.1

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1.1267 to-regex-range 5.0.1 5.0.1

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 * 
 * @fileoverview 
 * Port of jQuery.extend that actually works on node.js 
 */

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# node.extend

A port of jQuery.extend that **actually works** on node.js

[![Build Status][travis-svg]][travis-url] 
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[![dev dependency status][dev-deps-svg]][dev-deps-url] 

[![browser support][testling-png]][testling-url]

### Description

None of the existing ones on npm really work therefore I ported it myself.

### Usage

To install this module in your current working directory (which should already contain a package.json), run

```bash
---
npm install node.extend
---
```

You can additionally just list the module in your [package.json](https://npmjs.org/doc/json.html) and run npm
install.

Then, require this package where you need it:

```javascript
var extend = require('node.extend');
```

The syntax for merging two objects is as follows:

```javascript
var destObject = extend({}, sourceObject);
// Where sourceObject is the object whose properties will be copied into another.
// NOTE: In this situation, this is not a deep merge. See below on how to handle a deep merge.
```

For information about how the clone works internally, view source in lib/extend.js or checkout the doc from [jQuery][1]

### A Note About Deep Merge (avoiding pass-by-reference cloning)

In order to force a deep merge, when extending an object, you must pass boolean true as the first argument to extend:

```javascript
var destObject = extend(true, {}, sourceObject);
// Where sourceObject is the object whose properties will be copied into another.
```

See [this article](http://www.jon-carlos.com/2013/is-javascript-call-by-value-or-call-by-reference/) for more information about the need for deep merges in JavaScript.

## Credit

- Jordan Harband [@ljharb][2]

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1.1269 lodash-some 4.6.0 4.6.0

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1.1270 jsreport-fs-store 2.9.1 2.9.1

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1.274 babel-plugin-syntax-dynamic-import

6.18.0

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1.1275 formidable 1.2.2 1.2.2

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1.1276 protobuf-java 2.5.0
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1.1277 checker-qual 2.10.0

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1.1278 hbase-hadoop-compat 2.0.0-alpha4

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1.1281 commons-text 1.6

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1.1296 json-smart 2.3

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1.1297 set-blocking 2.0.0 2.0.0
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**1.1300 jackson 2.12.3**

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jar/com/amazonaws/services/kms/model/CancelKeyDeletionResult.java
* /opt/cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1-
jar/com/amazonaws/services/kms/model/transform/GenerateDataKeyResultJsonUnmarshaller.java
* /opt/cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1-
jar/com/amazonaws/services/kms/model/transform/CreateGrantRequestProtocolMarshaller.java

* /opt/cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1.jar/com/amazonaws/services/kms/model/transform/GenerateDataKeyWithoutPlaintextRequestProtocolMarshaller.java

* /opt/cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1.jar/com/amazonaws/services/kms/model/EnableKeyRequest.java

* /opt/cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1.jar/com/amazonaws/services/kms/model/InvalidImportTokenException.java

* /opt/cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1.jar/com/amazonaws/services/kms/model/PutKeyPolicyResult.java

* /opt/cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1.jar/com/amazonaws/services/kms/model/transform/EnableKeyRotationRequestProtocolMarshaller.java

* /opt/cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1.jar/com/amazonaws/services/kms/model/EncryptResult.java

* /opt/cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1.jar/com/amazonaws/services/kms/model/ScheduleKeyDeletionRequest.java

* /opt/cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1.jar/com/amazonaws/services/kms/model/CreateGrantResult.java

* /opt/cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1.jar/com/amazonaws/services/kms/model/transform/GetKeyRotationStatusResultJsonUnmarshaller.java


* /opt/ cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1.jar/com/amazonaws/services/kms/model/NotFoundException.java

* /opt/ cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1.jar/com/amazonaws/services/kms/model/AWSKMSException.java

* /opt/ cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1.jar/com/amazonaws/services/kms/model/AWSKMSAsync.java

* /opt/ cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1.jar/com/amazonaws/services/kms/model/transform/CreateKeyResultJsonUnmarshaller.java

* /opt/ cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1.jar/com/amazonaws/services/kms/model/ListGrantsResult.java

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* /opt/ cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1.jar/com/amazonaws/services/kms/model/RevokeGrantRequest.java

* /opt/ cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1.jar/com/amazonaws/services/kms/model/ListAliasesRequest.java

* /opt/ cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1.jar/com/amazonaws/services/kms/model/ListAliasesResult.java

* /opt/ cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1.jar/com/amazonaws/services/kms/model/KMSInternalException.java

* /opt/ cola/permits/1135892260_1613626809.29/0/aws-java-sdk-kms-1-11-375-sources-1.jar/com/amazonaws/services/kms/model/RevokeGrantResult.java
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  jar/com/amazonaws/auth/policy/actions/KMSActions.java

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man/bitstring.3
man/explicit_bzero.3
man/fgetln.3
man/fgetwln.3
man/funopen.3bsd
man/getbsize.3
man/heapsort.3
man/nlist.3
man/queue.3bsd
man/radixsort.3
man/realloccarray.3
man/reallocf.3
man/setmode.3
man/strmode.3
man/strnstr.3
man/unvis.3
man/vis.3
man/wcslepy.3
src/getbsize.c
src/heapsort.c
src/merge.c
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man/getpeereid.3
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src/arc4random_uniform.c
src/arc4random_unix.h
src/closefrom.c
src/getentropy_aix.c
src/getentropy_bsd.c
src/getentropy_hpux.c
src/getentropy_hurd.c
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A. HISTORY OF THE SOFTWARE
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Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands
as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for
National Research Initiatives (CNRI, see http://www.cnri.reston.va.us)
in Reston, Virginia where he released several versions of the
software.
In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see https://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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

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1.1317 datanucleus-core 4.1.17

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1.1320 glob-parent 5.1.1 5.1.1

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1.1322 ipaddr.js 1.9.1 1.9.1

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1.1323 readdirp 3.3.0 3.3.0

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1.1324 electron-to-chromium 1.3.904

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

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

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

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Oracle OpenJDK

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* java.sun.security.ssl

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

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OW2

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

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Apache

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

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.1334 babel-plugin-syntax-async-functions

6.13.0 6.13.0

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/AbstractMapBasedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/UsingToStringOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/Iterables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/TreeMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/NaturalOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/Lists.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ExplicitOrdering.java
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jar/com/google/common/io/LittleEndianDataOutputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/CharStreams.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/BigDecimalMath.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/Java8Compatibility.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/FarmHashFingerprint64.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ConsumingQueueIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/CombinedFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/InterruptibleTask.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/ImmutableSupplier.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/Queues.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/math/LongMath.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/math/DoubleUtils.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/AbstractSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/cache>LoadingCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/primitives/ParseRequest.java

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 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMultisetFauxverideShim.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/GeneralRange.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedMultiset.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedIterable.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/RangeSet.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractRangeSet.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/CountRangeSet.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Count.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedIterables.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMultiset.java

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

Found in path(s):
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ObjectArrays.java
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*/
/*
* This method was rewritten in Java from an intermediate step of the Murmur hash function in
* http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/SmallCharMatcher.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/MoreObjects.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/Subscriber.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/FluentFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AggregateFuture.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractTransformFuture.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/CaseFormat.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/TimeoutFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ImmediateFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/annotations/VisibleForTesting.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/CharSequenceReader.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Utf8.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/IdkBackedImmutableMap.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/AllEqualOrdering.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingImmutableList.java
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/**
 * Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular version.
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*/
*/
*/
* This following method is a modified version of one found in
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  jar/com/google/common/collection/ImmutableMapEntry.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collection/MultimapBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/io/MoreFiles.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Tables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Serialization.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/StandardTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableListMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/PeekingIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableBiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableBiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableBiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableMapValues.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableList.java
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   */
/**
 * Holder for web specializations of methods of [code Shorts]. Intended to be empty for regular
 * version.
 */
/*

Found in path(s):
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/ShortsMethodsForWeb.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/LinearTransformation.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/CharSink.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/LongAddable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredKeyMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/reflect/Parameter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/ByteSink.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/Closer.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/Stats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/html/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/PairedStatsAccumulator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/reflect/Element.java
*/
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/CharSource.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/math/StatsAccumulator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/escape/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/hash/SipHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/TypeCapture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/cache/LongAddable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/ByteSource.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/hash/ChecksumHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/Invokable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/RateLimiter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/common/base/StandardSystemProperty.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/hash/AbstractByteHasher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/AbstractInvocationHandler.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/BaseEncoding.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/TypeToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/common/math/PairedStats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/cache/LongAddables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/ListeningScheduledFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/hash/LongAddables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/CartesianList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/FileWriteMode.java
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  jar/com/google/common/graph/IncidentEdgeSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/CompactHashing.java

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/*
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 */

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

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ImmutableGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/SuccessorsFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/MutableNetwork.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ImmutableNetwork.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/Graph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/Network.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/PredecessorsFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/MutableGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/InsecureRecursiveDeleteException.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/RecursiveDeleteOption.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AtomicDoubleArray.java

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jar/com/google/common/hash/LongAdder.java
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jar/com/google/common/cache/LongAdder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/Striped64.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/Striped64.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/Shorts.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/Doubles.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/Booleans.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/Chars.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/net/PercentEscaper.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/CharMatcher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/Floats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/Joiner.java
jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/UnicodeEscaper.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/MultiReader.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Stopwatch.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Converter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/Longs.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/Ints.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/internal/Finalizer.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/net/InetAddresses.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/Escaper.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/TrieParser.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/MinMaxPriorityQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractSequentialIterator.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/ForwardingFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/UnsignedBytes.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/net/HostSpecifier.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/JdkFutureAdapters.java
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  jar/com/google/common/primitives/SignedBytes.java
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  jar/com/google/common/annotations/GwtIncompatible.java
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  jar/com/google/common/collections/SparseImmutableTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/cache/ReferenceEntry.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collections/MapMakerInternalMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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  jar/com/google/common/escape/Platform.java
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  jar/com/google/common/escape/ArrayBasedUnicodeEscaper.java
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  jar/com/google/common/cache/CacheBuilder.java
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  jar/com/google/common/collections/Cut.java
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  jar/com/google/common/io/ByteArrayDataInput.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/LocalCache.java
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*/
/**
 * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
 * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
 * version.
 *
 * @throws UnsupportedOperationException always
 * @deprecated <b>Pass a key of type {@code Comparable} to use {@link
 *     ImmutableSortedMap#of(Comparable, Object)}.</b>
 */

Found in path(s):
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ImmutableSortedMapFauxverideShim.java
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 */
/**
 * Holder for web specializations of methods of {@code Floats}. Intended to be empty for regular
 * version.
 */

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  jar/com/google/common/primitives/FloatsMethodsForWeb.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableClassToInstanceMap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/TableCollectors.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableEnumSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/RegularImmutableSortedSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableSortedMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/SingletonImmutableList.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/RegularImmutableList.java
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1.1345 jackson-databind 2.12.1

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1.1347 eslint-plugin-import 2.25.3
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1.1349 mimic-fn 1.2.0 1.2.0
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1.1350 is-number-object 1.0.4

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1.1351 q 0.9.7 0.9.7

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1.1352 jakarta-validation-api 2.0.2

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1.1359 asm-tree 7.3.1

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/**
 * Constructs a new {@link RecordComponentNode}. <i>Subclasses must not use this constructor</i>
 * Instead, they must use the {@link #RecordComponentNode(int, int, String, String, String)}
 * version.
 *
 * @param access the record component access flags (see {@link org.objectweb.asm.Opcodes}). The
 * only valid value is {@link Opcodes#ACC_DEPRECATED}.
 * @param name the record component name.
 * @param descriptor the record component descriptor (see {@link org.objectweb.asm.Type}).
 * @param signature the record component signature.
 * @throws IllegalStateException If a subclass calls this constructor.
 * @deprecated this API is experimental.
 */

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* /opt/cola/permits/1135907466_1613628634.84/0/asm-tree-7-3-1-sources-1-
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1.1361 @babel/plugin-transform-parameters

7.16.3

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1.1362 foodmart-data-json 0.4

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Eclipse

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

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

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

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Oracle

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

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

------

Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

-----

MortBay

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

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

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Mortbay

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

1.1370 shebang-command 1.2.0 1.2.0
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1.1371 table 3.8.3
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1.1373 latencyutils 2.0.3

1.1374 is-accessor-descriptor 1.0.0 1.0.0

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1.1375 diff-match-patch 1.0.5 1.0.5

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1.1382 netty-tcnative 2.0.1.Final
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Manifest-Version: 1.0
Bundle-Description: A Mavenized fork of Tomcat Native which incorporates various patches. This artifact is dynamically linked to OpenSSL and Apache APR.
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Bundle-SymbolicName: io.netty.tcnative
Archiver-Version: Plexus Archiver
Built-By: norman
Bnd-LastModified: 1492498771597
Bundle-ManifestVersion: 2
Bundle-DocURL: http://netty.io/
Bundle-Vendor: The Netty Project
Tool: Bnd-2.1.0.20130426-122213
Export-Package: io.netty.internal.tcnative;version="2.0.1.Final"
Bundle-Name: Netty/TomcatNative [OpenSSL - Dynamic]
Bundle-Version: 2.0.1.Final
Bundle-NativeCode: META-INF/native/libnetty-tcnative.jnilib;osname=macos;osname=macosx;processor=x86_64
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_121

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  jar/io/netty/internal/tcnative/NativeStaticallyReferencedJniMethods.java
* /opt/cola/permits/1202446267_1631568188.82/0/netty-tcnative-2-0-1-final-sources-
  jar/io/netty/internal/tcnative/SniHostNameMatcher.java

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1.1395 stream-to-array 2.3.0 2.3.0
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1.1396 buffer-more-ints 1.0.0 1.0.0

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1.1399 jakarta-ws-rs-api 2.1.6

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1.1413 object-visit 1.0.1 1.0.1

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1.1414 jetty-webapp 9.4.41.v20210516

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Eclipse

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

------

MortBay

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

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

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

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Mortbay

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/**
* Determines if the contents of a PatternMatcherInput, starting from the
* current offset of the input contains a pattern.
* If a pattern match is found, a MatchResult
* instance representing the first such match is made accessible via
* {@link #getMatch()}. The current offset of the
* PatternMatcherInput is set to the offset corresponding to the end
* of the match, so that a subsequent call to this method will continue
* searching where the last call left off. You should remember that the
* region between the begin and end offsets of the PatternMatcherInput are
* considered the input to be searched, and that the current offset
* of the PatternMatcherInput reflects where a search will start from.
* Matches extending beyond the end offset of the PatternMatcherInput
* will not be matched. In other words, a match must occur entirely
* between the begin and end offsets of the input. See
* {@link org.apache.oro.text.regex.PatternMatcherInput PatternMatcherInput}
* for more details.
* As a side effect, if a match is found, the PatternMatcherInput match
* offset information is updated. See the PatternMatcherInput
* {@link org.apache.oro.text.regex.PatternMatcherInput#setMatchOffsets
* setMatchOffsets(int, int)} method for more details.
* The pattern must be an AwkPattern instance, otherwise a
* ClassCastException will be thrown. You are not required to, and
* indeed should NOT try to (for performance reasons), catch a
* ClassCastException because it will never be thrown as long as you use
* an AwkPattern as the pattern parameter.
* This method is usually used in a loop as follows:
* PatternMatcher matcher;
* PatternCompiler compiler;
* Pattern pattern;
* PatternMatcherInput input;
* MatchResult result;
* compiler = new AwkCompiler();
* matcher = new AwkMatcher();
* try {
* pattern = compiler.compile(somePatternString);
* } catch(MalformedPatternException e) {
* System.err.println("Bad pattern.");
*
* System.err.println(e.getMessage());
* return;
* }
*
* input   = new PatternMatcherInput(someStringInput);
* 
* while(matcher.contains(input, pattern)) {
*   result = matcher.getMatch();
*   // Perform whatever processing on the result you want.
* }
*
* </pre></blockquote>
* @param input  The PatternMatcherInput to test for a match.
* @param pattern  The Pattern to be matched.
* @return True if the input contains a pattern match, false otherwise.
* @exception ClassCastException If a Pattern instance other than an
* AwkPattern is passed as the pattern parameter.
*/

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* $Id: NegativeCharacterClassNode.java,v 1.7 2003/11/07 20:16:24 dfs Exp $
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3.1.0 / 2017-09-26
==================
* Add `DEBUG_HIDE_DATE` env var (#486)
* Remove ReDoS regexp in %o formatter (#504)
* Remove `"component"` from package.json
* Remove `component.json`
* Ignore package-lock.json
* Examples: fix colors printout
* Fix: browser detection
* Fix: spelling mistake (#496, @EdwardBetts)

3.0.1 / 2017-08-24
==================
* Fix: Disable colors in Edge and Internet Explorer (#489)

3.0.0 / 2017-08-08
==================
* Breaking: Remove DEBUG_FD (#406)
* Breaking: Use `Date#toISOString()` instead to `Date#toUTCString()` when output is not a TTY (#418)
* Breaking: Make millisecond timer namespace specific and allow 'always enabled' output (#408)
* Addition: document `enabled` flag (#465)
* Addition: add 256 colors mode (#481)
* Addition: `enabled()` updates existing debug instances, add `destroy()` function (#440)
* Update: component: update "ms" to v2.0.0
* Update: separate the Node and Browser tests in Travis-CI
* Update: refactor Readme, fixed documentation, added "Namespace Colors" section, redid screenshots
* Update: separate Node.js and web browser examples for organization
* Update: update "browserify" to v14.4.0
* Fix: fix Readme typo (#473)
2.6.9 / 2017-09-22

* remove ReDoS regexp in %o formatter (#504)

2.6.8 / 2017-05-18

* Fix: Check for undefined on browser globals (#462, @marbemac)

2.6.7 / 2017-05-16

* Fix: Update ms to 2.0.0 to fix regular expression denial of service vulnerability (#458, @hubdotcom)
* Fix: Inline extend function in node implementation (#452, @dougwilson)
* Docs: Fix typo (#455, @msasad)

2.6.5 / 2017-04-27

* Fix: null reference check on window.documentElement.style.WebkitAppearance (#447, @thebigredgeek)
* Misc: clean up browser reference checks (#447, @thebigredgeek)
* Misc: add npm-debug.log to .gitignore (@thebigredgeek)

2.6.4 / 2017-04-20

* Fix: bug that would occur if process.env.DEBUG is a non-string value. (#444, @LucianBuzzo)
* Chore: ignore bower.json in npm installations. (#437, @joaovieira)
* Misc: update "ms" to v0.7.3 (@tootallnate)

2.6.3 / 2017-03-13

* Fix: Electron reference to `process.env.DEBUG` (#431, @paulcbetts)
* Docs: Changelog fix (@thebigredgeek)

2.6.2 / 2017-03-10

* Fix: DEBUG_MAX_ARRAY_LENGTH (#420, @slavaGanzin)
* Docs: Add backers and sponsors from Open Collective (#422, @piamancini)
* Docs: Add Slackin invite badge (@tootallnate)

2.6.1 / 2017-02-10

* Fix: ReDoS regexp in %o formatter (#504)
* Fix: Module's `export default` syntax fix for IE8 `Expected identifier` error
* Fix: Whitelist DEBUG_FD for values 1 and 2 only (#415, @pi0)
* Fix: IE8 "Expected identifier" error (#414, @vgoma)
* Fix: Namespaces would not disable once enabled (#409, @musikov)

2.6.0 / 2016-12-28
==================

* Fix: added better null pointer checks for browser useColors (@thebigredgeek)
* Improvement: removed explicit `window.debug` export (#404, @tootallnate)
* Improvement: deprecated `DEBUG_FD` environment variable (#405, @tootallnate)

2.5.2 / 2016-12-25
==================

* Fix: reference error on window within webworkers (#393, @KlausTrainer)
* Docs: fixed README typo (#391, @lurch)
* Docs: added notice about v3 api discussion (@thebigredgeek)

2.5.1 / 2016-12-20
==================

* Fix: babel-core compatibility

2.5.0 / 2016-12-20
==================

* Fix: wrong reference in bower file (@thebigredgeek)
* Fix: webworker compatibility (@thebigredgeek)
* Fix: output formatting issue (#388, @kribblo)
* Fix: babel-loader compatibility (#383, @escwald)
* Misc: removed built asset from repo and publications (@thebigredgeek)
* Misc: moved source files to /src (#378, @yamikuronue)
* Test: added karma integration and replaced babel with browserify for browser tests (#378, @yamikuronue)
* Test: coveralls integration (#378, @yamikuronue)
* Docs: simplified language in the opening paragraph (#373, @yamikuronue)

2.4.5 / 2016-12-17
==================

* Fix: `navigator` undefined in Rhino (#376, @jochenberger)
* Fix: custom log function (#379, @hsiliev)
* Improvement: bit of cleanup + linting fixes (@thebigredgeek)
* Improvement: rm non-maintained `dist/` dir (#375, @freewil)
* Docs: simplified language in the opening paragraph. (#373, @yamikuronue)

2.4.4 / 2016-12-14
==================
* Fix: work around debug being loaded in preload scripts for electron (#368, @paulcbetts)

2.4.3 / 2016-12-14
==================

* Fix: navigation.userAgent error for react native (#364, @escwald)

2.4.2 / 2016-12-14
==================

* Fix: browser colors (#367, @tootallnate)
* Misc: travis ci integration (@thebigredgeek)
* Misc: added linting and testing boilerplate with sanity check (@thebigredgeek)

2.4.1 / 2016-12-13
==================

* Fix: typo that broke the package (#356)

2.4.0 / 2016-12-13
==================

* Fix: bower.json references unbuilt src entry point (#342, @justmatt)
* Fix: revert "handle regex special characters" (@tootallnate)
* Feature: configurable util.inspect()’options for NodeJS (#327, @tootallnate)
* Feature: %O (big O) pretty-prints objects (#322, @tootallnate)
* Improvement: allow colors in workers (#335, @botverse)
* Improvement: use same color for same namespace. (#338, @lchenay)

2.3.3 / 2016-11-09
==================

* Fix: Catch `JSON.stringify()` errors (#195, Jovan Alleyne)
* Fix: Returning `localStorage` saved values (#331, Levi Thomason)
* Improvement: Don't create an empty object when no `process` (Nathan Rajlich)

2.3.2 / 2016-11-09
==================

* Fix: be super-safe in index.js as well (@TooTallNate)
* Fix: should check whether process exists (Tom Newby)

2.3.1 / 2016-11-09
==================

* Fix: Added electron compatibility (#324, @paulcbetts)
* Improvement: Added performance optimizations (@tootallnate)
* Readme: Corrected PowerShell environment variable example (#252, @gimre)
* Misc: Removed yarn lock file from source control (#321, @fengmk2)

2.3.0 / 2016-11-07
==================

* Fix: Consistent placement of ms diff at end of output (#215, @gorangajic)
* Fix: Escaping of regex special characters in namespace strings (#250, @zacronos)
* Fix: Fixed bug causing crash on react-native (#282, @vkarpov15)
* Feature: Enabled ES6+ compatible import via default export (#212 @bucaran)
* Feature: Added `%O` formatter to reflect Chrome's console.log capability (#279, @oncletom)
* Package: Update "ms" to 0.7.2 (#315, @DevSide)
* Package: removed superfluous version property from bower.json (#207 @kkirsche)
* Readme: fix USE.COLORS to DEBUG.COLORS
* Readme: Doc fixes for format string sugar (#269, @mlucool)
* Readme: Updated docs for DEBUG_FD and DEBUG.COLORS environment variables (#232, @mattlyons0)
* Readme: doc fixes for PowerShell (#271 #243, @exoticknight @unreadable)
* Readme: better docs for browser support (#224, @matthewmueller)
* Tooling: Added yarn integration for development (#317, @thebigredgeek)
* Misc: Renamed History.md to CHANGELOG.md (@thebigredgeek)
* Misc: Added license file (#226 #274, @CantemoInternal @sdaitzman)
* Misc: Updated contributors (@thebigredgeek)

2.2.0 / 2015-05-09
==================

* package: update "ms" to v0.7.1 (#202, @dougwilson)
* README: add logging to file example (#193, @DanielOchoa)
* README: fixed a typo (#191, @amir-s)
* browser: expose `storage` (#190, @stephenmathieson)
* Makefile: add a `distclean` target (#189, @stephenmathieson)

2.1.3 / 2015-03-13
==================

* Updated stdout/stderr example (#186)
* Updated example/stdout.js to match debug current behaviour
* Renamed example/stderr.js to stdout.js
* Update Readme.md (#184)
* replace high intensity foreground color for bold (#182, #183)

2.1.2 / 2015-03-01
==================

* dist: recompile
* update "ms" to v0.7.0
* package: update "browserify" to v9.0.3
* component: fix "ms.js" repo location
* changed bower package name
* updated documentation about using debug in a browser
* fix: security error on safari (#167, #168, @yields)

2.1.1 / 2014-12-29
==================

* browser: use `typeof` to check for `console` existence
* browser: check for `console.log` truthiness (fix IE 8/9)
* browser: add support for Chrome apps
* Readme: added Windows usage remarks
  * Add `bower.json` to properly support bower install

2.1.0 / 2014-10-15
==================

* node: implement `DEBUG_FD` env variable support
* package: update "browserify" to v6.1.0
* package: add "license" field to package.json (#135, @panuhorsmalaihti)

2.0.0 / 2014-09-01
==================

* package: update "browserify" to v5.11.0
* node: use stderr rather than stdout for logging (#29, @stephenmathieson)

1.0.4 / 2014-07-15
==================

* dist: recompile
* example: remove `console.info()` log usage
* example: add "Content-Type" UTF-8 header to browser example
* browser: place `%c` marker after the space character
* browser: reset the "content" color via `color: inherit`
* browser: add colors support for Firefox >= v31
* debug: prefer an instance `log()` function over the global one (#119)
  * Readme: update documentation about styled console logs for FF v31 (#116, @wryk)

1.0.3 / 2014-07-09
==================

* Add support for multiple wildcards in namespaces (#122, @seegno)
* browser: fix lint

1.0.2 / 2014-06-10
==================

* browser: update color palette (#113, @gscottolson)
* common: make console logging function configurable (#108, @timoxley)
* node: fix `%o` colors on old node <= 0.8.x
* Makefile: find node path using shell/which (#109, @timoxley)

1.0.1 / 2014-06-06
==================

* browser: use `removItem()` to clear localStorage
* browser, node: don't set DEBUG if namespaces is undefined (#107, @leedm777)
* package: add "contributors" section
* node: fix comment typo
* README: list authors

1.0.0 / 2014-06-04
=================

* make ms diff be global, not be scope
* debug: ignore empty strings in enable()
* node: make DEBUG_COLORS able to disable coloring
* *: export the `colors` array
* npmignore: don't publish the `dist` dir
* Makefile: refactor to use browserify
* package: add "browserify" as a dev dependency
* Readme: add Web Inspector Colors section
* node: reset terminal color for the debug content
* node: map `%o` to `util.inspect()`
* browser: map `%j` to `JSON.stringify()`
* debug: add custom "formatters"
* debug: use "ms" module for humanizing the diff
* Readme: add "bash" syntax highlighting
* browser: add Firebug color support
* browser: add colors for WebKit browsers
* node: apply log to `console`
* rewrite: abstract common logic for Node & browsers
* add .jshintrc file

0.8.1 / 2014-04-14
=================

* package: re-add the "component" section

0.8.0 / 2014-03-30
=================

* add `enable()` method for nodejs. Closes #27
* change from stderr to stdout
* remove unnecessary index.js file
0.7.4 / 2013-11-13

* remove "browserify" key from package.json (fixes something in browserify)

0.7.3 / 2013-10-30

* fix: catch localStorage security error when cookies are blocked (Chrome)
* add debug(err) support. Closes #46
* add .browser prop to package.json. Closes #42

0.7.2 / 2013-02-06

* fix package.json
* fix: Mobile Safari (private mode) is broken with debug
* fix: Use unicode to send escape character to shell instead of octal to work with strict mode javascript

0.7.1 / 2013-02-05

* fix component. Closes #24

0.7.0 / 2012-05-04

* Added .component to package.json
* Added debug.component.js build

0.6.0 / 2012-03-16

* Added support for "." prefix in DEBUG [Vinay Pulim]
* Added `enabled` flag to the node version [TooTallNate]

0.5.0 / 2012-02-02

* Added: humanize diffs. Closes #8
* Added `debug.disable()` to the CS variant
* Removed padding. Closes #10
* Fixed: persist client-side variant again. Closes #9

0.4.0 / 2012-02-01
* Added browser variant support for older browsers [TooTallNate]
* Added `debug.enable('project:*')` to browser variant [TooTallNate]
* Added padding to diff (moved it to the right)

0.3.0 / 2012-01-26

* Added millisecond diff when isatty, otherwise UTC string

0.2.0 / 2012-01-22

* Added wildcard support

0.1.0 / 2011-12-02

* Added: remove colors unless stderr isatty [TooTallNate]

0.0.1 / 2010-01-03

* Initial release

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

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

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

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit
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b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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

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

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

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

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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be
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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

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

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Specifically, the GPL parts of FFmpeg are:

- libpostproc
- optional x86 optimization in the files
  - `libavcodec/x86/flac_dsp_gpl.asm`
  - `libavcodec/x86/idct_mmx.c`
  - `libavfilter/x86/vf_removegrain.asm`
- the following building and testing tools
  - `compat/solaris/make_sunver.pl`
  - `doc/t2h.pm`
  - `doc/texi2pod.pl`
  - `libswresample/tests/swresample.c`
  - `tests/checkasm/*`
  - `tests/tiny_ssim.c`
- the following filters in libavfilter:
  - `signature_lookup.c`
- `vf_blackframe.c`
- `vf_boxblur.c`
- `vf_colormatrix.c`
- `vf_cover_rect.c`
- `vf_cropdetect.c`
- `vf_delogo.c`
- `vf_eq.c`
- `vf_find_rect.c`
- `vf_fspp.c`
- `vf_geq.c`
- `vf_histeq.c`
- `vf_hqdn3d.c`
- `vf_kerndeint.c`
- `vf_lensfun.c` (GPL version 3 or later)
- `vf_mcdeint.c`
- `vf_mpdecimate.c`
- `vf_nnedi.c`
- `vf_owdenoise.c`
- `vf_perspective.c`
- `vf_phase.c`
- `vf_pp.c`
- `vf_pp7.c`
- `vf_pullup.c`
- `vf_repeatfields.c`
- `vf_sab.c`
- `vf_signature.c`
- `vf_smartblur.c`
- `vf_spp.c`
- `vf_stereo3d.c`
- `vf_super2xsai.c`
- `vf_tinterlace.c`
- `vf_uspp.c`
- `vf_vaguedenoiser.c`
- `vsrc_mptestsrc.c`

Should you, for whatever reason, prefer to use version 3 of the (L)GPL, then the configure parameter `--enable-version3` will activate this licensing option for you. Read the file `COPYING.LGPLv3` or, if you have enabled GPL parts, `COPYING.GPLv3` to learn the exact legal terms that apply in this case.

There are a handful of files under other licensing terms, namely:

* The files `libavcodec/jfdctfst.c`, `libavcodec/jfdctint_template.c` and `libavcodec/jrevdct.c` are taken from libjpeg, see the top of the files for licensing details. Specifically note that you must credit the IJG in the documentation accompanying your program if you only distribute executables. You must also indicate any changes including additions and deletions to those three files in the documentation.
## External libraries

FFmpeg can be combined with a number of external libraries, which sometimes affect the licensing of binaries resulting from the combination.

### Compatible libraries

The following libraries are under GPL version 2:
- avisynth
- frei0r
- libcdio
- libdavs2
- librubberband
- libvidstab
- libx264
- libx265
- libxavs
- libxavs2
- libxvid

When combining them with FFmpeg, FFmpeg needs to be licensed as GPL as well by passing `--enable-gpl` to configure.

The following libraries are under LGPL version 3:
- gmp
- libaribb24
- liblensfun

When combining them with FFmpeg, use the configure option `--enable-version3` to upgrade FFmpeg to the LGPL v3.

The VMAF, mbedTLS, RK MPI, OpenCORE and VisualOn libraries are under the Apache License 2.0. That license is incompatible with the LGPL v2.1 and the GPL v2, but not with version 3 of those licenses. So to combine these libraries with FFmpeg, the license version needs to be upgraded by passing `--enable-version3` to configure.

The smbclient library is under the GPL v3, to combine it with FFmpeg, the options `--enable-gpl` and `--enable-version3` have to be passed to configure to upgrade FFmpeg to the GPL v3.

### Incompatible libraries

There are certain libraries you can combine with FFmpeg whose licenses are not compatible with the GPL and/or the LGPL. If you wish to enable these libraries, even in circumstances that their license may be incompatible, pass
'--enable-nonfree' to configure. This will cause the resulting binary to be unredistributable.

The Fraunhofer FDK AAC and OpenSSL libraries are under licenses which are incompatible with the GPLv2 and v3. To the best of our knowledge, they are compatible with the LGPL.

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wcwidth.js: JavaScript Portng of Markus Kuhn's wcwidth() Implementation 
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Computer graphics and geometric modeling: implementation and algorithms
By Max K. Agoston
Springer; 1 edition (January 4, 2005)
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See also:
"Polygon Offsetting by Computing Winding Numbers"
Paper no. DETC2005-85513 pp. 565-575
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Qt port of geosimplify.js, https://github.com/mapbox/geosimplify-js

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language: node_js
default:
- "6"
- "8"
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A tiny JavaScript debugging utility modelled after Node.js core's debugging technique. Works in Node.js and web browsers.

## Installation

```bash
$ npm install debug
```

## Usage

`debug` exposes a function; simply pass this function the name of your module, and it will return a decorated version of `console.error` for you to pass debug statements to. This will allow you to toggle the debug output for different parts of your module as well as the module as a whole.

Example [_app.js_](./examples/node/app.js):

```js
 var debug = require('debug')('http')
 , http = require('http')
```
```javascript
.name = 'My App';

// fake app

debug('booting %o', name);

http.createServer(function(req, res){
    debug(req.method + ' ' + req.url);
    res.end('hello
');
}).listen(3000, function(){
    debug('listening');
});

// fake worker of some kind

require('./worker');
...

Example `_worker.js`(_/examples/node/worker.js):

```javascript
```
```
Windows command prompt notes

CMD

On Windows the environment variable is set using the `set` command.
```cmd
set DEBUG=*,not_this
```

Example:
```cmd
set DEBUG=*,not_this & node app.js
```

PowerShell (VS Code default)

PowerShell uses different syntax to set environment variables.
```cmd
$env:DEBUG = "*,not_this"
```

Example:
```cmd
$env:DEBUG='app';node app.js
```

Then, run the program to be debugged as usual.

npm script example:
```js
"windowsDebug": "@powershell -Command $env:DEBUG='*';node app.js",
```

Namespace Colors

Every debug instance has a color generated for it based on its namespace name. This helps when visually parsing the debug output to identify which debug instance a debug line belongs to.

Node.js
In Node.js, colors are enabled when stderr is a TTY. You also _should_ install the `supports-color` [module alongside debug](https://npmjs.org/supports-color), otherwise debug will only use a small handful of basic colors.

Colors are also enabled on "Web Inspectors" that understand the `%c` formatting option. These are WebKit web inspectors, Firefox ([since version 31](https://hacks.mozilla.org/2014/05/editable-box-model-multiple-selection-sublime-text-keys-much-more-firefox-developer-tools-episode-31/)) and the Firebug plugin for Firefox (any version).

When stdout is not a TTY, `Date#toISOString()` is used, making it more useful for logging the debug information as shown below:

If you're using this in one or more of your libraries, you _should_ use the name of your library so that developers may toggle debugging as desired without guessing names. If you have more than one debuggers you _should_ prefix them with your library name and use `:` to separate features. For example "bodyParser" from Connect would then be "connect:bodyParser". If you append a "+" to the end of your name, it will always be enabled regardless of the setting of the DEBUG environment variable. You can then use it for normal output as well as debug output.

The `*` character may be used as a wildcard. Suppose for example your library has debuggers named "connect:bodyParser", "connect:compress", "connect:session", instead of listing all three with
You can also exclude specific debuggers by prefixing them with a "-" character. For example, `DEBUG=-connect:*` would include all debuggers except those starting with "connect: ".

## Environment Variables

When running through Node.js, you can set a few environment variables that will change the behavior of the debug logging:

<table>
<thead>
<tr>
<th>Name</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DEBUG</code></td>
<td>Enables/disables specific debugging namespaces.</td>
</tr>
<tr>
<td><code>DEBUG_HIDE_DATE</code></td>
<td>Hide date from debug output (non-TTY).</td>
</tr>
<tr>
<td><code>DEBUG_COLORS</code></td>
<td>Whether or not to use colors in the debug output.</td>
</tr>
<tr>
<td><code>DEBUGDEPTH</code></td>
<td>Object inspection depth.</td>
</tr>
<tr>
<td><code>DEBUGSHOWHIDDEN</code></td>
<td>Shows hidden properties on inspected objects.</td>
</tr>
</tbody>
</table>

__Note__: The environment variables beginning with `DEBUG_` end up being converted into an Options object that gets used with `%o` / `%O` formatters. See the Node.js documentation for `util.inspect()` for the complete list.

## Formatters

Debug uses [printf-style](https://en.wikipedia.org/wiki/Printf_format_string) formatting. Below are the officially supported formatters:

<table>
<thead>
<tr>
<th>Formatter</th>
<th>Representation</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>%O</code></td>
<td>Pretty-print an Object on multiple lines.</td>
</tr>
<tr>
<td><code>%o</code></td>
<td>Pretty-print an Object all on a single line.</td>
</tr>
<tr>
<td><code>%s</code></td>
<td>String.</td>
</tr>
<tr>
<td><code>%d</code></td>
<td>Number (both integer and float).</td>
</tr>
<tr>
<td><code>%j</code></td>
<td>JSON. Replaced with the string '[Circular]' if the argument contains circular references.</td>
</tr>
<tr>
<td><code>%%</code></td>
<td>Single percent sign ('%'). This does not consume an argument.</td>
</tr>
</tbody>
</table>

### Custom formatters

You can add custom formatters by extending the `debug.formatters` object. For example, if you wanted to add support for rendering a Buffer as hex with `%%h`, you could do something like:
```js
const createDebug = require('debug')
createDebug.formatters.h = (v) => {
  return v.toString('hex')
}

// elsewhere
const debug = createDebug('foo')
dep('this is hex: %h', new Buffer('hello world'))
// foo this is hex: 68656c6c6f20776f726c6421 +0ms
```
Example [_stdout.js_](./examples/node/stdout.js):

```js
var debug = require('debug');
var error = debug('app:error');

// by default stderr is used
error('goes to stderr!');

var log = debug('app:log');
// set this namespace to log via console.log
log.log = console.log.bind(console); // don't forget to bind to console!
log('goes to stdout');
error('still goes to stderr!');

// set all output to go via console.info
// overrides all per-namespace log settings
debug.log = console.info.bind(console);
error('now goes to stdout via console.info');
log('still goes to stdout, but via console.info now');
```

## Extend
You can simply extend debugger
```js
const log = require('debug')('auth');

//creates new debug instance with extended namespace
const logSign = log.extend('sign');
const logLogin = log.extend('login');

log('hello'); // auth hello
logSign('hello'); // auth:sign hello
logLogin('hello'); // auth:login hello
```

## Set dynamically
You can also enable debug dynamically by calling the `enable()` method:
```js
let debug = require('debug');

console.log(1, debug.enabled('test'));

debug.enable('test');

console.log(2, debug.enabled('test'));
```
debug.disable();
console.log(3, debug.enabled('test'));

```javascript

```
```

Usage :
`enable(namespaces)`
`namespaces` can include modes separated by a colon and wildcards.

Note that calling `enable()` completely overrides previously set DEBUG variable:

```bash
$ DEBUG=foo node -e 'var dbg = require("debug"); dbg.enable("bar"); console.log(dbg.enabled("foo"))'
```
```javascript

```bash
=> false
```
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 *
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/test/eigen2/eigen2_stdvector.cpp
/test/eigen2/eigen2_newstdvector.cpp
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ifecycle

/unsupported/Eigen/src/IterativeSolvers/IncompleteCholesky.h
/unsupported/Eigen/src/IterativeSolvers/Scaling.h
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Our home page can be found at

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--- end of FTL.TXT ---

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GL
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Mesa Component Licenses

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java/android_libs/protobuf_nano
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jpeg
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(extracted from src/README)

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THE BASIC LIBRARY FUNCTIONS

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utf
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12.2 Termination by The Qt Company

The Qt Company shall have the right to terminate this Agreement upon thirty (30) days prior written notice if (i) the Licensee is in material breach of any obligation of this Agreement and fails to remedy such breach within such notice period; (ii) or Licensee or any of its Affiliates bring a suit before any court or administrative agency or otherwise assert a claim against The Qt Company's or any of its Affiliates' Intellectual Property Rights or validity thereof.

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Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

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(i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;

(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

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(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be
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No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order shall apply unless expressly accepted by The Qt Company in writing.

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Except for the payment obligations hereunder, neither Party shall be liable to
the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non-performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent (“Force Majeure Event”). If the Force Majeure Event results in a delay or non-performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

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Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for The Qt Company in the beginning of this Agreement, and for the Licensee in the Licensees account profile. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

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The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

14.11 Severability

If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or
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Appendix 1

1. Parts of the Licensed Software that are permitted for distribution in object code form only ("Redistributables") under this Agreement:

- The Licensed Software's essential and add-on libraries

- The Licensed Software's configuration tool ("qtconfig")

- The Licensed Software's help tool ("Qt Assistant")

- The Licensed Software's internationalization tools ("Qt Linguist", "lupdate", "lrelease")

- The Licensed Software's QML ("Qt Quick") launcher tool ("qmlscene” and "qmlviewer")

- The Licensed Software's installer framework

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- The Licensed Software's documentation

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- The Licensed Software's tool for writing makefiles ("qmake")

- The Licensed Software's Meta Object Compiler ("moc")

- The Licensed Software's User Interface Compiler ("uic” or in the case of Qt Jambi: "juic")

- The Licensed Software's Resource Compiler ("rcc")

- The Licensed Software's generator (only in the case of Qt Jambi if applicable)

- The Licensed Software's parts of the IDE tool ("Qt Creator")
- The Licensed Software's Emulator

- Build scripts, recipes and other material for creating the configuration of Licensed Software and/or 3rd party components, including the reference operating system configuration delivered in conjunction with the

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NPM License Checker


*As of v17.0.0 the `failOn` and `onlyAllow` arguments take semicolons as delimeters instead of commas. Some license names contain commas and it messed with the parsing*

Ever needed to see all the license info for a module and its dependencies?

It's this easy:
```
```
```shell	npm install -g license-checker

mkdir foo
cd foo
npm install yui-lint
license-checker
```
You could see something like this:

```bash
---
debug@2.0.0
   repository: https://github.com/visionmedia/debug
   licenses: MIT*
---
```

Options
-------

* `--production` only show production dependencies.
* `--development` only show development dependencies.
* `--start [path of the initial json to look for]`
* `--unknown` report guessed licenses as unknown licenses.
* `--onlyunknown` only list packages with unknown or guessed licenses.
* `--json` output in json format.
* `--csv` output in csv format.
* `--csvComponentPrefix` prefix column for component in csv format.
* `--out [filepath]` write the data to a specific file.
* `--customPath` to add a custom Format file in JSON
* `--exclude [list]` exclude modules which licenses are in the comma-separated list from the output
* `--relativeLicensePath` output the location of the license files as relative paths
* `--summary` output a summary of the license usage`
* `--failOn [list]` fail (exit with code 1) on the first occurrence of the licenses of the semicolon-separated list
* `--onlyAllow [list]` fail (exit with code 1) on the first occurrence of the licenses not in the semicolon-separated list
* `--packages [list]` restrict output to the packages (package@version) in the semicolon-separated list
* `--excludePackages [list]` restrict output to the packages (package@version) not in the semicolon-separated list
* `--excludePrivatePackages` restrict output to not include any package marked as private
* `--direct` look for direct dependencies only`  

Exclusions
-----------

A list of licenses is the simplest way to describe what you want to exclude.

You can use valid [SPDX identifiers](https://spdx.org/licenses/).
You can use valid SPDX expressions like `MIT OR X11`.
You can use non-valid SPDX identifiers, like `Public Domain`, since `npm` does support some license strings that are not SPDX identifiers.

Examples
--------

```bash
---
license-checker --json > /path/to/licenses.json
license-checker --csv --out /path/to/licenses.csv
license-checker --unknown
license-checker --customPath customFormatExample.json
```
license-checker --exclude 'MIT, MIT OR X11, BSD, ISC'
license-checker --packages 'react@16.3.0;react-dom@16.3.0;lodash@4.3.1'
license-checker --excludePackages 'internal-1;internal-2'
license-checker --onlyunknown
```

Custom format
--------------

The `--customPath` option can be used with CSV to specify the columns. Note that the first column, `module_name`, will always be used.

When used with JSON format, it will add the specified items to the usual ones.

The available items are the following:
- name
- version
- description
- repository
- publisher
- email
- url
- licenses
- licenseFile
- licenseText
- licenseModified

You can also give default values for each item.
See an example in [customFormatExample.json](customFormatExample.json).

Requiring
---------
```
```
Debugging
--------

license-checker uses [debug](https://www.npmjs.com/package/debug) for internal logging. There are two internal markers:

* `license-checker:error` for errors
* `license-checker:log` for non-errors

Set the `DEBUG` environment variable to one of these to see debug output:

```
$ export DEBUG=license-checker*; license-checker
scanning ./yui-lint
cli@0.4.3
  repository: http://github.com/chriso/cli
  licenses: MIT
# ...
```

How Licenses are Found
-----------------------

We walk through the `node_modules` directory with the [`read-installed`](https://www.npmjs.org/package/read-installed) module. Once we gathered a list of modules we walk through them and look at all of their `package.json`’s. We try to identify the license with the [`spdx`](https://www.npmjs.com/package/spdx) module to see if it has a valid SPDX license attached. If that fails, we then look into the module for the following files: `LICENSE`, `LICENCE`, `COPYING`, & `README`.

If one of the those files are found (in that order) we will attempt to parse the license data from it with a list of known license texts. This will be shown with the `*` next to the name of the license to show that we “guessed” at it.

The Mesa header files use the following licenses.

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The default Mesa license is as follows:

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and semantics are as close as possible to those of the Perl 5 language.

This is JavaScriptCore's variant of the PCRE library. While this library
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Mesa 3-D graphics library
Version: 7.0

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*/

var checker = require('../lib/index');

var args = require('../lib/args').parse();
var mkdirp = require('mkdirp');
var path = require('path');
var chalk = require('chalk');
var fs = require('fs');

if (args.help) {
    console.error('license-checker@' + require('../package.json').version);
    var usage = [
        '    
        ',
        '    --production only show production dependencies.',
        '    --development only show development dependencies.',
        '    --unknown report guessed licenses as unknown licenses.',
        '    --start [path of the initial json to look for]',
        '    --onlyunknown only list packages with unknown or guessed licenses',
        '    --json output in json format.',
        '    --csv output in csv format.',
        '    --csvComponentPrefix column prefix for components in csv file',
        '    --out [filepath] write the data to a specific file.',
        '    --exclude [list] exclude modules which licenses are in the comma-separated list from the output',
    ];
    console.error(usage.join(' '));
}
'--relativeLicensePath output the location of the license files as relative paths',
'--summary output a summary of the license usage',
'--failOn [list] fail (exit with code 1) on the first occurrence of the licenses of the semicolon-separated list',
'--onlyAllow [list] fail (exit with code 1) on the first occurrence of the licenses not in the semicolon-separated list',
'--direct look for direct dependencies only',
'--packages [list] restrict output to the packages (package@version) in the semicolon-seperated list',
'--excludePackages [list] restrict output to the packages (package@version) not in the semicolon-seperated list',
'--excludePrivatePackages restrict output to not include any package marked as private',
'
   --version The current version',
'   --help The text you are reading right now :)',
'   ];
console.error(usage.join('
'), '
');
process.exit(0);
}

if (args.version) {
    console.error(require('../package.json').version);
    process.exit(1);
}

if (args.failOn && args.onlyAllow) {
    console.error('--failOn and --onlyAllow can not be used at the same time. Choose one or the other.');
    process.exit(1);
} else {
    var argValue = args.failOn || args.onlyAllow;
    if (argValue && argValue.indexOf(',') >= 0) {
        var argName = args.failOn ? 'failOn' : 'onlyAllow';
        console.warn('Warning: As of v17 the --' + argName + ' argument takes semicolons as delimeters instead of commas (some license names can contain commas)');
    }
}

checker.init(args, function(err, json) {

    var formattedOutput = "\n";

    if (!err) {
        console.error('Found error');
        console.error(err);
    }

    if (shouldColorizeOutput(args)) {
        var keys = Object.keys(json);
        keys.forEach(function(key) {
var keyParts = key.split('@');
var colorizedKey = chalk.blue(keyParts[0]) + chalk.dim('@') + chalk.green(keyParts[1]);
json[colorizedKey] = json[key];
delete json[key];
});
}

if (args.json) {
  formattedOutput = JSON.stringify(json, null, 2) + '\n';
} else if (args.csv) {
  formattedOutput = checker.asCSV(json, args.customFormat, args.csvComponentPrefix);
} else if (args.markdown) {
  formattedOutput = checker.asMarkDown(json, args.customFormat) + '\n';
} else if (args.summary) {
  formattedOutput = checker.asSummary(json);
} else {
  formattedOutput = checker.asTree(json);
}

if (args.files) {
  checker.asFiles(json, args.files);
} else if (args.out) {
  var dir = path.dirname(args.out);
  mkdirp.sync(dir);
  fs.writeFileSync(args.out, formattedOutput, 'utf8');
} else {
  console.log(formattedOutput);
}

function shouldColorizeOutput(args) {
  return args.color && !args.out && !(args.csv || args.json || args.markdown);
}

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"Prohibited Combination" shall mean any means to (i) use, combine, incorporate, link or integrate Licensed Software with any software created with or incorporating Open Source Qt, (ii) use Licensed Software for creation of any software created with or incorporating Open Source Qt, or (iii) incorporate or integrate Applications into a hardware device or product other than a Device.
"Qt 3D Studio" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

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"Redistributables" shall mean the portions of the Licensed Software set forth in Appendix 1 that may be distributed pursuant to the terms of this Agreement in object code form only, including any relevant documentation. Where relevant, any reference to Licensed Software in this Agreement shall include and refer also to Redistributables.

"Renewal Term" shall mean an extension of previous License Term as agreed between the Parties.

"Submitted Modified Software" shall have the meaning as set forth in Section 2.3.

"Support" shall mean standard developer support that is provided by The Qt Company to assist Designated Users in using the Licensed Software in accordance with The Qt Company's standard support terms available at https://www.qt.io/terms-conditions/ and as further defined in Section 8 hereunder.

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"Third-Party Software" shall have the meaning set forth in Section 4.

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Upon expiry of the initially agreed License Term, the respective License Terms shall be automatically extended to one or more Renewal Term(s), unless and until either Party notifies the other Party in writing that it does not wish to continue the License Term, such notification to be provided to the other Party no less than thirty (30) days before expiry of the respective License Term.

Unless otherwise agreed between the Parties, Renewal Term shall be of equal length with the initial License Term.

Any such Renewal Term shall be subject to License Fees agreed between the Parties or, if no advance agreement exists, subject to The Qt Company's standard pricing applicable at the commencement date of any such Renewal Term.
Any price or other term specified for a Renewal Term shall be valid only for the specified time.

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In the event Licensee does not prevent auto-renewal pursuant the above, but a Renewal Term is nevertheless not duly ordered within 30 days from the date of the respective notification from The Qt Company and/or the respective License Fee paid by due date specified in The Qt Company’s respective invoice, The Qt Company shall apply a reinstatement fee equal to ten percent (10%) of the total value of the License Fees of the Development Licenses for the expired term to be added to the License Fee of the respective Renewal Term.

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Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

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The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

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The License Fees shall not be refunded or claimed as a credit in any event or for any reason whatsoever.

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Licensee may purchase Development Licenses and Distribution Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed upon, at The Qt Company’s standard pricing terms applicable at the time of purchase. Unless specifically otherwise provided, any pricing terms referenced in this Agreement shall be valid for twelve (12) months from the date of this Agreement.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a "Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

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License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

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Licensee shall, within thirty (30) days from receiving The Qt Company's request to that effect, deliver to The Qt Company a report based on Licensee's Records, such report to contain information, in sufficient detail, on (i) number and identity of users working with Licensed Software or Open Source Qt, (ii) copies of Redistributables distributed by Licensee during the most recent calendar quarter and/or any other term specified by The Qt Company, (iii) number of undistributed copies of Redistributables and corresponding number of unused Distribution Licenses remaining on Licensee's account, and (iv) any other information as The Qt Company may reasonably require from time to time.

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If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to pay The Qt Company any amounts owed for such unauthorized use within 30 days from receipt of the corresponding invoice from The Qt Company.
In addition, in the event the audit reveals a material violation of the terms of this Agreement (without limitation, either (i) underpayment of more than 10% of License Fees or 10,000 euros (whichever is more) or (ii) distribution of products, which include or result from Prohibited Combination, shall be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

12. TERM AND TERMINATION

12.1. Agreement Term
This Agreement shall enter into force upon due acceptance by both Parties and remain in force for as long as there is any Development License(s) purchased under this Agreement in force ("Term"), unless and until terminated pursuant to the terms of this Section 12.

12.2. Termination and suspension of rights
Either Party shall have the right to terminate this Agreement upon thirty (30) days prior written notice if the other Party commits a material breach of any obligation of this Agreement and fails to remedy such breach within such notice period.

Instead of termination, The Qt Company shall have the right to suspend or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Development Licenses, Distribution License, and Support, should Licensee fail to make payment in timely fashion or otherwise violates or is reasonably suspected to violate its obligations or terms of this Agreement, and where such violation or breach is not cured within five (5) business days following The Qt Company's written notice thereof.

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Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

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possessed by the Licensee at such date shall be extended to be valid in perpetuity under the terms of this Agreement and Licensee is entitled to purchase additional licenses as set forth in Section 10.2; or
(ii) for reason other than by The Qt Company pursuant to item (i) above or pursuant to Section 12.2, then the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

12.5. Extension in case of bankruptcy
In the event The Qt Company is declared bankrupt under a final, non-cancellable decision by relevant court of law, and this Agreement is not, at the date of expiry of the Development License(s) pursuant to Section 3.1, assigned to party, who has assumed The Qt Company’s position as a legitimate licensor of Licensed Software under this Agreement, then all valid licenses possessed by the Licensee at such date of expiry, and which the Licensee has not notified for expiry, shall be extended to be valid in perpetuity under the terms of this Agreement.

13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:
(i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;
(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
(iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The
arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:

(i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;
(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
(iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

14. GENERAL PROVISIONS

14.1. No Assignment
Except in the case of a merger or sale of substantially all of its corporate assets, Licensee shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

14.2. No Third-Party Representations
Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company's behalf shall be void as to The Qt Company.

14.3. Surviving Sections
Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive. Such sections include especially the following: 1, 2, 6, 7, 9, 11, 12.4, 13 and 14.

14.4. Entire Agreement
This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order accepted by The Qt Company constitute the complete
agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein.

In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

Parties specifically acknowledge and agree that this Agreement prevails over any click-to-accept or similar agreements the Designated Users may need to accept online upon download of the Licensed Software, as may be required by The Qt Company's applicable processes relating to Licensed Software.

14.5. Modifications
No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order ("Deviating Terms") shall apply unless The Qt Company has expressly agreed such Deviating Terms in writing. Unless and to the extent expressly agreed by The Qt Company, any such Deviating Terms shall be deemed void and with no legal effect. For clarity, delivery of the Licensed Software following the receipt of the Purchase Order including Deviating Terms shall not constitute acceptance of such Deviating Terms.

14.6. Force Majeure
Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non-performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non-performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

14.7. Notices
Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for each Party on the signature page. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.
14.8. Export Control
Licensee acknowledges that the Redistributables, as incorporated in Applications or Devices, may be subject to export control restrictions under the applicable laws of respective countries. Licensee shall fully comply with all applicable export license restrictions and requirements as well as with all laws and regulations relating to the Redistributables and exercise of licenses hereunder and shall procure all necessary governmental authorizations, including without limitation, all necessary licenses, approvals, permissions or consents, where necessary for the re-exportation of the Redistributables, Applications and/or Devices.

14.9. No Implied License
There are no implied licenses or other implied rights granted under this Agreement, and all rights, save for those expressly granted hereunder, shall remain with The Qt Company and its licensors. In addition, no licenses or immunities are granted to the combination of the Licensed Software with any other software or hardware not delivered by The Qt Company under this Agreement.

14.10. Attorney Fees
The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

14.11. Privacy
Licensee acknowledges and agrees that for the purpose of this Agreement, The Qt Company may collect, use, transfer and disclose personal data pertaining to Designated Users as well as any other employees and directors of the Licensee and its Contractors relevant for carrying out the intent of this Agreement. Such personal data may be collected from the Licensee or directly from the relevant individuals. The Parties acknowledge that with regard to such personal data processed hereunder, The Qt Company shall be regarded as the Data Controller under the applicable Data Protection Legislation. The Qt Company shall process any such personal data in accordance with its privacy policies and practices, which will comply with all applicable requirements of the Data Protection Legislation.

14.12. Severability
If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

APPENDICES

The Agreement includes Appendix 1, and possibly one or more of the appendices 3-5, depending on the product(s) purchased by the Licensee, what is stated in the quote or invoice, and/or what is stated in the
Licensee’s License Certificate.

APPENDIX 1

The modules and/or tools that are included in the respective product - Qt for Application Development (QtAD), Qt for Device Creation (QtDC), Qt for MCUs (QtMCU), Qt 3D Studio (Qt3DS) and Qt Design Studio (QtDS) - are marked with ‘X’ in the below table.

Parts of the product that are permitted for distribution in object-code form only (“Redistributables”) are marked with ‘R’ in the below table.

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APPENDIX 5: NON-COMMERCIAL USE
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# This file contains a list of people who've made non-trivial
# contribution to the Google C++ Testing Framework project. People
# who commit code to the project are encouraged to add their names
# here. Please keep the list sorted by first names.

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

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

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

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## Change Log

### v25.0.1 (2019/01/10 19:29 +00:00)
- [f1c835b](https://github.com/davglass/license-checker/commit/f1c835b991b65dc928eae64c29b73df9e703169) Updated readme with new args (@davglass)
- [ada667f](https://github.com/davglass/license-checker/commit/ada667f28e8ef4e96b5b6059fe05541d05ca936c) changelog (@davglass)
- [7813f0d](https://github.com/davglass/license-checker/commit/7813f0d3b351f7cc4cd37d8e7b4670f9005fed06) contrib (@davglass)

### v25.0.0 (2019/01/10 15:09 +00:00)
- [cdb77d9](https://github.com/davglass/license-checker/commit/cdb77d9a2b36cd87503f32265a0ee388b25c24ae) 25.0.0 (@davglass)
- [b897345](https://github.com/davglass/license-checker/commit/b89734549bc05fb5e143083df6d3959d87eb2b8) [Fixes #136] Document --start option and add the depth option for looking into root dependencies or infinitely (@davglass)
- [#185](https://github.com/davglass/license-checker/pull/185) Merge pull request #185 from theboolean/exclude-packages-and-private (@theboolean)
- [#184](https://github.com/davglass/license-checker/pull/184) Merge pull request #184 from theboolean/docs/fix-typo (@theboolean)
- [987a60f](https://github.com/davglass/license-checker/commit/987a60fbb58052cf36d5a80e6252e81366b1dd8) changes 24.1.0 (@davglass)

### v24.1.0 (2018/12/14 20:54 +00:00)
- [18ab8a1](https://github.com/davglass/license-checker/commit/18ab8a1eb478d1354429ca4318c1df3de3e4cb1) 24.1.0 (@davglass)
- [1dca0f6](https://github.com/davglass/license-checker/commit/1dca0f616aebdef2d398c130a2a4f86c2b4e88c8) Changelog (@davglass)
- [#188](https://github.com/davglass/license-checker/pull/188) Fix for #153: remove deprecated package 'spdx' (#188) (@rogierschouten)
- [d1d34b1](https://github.com/davglass/license-checker/commit/d1d34b1a8894987807419c093c3ec10b4f06db3d) Fix typo in package.json description (@theboolean)
- [f5c9008](https://github.com/davglass/license-checker/commit/f5c9008ab620bb03e21c0d8130e52be526a5bfe8) Allow excluding packages and private packages together (@theboolean)
- [98c4dc6](https://github.com/davglass/license-checker/commit/98c4dc6760fdebb6e58b6238ebcb12302e5b1db5) changes (@davglass)

### v24.0.1 (2018/10/11 16:40 +00:00)
- [d72ae8](https://github.com/davglass/license-checker/commit/d72ae88cb8bd8562e6d12c5e2664e9c19135709) 24.0.1 (@davglass)
- [9433e64](https://github.com/davglass/license-checker/commit/9433e640ea9f629aad5f00c224a9f61026b8116d) [Fixes #181] - Removed extra line break with --cvs (@davglass)
- [65b9a28](https://github.com/davglass/license-checker/commit/65b9a28f532f87e7bb75a32578c7ac5837706d12f) contrib and changes (@davglass)

### v24.0.0 (2018/10/09 21:12 +00:00)
- [84d64a2](https://github.com/davglass/license-checker/commit/84d64a28fa971c3bbf20b9e9de27cafbe6e8481b) 24.0.0 (@davglass)
- [#180](https://github.com/davglass/license-checker/pull/180) Feature: Exclude Private Packages (#180) (Jonny Reeves)
- [#179](https://github.com/davglass/license-checker/pull/179) Merge pull request #179 from jonny-improbable/fix/fix-strict-checks (@jonny-improbable)
- [179077d](https://github.com/davglass/license-checker/commit/179077d079acbcd0183aa6691cfe5c2ec0f93f07) Fixes 176, Packages are not ignored when using --onlyAllow and --excludePackages. (@jonny-improbable)
- [890ca17](https://github.com/davglass/license-checker/commit/890ca17d179bc43a6cb7cf962d69d1521dc9ac2) changelog (@davglass)

### v23.0.0 (2018/10/09 14:37 +00:00)
- #243287](https://github.com/davglass/license-checker/commit/f243287fbce6da33838a226ddf8e412535390d4) 23.0.0 (@davglass)
- [#178](https://github.com/davglass/license-checker/pull/178) Merge pull request #178 from jonny-improbable/fix/filtering (@jonny-improbable)
- [#175](https://github.com/davglass/license-checker/pull/175) Merge pull request #175 from jonny-improbable/patch-1 (@jonny-improbable)
- [2c6611](https://github.com/davglass/license-checker/commit/f2c6611d6c68e50b2b6f56260026837e7167f44a) Fix #177, --packages and --excludePackages filtering (@jonny-improbable)
- [a598df](https://github.com/davglass/license-checker/commit/0a598df55c3ec33803ef33be07cc47a9100ee961) Improve --onlyAllow violation Error
- [ee723af](https://github.com/davglass/license-checker/commit/ee723af79889a4d98ed067494a58f6aa41a44ac7) changes (@davglass)

### v22.0.0 (2018/10/08 19:00 +00:00)
- bd398c3](https://github.com/davglass/license-checker/commit/bd398c3bce0279699c9aad1dc4b592f398a75766) 22.0.0 (@davglass)
- [#172](https://github.com/davglass/license-checker/pull/172) Merge pull request #172 from fzaninotto/exclude-packages (@fzaninotto)
- [014fd96](https://github.com/davglass/license-checker/commit/014fd9613fe5460e0b7a0fc118a659a337e25e2c) added changes (@davglass)

### v21.0.0 (2018/07/30 13:49 +00:00)
- d75fe43](https://github.com/davglass/license-checker/commit/d75fe43d61a9d5b6696d71a663e25a53f3d44f7) 21.0.0 (@davglass)
- [05cb221](https://github.com/davglass/license-checker/commit/05cb221359de4ffe1039f586cd9e8ff7cb9d6398) [Fixes #174] - Moved private and unknown detection above filtering (@davglass)
- [b1d5700](https://github.com/davglass/license-checker/commit/b1d570088236dfb90253bdac27763523b2e74ff6) Add an excludePackages option (@fzaninotto)
- [231bd3f](https://github.com/davglass/license-checker/commit/231bd3f2412507be0d20a10b23c1b1fe93602) updated readme (@davglass)
- [6c61a7b](https://github.com/davglass/license-checker/commit/6c61a7bd102466c702065d42706392c11717cc1d) changelog (@davglass)

### v20.2.0 (2018/07/30 13:49 +00:00)
- [28dc521](https://github.com/davglass/license-checker/commit/28dc5218dec3340778bd801593275ad1b222e53f) 20.2.0 (@davglass)
- [#169](https://github.com/davglass/license-checker/pull/169) Merge pull request #169 from codepunkt/restrict_packages (@codepunkt)
- [5e4b274](https://github.com/davglass/license-checker/commit/5e4b274e955485fb2aba37e65fee913b8042f38d) refactoring: restore previous code style (@codepunkt)
- [0f53922](https://github.com/davglass/license-checker/commit/0f539222088be0b0f94f8db7ea884b53d0137e45) feat: allow restricting output to specified packages (@codeunkt)
- [5f63f87](https://github.com/davglass/license-checker/commit/5f63f8766a17e589b57db99bda4eb54d91b85b77) changes and contrib (@davglass)

### v20.1.0 (2018/06/07 14:33 +00:00)
- [970882a](https://github.com/davglass/license-checker/commit/970882a90b345c7f32496431e5ca4c069ad7e320) 20.1.0 (@davglass)
- [#165](https://github.com/davglass/license-checker/pull/165) Merge pull request #165 from santiagocanti/fix-exclude-not-adding-custom-licenses (@santiagocanti)
- [89e48a9](https://github.com/davglass/license-checker/commit/89e48a9d30c9f248bfce0dc3563ce4b652e22) Fix exclude not including custom licenses (@santiagocanti)

### v20.0.0 (2018/05/17 14:14 +00:00)
- [0e89310](https://github.com/davglass/license-checker/commit/0e8931021df777cb401d9a332fa2a8c9a2c49eb2) 20.0.0 (@davglass)
- [c36a5c9](https://github.com/davglass/license-checker/commit/c36a5c99bb4f688164e19cad5090ba3c7ba67a) changes (@davglass)
- [ccb66f3](https://github.com/davglass/license-checker/commit/ccb66f3410a4589e6f2b7cf13ae0f1446bab46) contributors (@davglass)
- [#156](https://github.com/davglass/license-checker/pull/156) Merge pull request #156 from zodiac403/z4/copyright (@zodiac403)
- [56414b4](https://github.com/davglass/license-checker/commit/56414b4a67cbb25bcc8eb8cc05b0ac712b677dc2) Add unit test for Copyright statement. (@zodiac403)
- [3eafe24](https://github.com/davglass/license-checker/commit/3eafe249ad662af727a9b7472f7ad6c1b9a73ade) fixing test coverage with switch to nyc from istanbul (@davglass)

### v19.0.0 (2018/04/30 14:51 +00:00)
- [7e83a06](https://github.com/davglass/license-checker/commit/7e83a06d23c104c3d8257eb64666704ecca465) 19.0.0 (@davglass)
- [e5eb49b](https://github.com/davglass/license-checker/commit/e5eb49bb5546db681736f159d63908cd39ce9) upgrading packages (@davglass)
- [442ae6](https://github.com/davglass/license-checker/commit/442ae69b5d44e47bf2e441c4e1f86d387e4f6c) changelog (@davglass)

### v18.1.0 (2018/04/30 14:16 +00:00)
- [82ec91b](https://github.com/davglass/license-checker/commit/82ec91bb02f6b9f8164b62b4a827198156ad4c) 18.1.0 (@davglass)
- [4b546d3](https://github.com/davglass/license-checker/commit/4b546d38ce91bcb8d217bc53e44635b0444f2) contrib (@davglass)
- [#155](https://github.com/davglass/license-checker/pull/155) Merge pull request #155 from ktmouk/supress-path-property (@ktmouk)
- [#160](https://github.com/davglass/license-checker/pull/160) Merge pull request #160 from helio-frota/pr (@helio-frota)
- [8b068f2](https://github.com/davglass/license-checker/commit/8b068f25fe910d087c06c29312bc250b49aba4c7) fix: Updating debug dependency to fix a security warning (@helio-frota)
- [040dd94](https://github.com/davglass/license-checker/commit/040dd9468261966c5c40e4a418aa9ba8f716c3a2) Copyright statement: Handle multi-line staments (@zodiac403)
- [0480750](https://github.com/davglass/license-checker/commit/04807506d61aa1d704e8b51da3a289baa025b510) Fix layout issue. (@zodiac403)
- [9cb45f2](https://github.com/davglass/license-checker/commit/9cb45f2b9ce2c1142e0d1f556f01f7d754737a4c) Link with customFormat (@zodiac403)
- [f83aaaee](https://github.com/davglass/license-checker/commit/f83aaaeeb84ad4cc2e9880802951dfacbc8660c2d7f) Merge branch 'z4/copyright' of https://github.com/davglass/license-checker into z4/copyright (@zodiac403)
- [7536af9](https://github.com/davglass/license-checker/commit/7536af935d91078657f0e169ed82383f99607f6) Trim output. (@zodiac403)
- [8716845](https://github.com/davglass/license-checker/commit/87168456ca35263882bd2b2b66d0081f2f8b6b66) Suppress path property (@ktmouk)
- [be57ee8](https://github.com/davglass/license-checker/commit/be57ee8f76c8aad0d227913b70e12ac0dc640) Add example for (c) statement. (@zodiac403)
- [fe17f7c](https://github.com/davglass/license-checker/commit/fe17f7c76dbdae0cbf689a0cd260a746668f3281) Parse (c) statements from LICENSE file. (@zodiac403)
- [#149](https://github.com/davglass/license-checker/pull/149) Merge pull request #149 from honzajavorek/patch-1 (@honzajavorek)
- [955bbf6](https://github.com/davglass/license-checker/commit/955bbf60f70ffcd9f0d01ef37bb84fbbac65e007b) remove the old status badge (@honzajavorek)

### v18.0.0 (2018/03/20 12:30 +00:00)
- [315de0b](https://github.com/davglass/license-checker/commit/315de0b1a811cf8737c3c0131c217c4820df13a8) 18.0.0 (@davglass)
- [76655d5](https://github.com/davglass/license-checker/commit/76655d59bad95c2e52724aa3a0cf036f0e608d6) changelog (@davglass)
- [c8aa823](https://github.com/davglass/license-checker/commit/c8aa82342b7a250d510582c8a03dd76af50bd9c) added contributors (@davglass)
- [#147](https://github.com/davglass/license-checker/pull/147) Merge pull request #147 from honzajavorek/honzajavorek/license-files (@honzajavorek)
- [#148](https://github.com/davglass/license-checker/pull/148) Merge pull request #148 from honzajavorek/honzajavorek/use-stderr (@honzajavorek)
- [#146](https://github.com/davglass/license-checker/pull/146) Merge pull request #146 from honzajavorek/honzajavorek/fix-e2e-test (@honzajavorek)
- [#145](https://github.com/davglass/license-checker/pull/145) Merge pull request #145 from honzajavorek/honzajavorek/drop-4-add-8 (@honzajavorek)
- [0105f7d](https://github.com/davglass/license-checker/commit/0105f7d01a67b877c43471d95a1d76b191d5ed) use stderr where applicable (@honzajavorek)
- [0ff8d91](https://github.com/davglass/license-checker/commit/0ff8d917659446256074c0940ae43dd84930233) add support for LICENSE-MIT and similar (@honzajavorek)
- [02589e](https://github.com/davglass/license-checker/commit/02589e62c0ba8221081b881799d561c3eff20500) isolate and test the license file detection (@honzajavorek)
- [0da0fe](https://github.com/davglass/license-checker/commit/0da0fe2ab28f1658e4ed504bb034fb1536b9f8) add warning about commas and test it (@honzajavorek)
- [3db0b6f](https://github.com/davglass/license-checker/commit/3db0b6f05a68ccff4181503ca87edece4ef10cd7) fix e2e test (transition from comma delimiter to semicolon) (@honzajavorek)
- [ce3b73](https://github.com/davglass/license-checker/commit/ce3b73505ac40a2dca211e78427624d009585d) let Travis CI to cache node_modules (@honzajavorek)
- [8cea3dc](https://github.com/davglass/license-checker/commit/8ceaa3dcecf3d185dc3ae3f37f44a8d7e123a1988) add Travis CI badge to the README (@honzajavorek)
- [8f59c3b](https://github.com/davglass/license-checker/commit/8f59c3b94f69b1d51535bceff80c0e0060d6ef6b) drop support for node 4, add support for node 8 (@honzajavorek)

### v17.0.0 (2018/03/19 13:26 +00:00)
- [cd5fdd8](https://github.com/davglass/license-checker/commit/cd5fdd8e94267d78f29e86dd9cf8b694c037f) 17.0.0 (@davglass)
- [13c11ee](https://github.com/davglass/license-checker/commit/13c11ee8a1b1a3e012de6253600fce91c355c8b) updated readme and help text (@davglass)
- [#144](https://github.com/davglass/license-checker/pull/144) Merge pull request #144 from creising/parser-fixes (@creising)
- [d2ab8df](https://github.com/davglass/license-checker/commit/d2ab8df30bc3eb38b321a12a70cf477a69e0) added support for lic with commas and spaces (@creising)
- [2075208](https://github.com/davglass/license-checker/commit/20752083c6029823f389a30a1ed4d7c90fa927) contrib and changelog (@davglass)
- [6c5274c](https://github.com/davglass/license-checker/commit/6c5274c60d4d318844cf36158da83e0893f08) fixes #132 - Fixed issue with asFiles and path issues (@davglass)
- [a46e448](https://github.com/davglass/license-checker/commit/a46e44838723d9498a56b7ae3cd68164de0a) 16.0.0 (@davglass)
- [38d63e2](https://github.com/davglass/license-checker/commit/38d63e2c2c3fd6c11012bf69b1470b2a06d5554) fixes #128 - Added --onlyAllow option (@davglass)

### v16.0.0 (2018/01/18 15:02 +00:00)
- [#131](https://github.com/davglass/license-checker/pull/131) Merge pull request #131 from mischah/patch-1 (@mischah)
- [e341d17](https://github.com/davglass/license-checker/commit/e341d1701092be87309ec4b51fa6eb23f7e9a589) Fix typo in Readme (@mischah)
- [cc38a20](https://github.com/davglass/license-checker/commit/cc38a2047bf41b6fe2526614a13a9bf54133e04) updated license text (@davglass)

### v15.0.0 (2017/10/19 14:24 +00:00)
- [a9bd001](https://github.com/davglass/license-checker/commit/a9bd001b649bfa186b6a5598b8c67ff56383599) 15.0.0 (@davglass)
- [db621fa](https://github.com/davglass/license-checker/commit/db621f6beebff870699c33be484bf49816ab7866) changelog (@davglass)
- [#124](https://github.com/davglass/license-checker/pull/124) Merge pull request #124 from neverendingqs/app/stricterguesses (@neverendingqs)
- [#126](https://github.com/davglass/license-checker/pull/126) app - output now includes path to dependency. (@neverendingqs)
- [9f68b29](https://github.com/davglass/license-checker/commit/9f68b29b7e3278cdab92e221b6ccbab191932) app - strengthening license guessing; resolves #123. (@neverendingqs)
- [3061e87](https://github.com/davglass/license-checker/commit/3061e37363f3436d86ca6c2ba7b2bfa77def0e73) changes (@davglass)

### v14.0.0 (2017/08/28 13:22 +00:00)
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- [b2a4403](https://github.com/davglass/license-checker/commit/b2a440309c1537c52e5c5a2106f11e72d5b784ec) 14.0.0 (@davglass)
- [#122](https://github.com/davglass/license-checker/pull/122) Added --failOn [list] mode (#122) (@tobilg)

### v13.1.0 (2017/08/25 15:00 +00:00)
- [ee25265](https://github.com/davglass/license-checker/commit/ee25265f92fe0d3b603da6b8c88d175e0d1f2f8a5) 13.1.0 (@davglass)
- [5bb9a17](https://github.com/davglass/license-checker/commit/5bb9a17f89d7e180b3a9d929ebc073135262bd2f) changes (@davglass)
- [b1e0392](https://github.com/davglass/license-checker/commit/b1e0392afa4b511b7c532125cd3165a82d3d4e3) added contrib (@davglass)
- [#121](https://github.com/davglass/license-checker/pull/121) Add `--summary` mode to show a summary with counts of the used licenses (#121) (@tobilg)
- [#119](https://github.com/davglass/license-checker/pull/119) Fix minor spelling mistakes (#119) (@tobiasbueschel)
- [#118](https://github.com/davglass/license-checker/pull/118) Minor readme text improvements (#118) (@peteruithoven)
- [d2bc5ea](https://github.com/davglass/license-checker/commit/d2bc5ea91ab50bece91d5f0f050955fe9a6ac59) added license parsing info to README (@davglass)
- [3e9d320](https://github.com/davglass/license-checker/commit/3e9d3200ac2e9f142976da4355680f34a9b0609d) changes (@davglass)

### v13.0.3 (2017/08/04 17:15 +00:00)
- [2caf76b](https://github.com/davglass/license-checker/commit/2caf76be7f2849e153ee28410f3b7a41df3283b5) 13.0.3 (@davglass)
- [fadddc8](https://github.com/davglass/license-checker/commit/fadddc895ef9c6f182e2283c5605a8c1d8fa8a25) [fixes #117] fixed minor URL parsing (@davglass)
- [e58a868](https://github.com/davglass/license-checker/commit/e58a868268ae9d735b364bd87d03140d76482) changes (@davglass)

### v13.0.2 (2017/07/18 16:24 +00:00)
- [2c712b7](https://github.com/davglass/license-checker/commit/2c712b7c7e6efe916d60f3ef3125f7f019c46d59) 13.0.2 (@davglass)
- [ef812c1](https://github.com/davglass/license-checker/commit/ef812c1168901d08b97db450a64ca03bb7062ad) [fixes #114] - Custom URL/File parsing skipped if file found on disk (@davglass)

### v13.0.1 (2017/07/17 12:48 +00:00)
- [a1bf8f1](https://github.com/davglass/license-checker/commit/a1bf8f152b100d81b44757b3b7e141d6fa971c44) 13.0.1 (@davglass)
- [e6d0c89](https://github.com/davglass/license-checker/commit/e6d0c893b8a86e22493f7a5e22fd74ef26267994) contrib & changes (@davglass)
- [#113](https://github.com/davglass/license-checker/pull/113) Use LICENSE file in preference to README (#113) (@ibeucaly)
- [6b7f79f](https://github.com/davglass/license-checker/commit/6b7f79f654e21903ea37e4391fba3601ece32e90) changes (@davglass)

### v13.0.0 (2017/07/14 12:49 +00:00)
- [dd9e880](https://github.com/davglass/license-checker/commit/dd9e880abd234d683d8c1e57e7a5f889e9156de4)
13.0.0 (@davglass)
- [051b20b](https://github.com/davglass/license-checker/commit/051b20b0c4b35f223f724705a0025dafc809373f) cleaned up some tests (@davglass)
- [#110](https://github.com/davglass/license-checker/pull/110) FEATURE: Recognise some custom licenses by file or url (#110) (@dancrumb)
- [#111](https://github.com/davglass/license-checker/pull/111) Resolves #60 (#111) Adding support for GPL and LGPL (@dancrumb)
- [#109](https://github.com/davglass/license-checker/pull/109) FEATURE: Improve license exclusion (#109) (@dancrumb)
- [#108](https://github.com/davglass/license-checker/pull/108) FEATURE: Detect private modules and report them as UNLICENSED (#108) (@dancrumb)

### v12.1.0 (2017/07/12 16:48 +00:00)
- [dc944e5](https://github.com/davglass/license-checker/commit/dc944e54d55d77b0ef6b6321d9abee847662cc8) 12.1.0 (@davglass)
- [d415c58](https://github.com/davglass/license-checker/commit/d415c580b04bc5eea5f92dc9f9aa31b244c1bd3) updated contrib and changes (@davglass)
- [#107](https://github.com/davglass/license-checker/pull/107) Merge pull request #107 from dancrumb/feature/support-for-public-domain-licenses (@dancrumb)
- [0c55770](https://github.com/davglass/license-checker/commit/0c55770294167161c48b798e2a15a545154a87) FEATURE: Add support for Public Domain licenses (@dancrumb)

### v12.0.0 (2017/07/05 13:33 +00:00)
- [8b74fa1](https://github.com/davglass/license-checker/commit/8b74fa1f43b5ed8d217aa3ce86f4662eb024621) 12.0.0 (@davglass)
- [4f3367c](https://github.com/davglass/license-checker/commit/4f3367c2b2e9713af6cccd1134f7f4fa70ed400) changes & contrib (@davglass)
- [#106](https://github.com/davglass/license-checker/pull/106) Merge pull request #106 from helio-frota/licensefile-readme (@helio-frota)
- [a229507](https://github.com/davglass/license-checker/commit/a2295073d0178dca1b88e85ea8f52c21d3be52fc) src: the README is added as licenseFile (@helio-frota)
- [b59d90d](https://github.com/davglass/license-checker/commit/b59d90d8705f6f728c81789936f95097d26857b) changes & contrib (@davglass)

### v11.0.0 (2017/05/30 13:33 +00:00)
- [258df10](https://github.com/davglass/license-checker/commit/258df102da484943088da8e0b6160b80c6e703c8d) 11.0.0 (@davglass)
- [#102](https://github.com/davglass/license-checker/pull/102) Merge pull request #102 from xswordsx/multiple-licenses (@xswordsx)
- [c5c8b0f](https://github.com/davglass/license-checker/commit/c5c8b0f408f2a26259b7b1109f7e335ed5bf9e4) Check for SPDX-compatible licenses (@xswordsx)

### v10.1.0 (2017/05/25 16:16 +00:00)
- [b52a16d](https://github.com/davglass/license-checker/commit/b52a16d0ba414e7287f82325dd65619cd7eafdd1) 10.1.0 (@davglass)
- [#911a99](https://github.com/davglass/license-checker/pull/911a9919033254945beb69362cb171436688e) contrib & changes (@davglass)
- [#100](https://github.com/davglass/license-checker/pull/100) Suppress JSON properties with custom format
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- [ed5b3ab](https://github.com/davglass/license-checker/commit/ed5b3ab50825f0be032958f8233dd3000ee98e85) changelog (@davglass)

### v10.0.0 (2017/05/17 13:51 +00:00)
- [b2c2283](https://github.com/davglass/license-checker/commit/b2c2283cf5a937e64a07ab200ec2379e481903b6) 10.0.0 (@davglass)
- [a0406ac](https://github.com/davglass/license-checker/commit/a0406ac2c7a0b1037ca31b47e36d3169c088938) [fixes #96] - do not replace newline, etc in licenses for exporting to json/markdown (@davglass)
- [98a03fa](https://github.com/davglass/license-checker/commit/98a03fa700ef6d038ccf91904ea5cf17c82a10ad) [fixes #97] - Added a newline to the output file (@davglass)
- [#98](https://github.com/davglass/license-checker/pull/98) Merge pull request #98 from davglass/eslint (@davglass)
- [10fe441](https://github.com/davglass/license-checker/commit/10fe441a2e70e549e57f7da99d2287fc53555500) moved to eslint (@davglass)
- [f82b535](https://github.com/davglass/license-checker/commit/f82b535d3b7f152fa00bb4680e94af18d1c1421d) changelog (@davglass)

### v9.0.3 (2017/04/10 13:42 +00:00)
- [af0fd60](https://github.com/davglass/license-checker/commit/af0fd60f972b7c84a32117b3dfc1f95bfa2282f27) 9.0.3 (@davglass)
- [#95](https://github.com/davglass/license-checker/pull/95) Merge pull request #95 from abtris/prefix-component (@abtris)
- [3b80272](https://github.com/davglass/license-checker/commit/3b80272a217687c2f0cd7a0c1e98775064d820ff) test: add test for csvComponentPrefix (@abtris)
- [593554](https://github.com/davglass/license-checker/commit/d593554e1a6bf47e004e4a23fca88cb7294f8351) feat: add support for csvComponentPrefix (@abtris)
- [5b2eea1](https://github.com/davglass/license-checker/commit/5b2eea12d8c54068a01a2cf1fd9bdec8e1f0fa2) added contrib (@davglass)

### v9.0.2 (2017/04/05 14:55 +00:00)
- [f24833b](https://github.com/davglass/license-checker/commit/f24833bcee846f608ec3d8c327d335da56c42b895) 9.0.2 (@davglass)
- [#94](https://github.com/davglass/license-checker/pull/94) Merge pull request #94 from timbru31/fixed-comma-exclude (@timbru31)
- [2d08a77](https://github.com/davglass/license-checker/commit/2d08a7700303627ab03ac12358dd524c0be47eee) contrib & changelog (@davglass)

### v9.0.1 (2017/04/05 13:09 +00:00)
- [9f1a1f3](https://github.com/davglass/license-checker/commit/9f1a1f32194a9bb312858f624e303af1ad4f61ca) 9.0.1 (@davglass)
- [c99f612](https://github.com/davglass/license-checker/commit/c99f612fe22d9eb03db0ad41e7918fba6f6e8ed9) added test for licenseText (@davglass)
- [#93](https://github.com/davglass/license-checker/pull/93) Merge pull request #93 from abtris/licenseText-just-in-customFormat (@abtris)
- [8d7fb2f](https://github.com/davglass/license-checker/commit/8d7fb2f855cf585d8e75ab1459e0b0cef43993ba4) fix: allow escaped commas in exclude string (@timbru31)
- [da4d73c](https://github.com/davglass/license-checker/commit/da4d73c0e222f500d6bce54364eef5b7bcc7f1a4)
test: fix test, remove check from non custom format (@abtris)
- [dcd3b59](https://github.com/davglass/license-checker/commit/dcd3b59bb9457df354fa3095189235b6e030df1a)
  feat: add licenseText only for customFormat
- [4e02eca](https://github.com/davglass/license-checker/commit/4e02eca6e8bd332ff6d90e5039caeb50f0df1bf3)
  updated contribs and changelog (@davglass)

### v9.0.0 (2017/04/04 12:26 +00:00)
- [267c80e](https://github.com/davglass/license-checker/commit/267c80efac89eef70c71a12b8f12b3dc8e6d58dd)
  9.0.0 (@davglass)
- [057af47](https://github.com/davglass/license-checker/commit/057af47bc52ac526f646ba21496f338689801809)
  added licenseFile assertion to tests (@davglass)
- [#92](https://github.com/davglass/license-checker/pull/92)
  Merge pull request #92 from abtris/includeFileContent (@abtris)
- [1cda118](https://github.com/davglass/license-checker/commit/1cda118e1aa18cc391ba2765dcaee89172943a0f)
  fix: replace problematics chars for easy import to Excel (@abtris)
- [dd6ecab](https://github.com/davglass/license-checker/commit/dd6ecab1a7b1354c4d1d00149f15db0f5e3e63)
  feat: add licenseText (@abtris)
- [6395498](https://github.com/davglass/license-checker/commit/639549890c54a12043244579ad0c0d5972309f2)
  changes and contrib (@davglass)

### v8.0.4 (2017/02/15 16:21 +00:00)
- [28d379a](https://github.com/davglass/license-checker/commit/28d379aca51da7a47af324bc6feb63736ea02295)
  8.0.4 (@davglass)
- [#89](https://github.com/davglass/license-checker/pull/89)
  Merge pull request #89 from Pawamoy/master (@Pawamoy)
- [#90](https://github.com/davglass/license-checker/pull/90)
  Merge pull request #90 from drewfish/bsd-source-code (@drewfish)
- [b704b1](https://github.com/davglass/license-checker/commit/b704b18a43de246302b8ff6933f8fe5f96ee3a6)
  guess BSD-Source-Code license (@drewfish)
- [8d31eab](https://github.com/davglass/license-checker/commit/8d31eabf6b671d32e6f3e63215d6530dfb4acc59)
  Add docs about customFormat option (@pawamoy)
- [2529d31](https://github.com/davglass/license-checker/commit/2529d3118dfae53f1e01056ec99f5c542cb8d63e)
  changes (@davglass)

### v8.0.3 (2016/11/10 17:04 +00:00)
- [66fd7b5](https://github.com/davglass/license-checker/commit/66fd7b5ad5577cc2c85668a7c6f07365c86a2c85)
  8.0.3 (@davglass)
- [#87](https://github.com/davglass/license-checker/pull/87)
  Merge pull request #87 from drewfish/guess-cc0 (@drewfish)
- [668bbd3](https://github.com/davglass/license-checker/commit/668bbd38fd5148f99c5263f4e0506e04d5e3f8a0)
  guess CC0-1.0, upgraded jshint (@drewfish)

### v8.0.2 (2016/11/09 21:57 +00:00)
- [0bdeedd8](https://github.com/davglass/license-checker/commit/0bdeedd8cb990e1f5ffacde1c12cc708185a5b866)
  8.0.2 (@davglass)
- [ef67bb4](https://github.com/davglass/license-checker/commit/ef67bb454373352343faa9d4de978a295bd1544)
  updated semver (@davglass)
- [14b5c85](https://github.com/davglass/license-checker/commit/14b5c8551cebb5c5ce8aa76fb5367857ce891d013)
Changelog (@davglass)

### v8.0.1 (2016/11/09 21:51 +00:00)
- [594871d](https://github.com/davglass/license-checker/commit/594871d6197a030121f940500495e6ca7d82f02c) 8.0.1 (@davglass)
- [c243663](https://github.com/davglass/license-checker/commit/c243663b0ab8a0126251292a57b2c47369a51eef) added contrib (@davglass)
- [#86](https://github.com/davglass/license-checker/pull/86) Merge pull request #86 from drewfish/copying (@drewfish)
- [380aa26](https://github.com/davglass/license-checker/commit/380aa26799cb527739907484e69c6dae26d5f17a) also support COPYING file (@drewfish)
- [329c367](https://github.com/davglass/license-checker/commit/329c3676d0cd5c5947a53fd205ff23b767b7f882) handling undefined@undefined error better (@davglass)
- [1f93a07](https://github.com/davglass/license-checker/commit/1f93a072632aad0660b63f61c56c3bd2fe109474) changelog (@davglass)

### v8.0.0 (2016/09/09 13:23 +00:00)
- [44c2c48](https://github.com/davglass/license-checker/commit/44c2c48ae177915523fd89a74474fe0953408bf) 8.0.0 (@davglass)
- [b5f5c6a](https://github.com/davglass/license-checker/commit/b5f5c6aa03a86c60c52fd308f71721744a4bbaaa99) [fixes #78] - include notice file if found (@davglass)
- [dfcbd6f](https://github.com/davglass/license-checker/commit/dfcbd6f49f66ac74e065f71e45cb08ba8fe62ab) changelog (@davglass)
- [99976d0](https://github.com/davglass/license-checker/commit/99976d07980e241384be10341d0305d08ede9cea5) 7.1.1 (@davglass)
- [ef857b7](https://github.com/davglass/license-checker/commit/ef857b7e9bab706299a1cc565ec5d144893af424) [fixes #77] fixed readme file name parsing, made it more strict (@davglass)

### v7.1.1 (2016/09/07 19:16 +00:00)
- [28be6d4](https://github.com/davglass/license-checker/commit/28be6d4128a3625cf8ed37ba149e79ed3a41b4fa) changelog (@davglass)

### v7.1.0 (2016/09/07 15:12 +00:00)
- [9f8b7f1](https://github.com/davglass/license-checker/commit/9f8b7f1c367df68342ee5f5cc97171bf97281aa) 7.1.0 (@davglass)
- [60fcee1a](https://github.com/davglass/license-checker/commit/60fcee1a24a4ef5add98a08dd8c8a85870db3f4a6) Fixed order of operations for parsing (@davglass)
- [9d4db11](https://github.com/davglass/license-checker/commit/9d4db112794b8110a1bfe0abfe2d3e3b3812299) Updated changelog (@davglass)

### v7.0.0 (2016/09/06 14:50 +00:00)
- [a3a08da](https://github.com/davglass/license-checker/commit/a3a08da70b680d724045f655e107f36b16b45fea) 7.0.0 (@davglass)
- [b993399](https://github.com/davglass/license-checker/commit/b9933994472162cc9c4292c42f2900e17a5167f) added contrib (@davglass)
- [d783029](https://github.com/davglass/license-checker/commit/d7830297b053496e45b7145b3cef5809ac8ab1d1) Fixes #76 - If readme data not found, look for it on disk (@davglass)
- [#75](https://github.com/davglass/license-checker/pull/75) Merge pull request #75 from revov/master (@revov)
- [6204a24](https://github.com/davglass/license-checker/commit/6204a244ee71ae0329b4f2c1ca6cf37713741f32)
  Fix incorrect example in README (@revov)
- [90e24ac](https://github.com/davglass/license-checker/commit/90e24ac9ad20591d5ac166cc2974034fb997b30a)
  Added changelog (@davglass)
- [dd768c6](https://github.com/davglass/license-checker/commit/dd768c6c39b596881a2eca582ad4bb818679)
  Added contributors (@davglass)

### v6.0.0 (2016/08/26 19:46 +00:00)
- [4bca140](https://github.com/davglass/license-checker/commit/4bca140db752b7b98ad1e261e5ee965d84995741)
  6.0.0 (@davglass)
- [889ff17](https://github.com/davglass/license-checker/commit/889ff17aeb01a2180f4c9100ca9ea528a264d81)
  updating tests (@davglass)
- [ed18801](https://github.com/davglass/license-checker/commit/ed188010351c4af44d0b3d2da1025e53bf10f)
  Merge branch 'nodeback' of git://github.com/bengl/license-checker into bengl-nodeback (@davglass)
- [34bb266](https://github.com/davglass/license-checker/commit/34bb26677cd0e25500a545d4f1e8ae216b8cc7)
  dropping node 0.10 and adding node 6.0 to travis (@davglass)
- [1d30667](https://github.com/davglass/license-checker/commit/1d306674a7fface2cad31f2bd76d7584c7922bce)
  updating tests (@davglass)
- [65d7c73](https://github.com/davglass/license-checker/commit/65d7c73f967111003fcc71ae24a4a5391bd48046)
  Cleaned up some code (@davglass)
- [753998](https://github.com/davglass/license-checker/commit/f753998a06cbb5f5d9ff6430b3588a3b3c3f81339)
  Merge branch 'master' of git://github.com/amittkSharma/license-checker into amittkSharma-master (@davglass)
- [28e4462](https://github.com/davglass/license-checker/commit/28e4462543724685080c1623dc2dbd57cab1c30)
  Added tests and cleaned up linting (@davglass)
- [153857a](https://github.com/davglass/license-checker/commit/153857a251a97d14c883f647957944b2980b5aa)
  Publisher Information incorporated.
- [1265cb3](https://github.com/davglass/license-checker/commit/1265cb38d186ab1609dbdafa4124f237f8aa15846)
  Added ability to output individual license files (@aweber1)
- [49e11d0](https://github.com/davglass/license-checker/commit/49e11d049645d65b7ef6d3c778af54e13af888)
  fix tests (@bengl)
- [26ffc6f](https://github.com/davglass/license-checker/commit/26ffc6f63443c372c9a189f0c137608b3d5e4fa)
  use nodeback/errback (@bengl)

### v5.1.2 (2016/05/04 18:32 +00:00)
- [7101c77](https://github.com/davglass/license-checker/commit/7101c7767ad134fe0f02c298e7df2a4080e311)
  5.1.2 (@davglass)
- [#67](https://github.com/davglass/license-checker/pull/67) Merge pull request #67 from graingert/patch-2
  (@graingert)
- [a6ee290](https://github.com/davglass/license-checker/commit/a6ee2904ebf7cced220dcefe8548f80ec74fded3a2)
  Upgrade read-installed (@graingert)
- [42e29c6](https://github.com/davglass/license-checker/commit/42e29c637940959121842762d74921bece5e8d93)
  migrating tests from vows to mocha (@davglass)

### v5.1.1 (2016/04/14 13:20 +00:00)
- [6ae0334](https://github.com/davglass/license-checker/commit/6ae03348ca8e5835ac732028af dab664a381cfc4)
  5.1.1 (@davglass)
- [0720a46](https://github.com/davglass/license-checker/commit/0720a46569f3e12eb398165526944f307e08aad6)
  Fixes #64 - Turn off color for --json/markdown/csv options (@davglass)
### v5.1.0 (2016/03/09 15:50 +00:00)
- [86772d2](https://github.com/davglass/license-checker/commit/86772d202b63d4a4c6729b9a774193ca6ef5cb3f) 5.1.0 (@davglass)
- [6f1](https://github.com/davglass/license-checker/pull/61) Merge pull request #61 from sgtduck (https://github.com/davglass/license-checker/commit/6f1) 5.1.0 (@davglass)
- [6547ac1](https://github.com/davglass/license-checker/commit/6547ac1ded58560c7c4abdcf68fa6d9178b8f1e) Removed obsolete [key].name assignment from tests (@davglass)
- [00b18a6](https://github.com/davglass/license-checker/commit/00b18a6012387ea14a8284c07bf2d08740e03dd) Added a --relativeLicensePath option to display the license file relatively to the current path. (@sgtdck)
- [629da20](https://github.com/davglass/license-checker/commit/629da201e0d1170057fd9e1e05efcb9323f1bda) Added latest contributors (@davglass)

### v5.0.1 (2016/02/08 15:57 +00:00)
- [33731fc](https://github.com/davglass/license-checker/commit/33731fc4a829367a148ffe3fca2f3d41e3a625) 5.0.1 (@davglass)
- [fe06eae](https://github.com/davglass/license-checker/commit/fe06eae02f8844d050ad0f80d576a221dd605131de) Fixed replace (@davglass)
- [997914f](https://github.com/davglass/license-checker/commit/997914fd6f94030452d4d9bf549eb156ae8ef7c) fix git+https URLs (@graingert)
- [#57](https://github.com/davglass/license-checker/pull/57) Merge pull request #57 from Damien-Larmine/doc-license-asterisk (@Damien-Larmine)
- [2adff2d](https://github.com/davglass/license-checker/commit/2adff2da98a5af79479a162e4998eb5892ab31c3) Explicit the asterisk in license report (@Damien-Larmine)
- [b2fc9cf](https://github.com/davglass/license-checker/commit/b2fc9cf2a8ea008e7593037d046f245a7ce7f25) 5.0.0 (@davglass)
- [7f71c53](https://github.com/davglass/license-checker/commit/7f71c53833cf1318f8e84215fcb1291f9ce4fbd5) updated contributors (@davglass)

### v5.0.0 (2016/01/22 15:31 +00:00)
- [55](https://github.com/davglass/license-checker/commit/55) Merge pull request #55 from davglass/devflag (@davglass)
- [ff1d8f2](https://github.com/davglass/license-checker/commit/ff1d8f20d57248a4f61e2fc9279fdfe91a46c) supporting --production and --development flags (@davglass)
- [#53](https://github.com/davglass/license-checker/pull/53) Merge pull request #53 from swashcap/enhancement/#46-verbose-output (@swashcap)
- [54](https://github.com/davglass/license-checker/commit/54) Merge pull request #54 from davglass/travis-updates (@davglass)
- [2c80d9d](https://github.com/davglass/license-checker/commit/2c80d9d2d5c59340698630142560969a1e23f22) fixing tests in other node versions (@davglass)
- [78820ac](https://github.com/davglass/license-checker/commit/78820ac393974069a1e23f22) Travis config updates (@davglass)
- [94263b](https://github.com/davglass/license-checker/commit/94263b203046e2f53d64997b0261498010eb38d) Update documentation for debug use. (@swashcap)
- [429e44d](https://github.com/davglass/license-checker/commit/429e44d69752211ef22bb03af9df67820015446f) Change `console.error` call to use debug module. (@swashcap)
- [7312daf](https://github.com/davglass/license-checker/commit/7312daf7af195a1b9d1bf290fae15963fbb2ab4) Add debug to project. (@swashcap)
### v4.2.0 (2015/10/20 13:44 +00:00)
- [3583d92](https://github.com/davglass/license-checker/commit/3583d925e96c9f63b3bbf0110b11e8448aed0e7) 4.2.0 (@davglass)
- [981eeda](https://github.com/davglass/license-checker/commit/981eeda898084dea88d54ea29c5bda93c5313fb6) Fixes #49: Default to unknown if licenses null and added ISC support (@davglass)

### v4.1.2 (2015/09/29 13:46 +00:00)
- [ba946dd](https://github.com/davglass/license-checker/commit/ba946dd1065e762c36b27dcecd9bb7389ad18d4) 4.1.2 (@davglass)
- [#48](https://github.com/davglass/license-checker/pull/48) Merge pull request #48 from CantemoInternal/master (@CantemoInternal)
- [e314a6d](https://github.com/davglass/license-checker/commit/e314a6d1f505d19478c33871640a763fabff6abd) Fix json, csv and markdown output for license-checker (@mattiasa)

### v4.1.1 (2015/09/12 14:39 +00:00)
- [c918314](https://github.com/davglass/license-checker/commit/c918314bfc687b6471d288bb5857dd1caac1393) 4.1.1 (@davglass)
- [#47](https://github.com/davglass/license-checker/pull/47) Merge pull request #47 from tmpvar/ensure-bin-runs (@tmpvar)
- [a842eca](https://github.com/davglass/license-checker/commit/a842ecae4f008c07df3039dcaac4641d7273625) add missing ) (@tmpvar)
- [1d513bb](https://github.com/davglass/license-checker/commit/1d513bb673d726f34286061446f965e46d96170e) ensure bin/license-checker works at a high-level (@tmpvar)

### v4.1.0 (2015/09/09 14:52 +00:00)
- [a4bb437](https://github.com/davglass/license-checker/commit/a4bb437ffa806c0832f877dada2de7a708763d0a1f) 4.1.0 (@davglass)
- [ddd317a](https://github.com/davglass/license-checker/commit/ddd317a5a09344f0021812b8dee2f39bbbf07a0) fixed all of the windows line endings (@davglass)
- [11e6487](https://github.com/davglass/license-checker/commit/11e64870484435e1e6f8efb9b0f136b2f737a6b) Fix issues caused by merge (@ptusch)
- [313a7ed](https://github.com/davglass/license-checker/commit/313a7edc3dbdf8d50e43ba8da89306d3e89326bc) Merge remote-tracking branch 'remotes/upstream/master' into ft_custom_format (@ptusch)
- [1f5e326](https://github.com/davglass/license-checker/commit/1f5e326d8ca91fc8a396b9e02e3eac9df62a82) added contributors to package.json (@davglass)
- [#45](https://github.com/davglass/license-checker/pull/45) Merge pull request #45 from hufsm/ft_error_handling (@hufsm)
- [c806034](https://github.com/davglass/license-checker/commit/c806034ab6f6eacf297d0c23af536b290ba8c81) Remove unused var statement (@ptusch)
- [778b1fa](https://github.com/davglass/license-checker/commit/778b1fa1a9e1be0e816545165020222d2dbf17ef) More tests to fulfill the required % (@ptusch)
- [22257d9](https://github.com/davglass/license-checker/commit/22257d95490765db816578cc48c2b5b62639f1aa) Add tests for licenses (WTFPL) (@ptusch)
- [0fe7561](https://github.com/davglass/license-checker/commit/0fe75611a73970fe9e9e0aaab2d4bdee5250435b2) Remove unused filter option (never used) (@ptusch)
- [83ca10](https://github.com/davglass/license-checker/commit/83ca10493a5a05f9ba6e080b5c03f9c4f65d6) Change license shortcut for WTFPL (@ptusch)
- [3e348db](https://github.com/davglass/license-checker/commit/3e348dbe5feeb7bd356ebeff3cd34e69329d8c8c1)
More tests for the custom formatter (@ptusch)
- [96c2df6](https://github.com/davglass/license-checker/commit/96c2df624c509df2bf3f6bd8b83a613f8ae89d9e8c) Add tests for customFormatter (@ptusch)
- [c9948c4](https://github.com/davglass/license-checker/commit/c9948c4b7b2ccced053ba63f4fd2a6a6d0a46493) Add test configs (@ptusch)
- [4b2dea0](https://github.com/davglass/license-checker/commit/4b2dea0c12f6faba63adb2129625825c3b5a6570) Fix merge issues - semicolon slipped through (@ptusch)
- [cc7662a](https://github.com/davglass/license-checker/commit/cc7662a46719c97745410e3ac2b782f937dc54ef) Merge branch 'master' into ft_error_handling (@ptusch)
- [04a2294](https://github.com/davglass/license-checker/commit/04a2294b82a8227cccb83d76f73cb7cf62af533) Add additional test (@ptusch)
- [52fa91c](https://github.com/davglass/license-checker/commit/52fa91c5cb3c45736e6e9e7f400a27a773502d2) Add parseJson test (@ptusch)
- [d846c5e](https://github.com/davglass/license-checker/commit/d846c5e6970737dd3085688e7b601e9ea4546417) Fix tests after merge conflict (@ptusch)
- [7ead458](https://github.com/davglass/license-checker/commit/7ead4583f803b5bda4e9f66768bbb457fe8de44) Merge branch 'master' into ft_custom_format (@ptusch)
- [4aa7065](https://github.com/davglass/license-checker/commit/4aa7065c5eef88d49c3684369b2edd9802c3f374) Add tests for customFormat (@ptusch)

### v4.0.0 (2015/09/04 13:40 +00:00)
- [3fbba5b](https://github.com/davglass/license-checker/commit/3fbba5bd5a489ea8e17328eabf71c4d5e9beb17e) 4.0.0 (@davglass)
- [ce8d661](https://github.com/davglass/license-checker/commit/ce8d66108a49af7855c16231ce6675c567a2ffe7f) tests: added 100% coverage for license file (@davglass)
- [#42](https://github.com/davglass/license-checker/pull/42) Merge pull request #42 from ptusch/ft_onlyunknown (@ptusch)
- [8929e90](https://github.com/davglass/license-checker/commit/8929e90413be0362f19e755048e9218c372abf68) Add tests for the error generation (@ptusch)
- [1a93a41](https://github.com/davglass/license-checker/commit/1a93a41569a53a1580c942c903a5bc127ad2692) Add error handling (@ptusch)
- [6b79145](https://github.com/davglass/license-checker/commit/6b791457463c71b22b09e0ecff16bf9f82db682) Add additional check to negate the test (@ptusch)
- [559e72c](https://github.com/davglass/license-checker/commit/559e72cb2420bc42bf28b498702dad13e9f67a) Add test for the first function call. (@ptusch)
- [fa8fffd](https://github.com/davglass/license-checker/commit/fa8fffd69fd8ae475484a9b757a7b6ea738856) Remove trivial UNKNOWN check (@ptusch)
- [6fa44ef](https://github.com/davglass/license-checker/commit/6fa44ef8c045ab2b0a1291b45990edf52adfc0e2) Merge branch 'master' into ft_custom_format (@ptusch)
- [efe23d9](https://github.com/davglass/license-checker/commit/efe23d991cfcb40dc6980bfb13461408da822b1f) Merge branch 'master' into ft_onlyunknown (@ptusch)
- [c287959](https://github.com/davglass/license-checker/commit/c2879592858805d7ecd0304a39c5cf079e06a7c) Add option to only show unknown licenses (@ptusch)
- [#43](https://github.com/davglass/license-checker/pull/43) Merge pull request #43 from senotrusov/master (@senotrusov)
- [d7a663f](https://github.com/davglass/license-checker/commit/d7a663f9deeb4d7a648a6d2c9db84d5667ee540) Add test for exclude option. (@senotrusov)
- [45a27de](https://github.com/davglass/license-checker/commit/45a27de02a3c1d57a86e3f8e14b6e335788c23ba)
Add option to exclude from the output modules which licenses are in the comma-separated list (@senotrusov)
- [#41](https://github.com/davglass/license-checker/pull/41) Merge pull request #41 from ptusch/ft_path_to_unknown_dependency (@ptusch)
- [1ff5f22](https://github.com/davglass/license-checker/commit/1ff5f225fd2ba97edf3ef3f6462981832740c19) Add option to see the path of a dependency if unknown (@ptusch)
- [ea4d629](https://github.com/davglass/license-checker/commit/ea4d6297de32d94201bb4786da7ba824d928c8f2) Add additional 'undefined' checks (@ptusch)
- [af043a2](https://github.com/davglass/license-checker/commit/af043a2c11ae4d528bfe71914cd10672855b3297) Merge branch 'master' into ft_custom_format (@ptusch)
- [2d94a19](https://github.com/davglass/license-checker/commit/2d94a19e3e77836345aa227893a82d956141b2e) updating the docs for --unknown to make it clear (@davglass)
- [38a2bd2](https://github.com/davglass/license-checker/commit/38a2bd28a9597f7db06d844258f1070054b388b4c) Fix codestyle and whitespaces (@ptusch)
- [dd173ba](https://github.com/davglass/license-checker/commit/dd173badc65368de6140476ffe5ae3768dfb9618) Add --customPath in README.md (@ptusch)
- [911fc1c](https://github.com/davglass/license-checker/commit/911fc1e6b5ce27a3a2a6c60b04b490c08be138bc070) Finalize the customFormat (markdown) (@ptusch)
- [8102091](https://github.com/davglass/license-checker/commit/8102091f7949fa8b73c8f03a4ead3624b81148) Add functionality to add a custom format (@ptusch)

### v3.1.0 (2015/06/29 14:25 +00:00)
- [59e1e58](https://github.com/davglass/license-checker/commit/59e1e58ca0bea1cd38ed3a1712fe7ca624d860b0) 3.1.0 (@davglass)
- [0e33f7a](https://github.com/davglass/license-checker/commit/0e33f7a2cb9fae69d13d0e2b5c69f70885e09e08) reformatted code, fixed lint issues and added tests (@davglass)
- [83a7f09](https://github.com/davglass/license-checker/commit/83a7f0933d1ccf331279e53fccee13e4efface91) Merge branch 'asMarkdown' of git://github.com/ptusch/license-checker into ptusch-asMarkdown (@davglass)
- [703ad47](https://github.com/davglass/license-checker/commit/703ad4714173559e05267e8fd24c74eb9d3aee0) fixing tests (@davglass)
- [2d9fffd](https://github.com/davglass/license-checker/commit/2d9fffd75192e9812692c9099481d23e265bb493) Added Markdown Option (@ptusch)
- [67dca36](https://github.com/davglass/license-checker/commit/67dca365b941a7265e4a98d2de533b22c761b169) Remove color tags (@ptusch)

### v3.0.3 (2015/06/03 13:35 +00:00)
- [7475c12](https://github.com/davglass/license-checker/commit/7475c129bf291289e4616d962a537401e8) 3.0.3 (@davglass)
- [c7dae0f](https://github.com/davglass/license-checker/commit/c7dae0fe5317a17b3ae6f61e8c118fabc6bb43a56) spdx license (@davglass)

### v3.0.2 (2015/05/12 20:29 +00:00)
- [01f3b53](https://github.com/davglass/license-checker/commit/01f3b5384998be6243d38e0d95a4478e5fe3cfa5) 3.0.2 (@davglass)
- [fc0083](https://github.com/davglass/license-checker/commit/fc00832ee291c55e53efe6b37a7b9d89f191bc7) defensive code, fixes #34 (@davglass)

### v3.0.1 (2015/05/04 12:28 +00:00)
- [0479570](https://github.com/davglass/license-checker/commit/0479570fa87eccc9b37ffbb25aafaef7aaec6636)
3.0.1 (@davglass)
- [d85e355](https://github.com/davglass/license-checker/commit/d85e355b55998952facf202eabf8d374f6ec69a7e) Checking for valid path first (@davglass)

#### v3.0.0 (2015/04/24 14:38 +00:00)
- [e22be61d](https://github.com/davglass/license-checker/commit/e22be61d532fe7ff1b8627f55a97e1863a78096) 3.0.0 (@davglass)
- [fde9635](https://github.com/davglass/license-checker/commit/fde96353dd207eca4badffbe3e0d033a038f17b5) always try to find and log the license file (@davglass)

#### v2.0.2 (2015/01/26 18:18 +00:00)
- [490f31d](https://github.com/davglass/license-checker/commit/490f31d6820f068814ce27aaf3a1ac6d58f733) 2.0.2 (@davglass)
- [a3fefdb](https://github.com/davglass/license-checker/commit/a3fefdb8afaf7d64714ddefb793d757a9e8ad065) fixes #30 (@davglass)

#### v2.0.1 (2015/01/12 18:34 +00:00)
- [898fbd5](https://github.com/davglass/license-checker/commit/898fbd53fa289338cf8a9a1735eea440c2a6c525) 2.0.1 (@davglass)
- [d47dbe4](https://github.com/davglass/license-checker/commit/d47dbe45c992dbdb15bfb45e8af7f18ee0ca737) fixes #29 (@davglass)

#### v2.0.0 (2014/12/04 16:34 +00:00)
- [f4c7b1a](https://github.com/davglass/license-checker/commit/f4c7b1a3d4e9e4753a9b267e51714fe7f051e) syntax cleanup (@davglass)
- [d189623](https://github.com/davglass/license-checker/commit/d1896234a5649621ee57ff9a901877d76921794) Document CLI options in Readme. (@timoxley)
- [11e204c](https://github.com/davglass/license-checker/commit/11e204c5c078eae1f65fa010达229d2a9fb4b5) Default to --no-colour for json, csv & file output. (@timoxley)
- [7e80d50](https://github.com/davglass/license-checker/commit/7e80d50c733f8ee42ce7b4a79dc3344b3dd330cffffff) Add --out flag for writing an output file. (@timoxley)
- [47bff9c](https://github.com/davglass/license-checker/commit/47bff9c9e0e249b2847c8ed4f3eaadb0dcdd731b9) Always print to stdout, don't write files. (@timoxley)
- [b725080](https://github.com/davglass/license-checker/commit/b725080d2dbdfdb0f994867577d4c5e3de0ee2a) Don't print info messages to stdout. (@timoxley)

#### v1.0.1 (2014/11/27 15:23 +00:00)
- [e60f792](https://github.com/davglass/license-checker/commit/e60f792159351a7ccf1f7af73e289af6e26a5) 1.0.1 (@davglass)
- [3f74178](https://github.com/davglass/license-checker/commit/3f7417822de88049f8d1baf4ed84190d327df15c) Merge branch 'fixinfinite recursion' of github.com:yzapuchlak/license-checker into yzapuchlak-fixinfinite recursion (@davglass)
- [d78ea0](https://github.com/davglass/license-checker/commit/d78ea0dca546283440c89fec2dc6818dc4c1c1) sticking vows 0.8.0 for testing (@davglass)
Fixed issue where circular dependencies in dependency tree would cause the flatten function to infinitely recurse. If the current key is found to be already in the data object (which means it was already processed), we stop processing that key and return the data object. (@yzapuchlak)

### v1.0.0 (2014/11/21 13:56 +00:00)
- [917193d](https://github.com/davglass/license-checker/commit/917193dab27147534976b71307a77f48198ca322) 1.0.0 (@davglass)
- [63e5f9c](https://github.com/davglass/license-checker/commit/63e5f9c77e348720b3867171bce67541e846d088) added options.filter to checker.init (@davglass)

### v0.1.2 (2014/11/20 15:48 +00:00)
- [8e5f5f0](https://github.com/davglass/license-checker/commit/8e5f5f0e7f83252e4039f6c7d16ce266acc1a33a) 0.1.2 (@davglass)
- [3d7a74e](https://github.com/davglass/license-checker/commit/3d7a74e90122f908057b2008ab29d8bd49011291) fixed lint issue (@davglass)

### v0.1.1 (2014/11/20 15:47 +00:00)
- [750d507](https://github.com/davglass/license-checker/commit/750d5079d32b44ec984ff7ed672498d1b197235) 0.1.1 (@davglass)
- [94522e0](https://github.com/davglass/license-checker/commit/94522e099434dfdf163c3f2c5cacb3e6aa196cf8) fixed merge issues (@davglass)

### v0.1.0 (2014/11/20 15:41 +00:00)
- [8127f5e](https://github.com/davglass/license-checker/commit/8127f5e79eececb7df86cd5f694080e4183dc81) 0.1.0 (@davglass)
- [76c71ac](https://github.com/davglass/license-checker/commit/76c71ac46baeca8c349fe5892cb659e859b9608) Updated to newer read-installed (@davglass)

### v0.0.10 (2014/08/12 12:48 +00:00)
- [807507d](https://github.com/davglass/license-checker/commit/807507df1a293b0c360adff7d25af911331ff2b) 0.0.10 (@davglass)
- [e39ad9b](https://github.com/davglass/license-checker/commit/e39ad9bce6bcd545772c241e2e7aba8f40d5bbbb) Added checking that the license file is a normal file, because otherwise an appropriately named directory crashes the license-checker through EISDIR, illegal operation on a directory.
- [40ca4da](https://github.com/davglass/license-checker/commit/40ca4dad0c163ca774c87b1de249b2d95952faa9) colorize (@couchand)

### v0.0.9 (2014/07/29 01:48 +00:00)
- [c14ef79](https://github.com/davglass/license-checker/commit/c14ef79f10f950f0985e7e0b3138147b98ab1ec) 0.0.9 (@davglass)
- [ba1b66b](https://github.com/davglass/license-checker/commit/ba1b66b172a2f9f8dbcde56f40206820bc0916b) Fixes #12 - Using some nicer regexes (@davglass)
- [bce94d5](https://github.com/davglass/license-checker/commit/bce94d5a8ab2f146356851776b2543df65fbf750) case insensitive check (@davglass)
- [87c3406](https://github.com/davglass/license-checker/commit/87c3406aee2507eaf1d00d5926dcb59a16e7c48) Allow for LICENCE (@gdw2)
### v0.0.8 (2014/07/07 20:10 +00:00)
- [6ad6ee2](https://github.com/davglass/license-checker/commit/6ad6ee21813e698e7f995e98dcadafbd961f6a33) 0.0.8 (@davglass)
- [b8c5815](https://github.com/davglass/license-checker/commit/b8c58151135f579f1bf0d1cfcf194d034e012073f) added tests and refactored the code a little (@davglass)
- [275f276](https://github.com/davglass/license-checker/commit/275f276dc6e6d635f9c5b7e7a978e286f2d174) Added --csv option to readme file
- [d91eb72](https://github.com/davglass/license-checker/commit/d91eb72784966853ae6e8844b953b4d3d9ebe5) Apparently abbrev is now at version 1.0.5 which caused the unit test to fail.
- [40b4a42](https://github.com/davglass/license-checker/commit/40b4a420c520c2008b9395d1a8fd38b56f846f5) Modified changes based on lshint output during Travis build
- [54e2390](https://github.com/davglass/license-checker/commit/54e2390cefd1dc664a15cd3a84347227889f48b) Added csv output option similar to the existing JSON output option. Requires an output filename.

### v0.0.7 (2014/02/26 04:52 +00:00)
- [1ce6d42](https://github.com/davglass/license-checker/commit/1ce6d42147b2d0237807818c8059003b331816cf) 0.0.7 (@davglass)
- [7d04195](https://github.com/davglass/license-checker/commit/7d041959450c68b3e5f427007c436c67c3ad6b) Added not check and a proper test (@davglass)
- [40d6e25](https://github.com/davglass/license-checker/commit/40d6e2580496c33ee1d408eb28ff523852e8eb2) Undefined handling (@garrows)
- [90217d0](https://github.com/davglass/license-checker/commit/90217dd070d626c76eb47b1610ed5ee6ae840d) travis Stuff (@davglass)
- [2bd76e8](https://github.com/davglass/license-checker/commit/2bd76ec94f740cd83f62460e07341382c6a32d8b) 0.0.6 (@davglass)
- [6f390ff](https://github.com/davglass/license-checker/commit/6f390ff66b31a07939e6325796bdcf6eb5907) Added some better tests (@davglass)
- [2dbcac3](https://github.com/davglass/license-checker/commit/2dbcac37b5795ceb6db53452d0e41d1c4bc3153) Looking for WTFPL as well as the string (@davglass)
- [5d91a07](https://github.com/davglass/license-checker/commit/5d91a073a8b766c9a497c1e3b83198ce97e144f) Flattened array of one (@davglass)
- [e95da82](https://github.com/davglass/license-checker/commit/e95da820c63e0d56c4567f1cfadf07142d3110eca) Fixed extra var (@davglass)
- [fe8f2f7](https://github.com/davglass/license-checker/commit/fe8f2f7d39d520c04d873d349d4f5559544222) Removing unnecessary log statement (@paulmand31)
- [72a6f24](https://github.com/davglass/license-checker/commit/72a6f24034e3ecf5ec07bb504cb931c0e536fa3) Adding license checks in the LICENSE file (and variations) (@paulmand31)
- [#7](https://github.com/davglass/license-checker/pull/7) Merge pull request #7 from jamesbloomer/master (@jamesbloomer)
- [a81ee0](https://github.com/davglass/license-checker/commit/a81ee0a27f580688e371cc15015e848591bb92) Fixed missing "install" in npm -g (@jamesbloomer)
- [416b012](https://github.com/davglass/license-checker/commit/416b01219e0a8274e05cd833e05037902adeb) Updated Version (@davglass)
- [6d9bd1e](https://github.com/davglass/license-checker/commit/6d9bd1e195202c871693d4b1e9bac8c055683e8b) Fixed lint issue and added a test placeholder. Will add more tests soon (@davglass)
- [655a316](https://github.com/davglass/license-checker/commit/655a316f6448df3a449f88b88e8878a95a8b153e) Added Travis test file (@davglass)
- [99895df](https://github.com/davglass/license-checker/commit/99895df6d3ac0f9ae4e8e935311fb1b3f88a688e)
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// Original can be found at:
// https://bitbucket.org/lindenlab/lsl
// Modifications by Joshua Bell inexorabletash@gmail.com
// https://github.com/inexorabletash/polyfill

// ES3/ES5 implementation of the Khronos Typed Array Specification
// Ref: http://www.khronos.org/registry/typedarray/specs/latest/
// Date: 2011-02-01
//
// Variations:
// * Allows typed_array.get/set() as alias for subscripts (typed_array[])

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### v4.0.1 (2016-12-14)

#### WHOOPS

* [fb9b1ce](https://github.com/npm/nopt/commit/fb9b1ce57b3c69b4f7819015be87719204f77ef6)
  Merged so many patches at once that the code fencing ([@adius](https://github.com/adius)) added got broken. Sorry, ([@adius](https://github.com/adius))!
  ([@othiym23](https://github.com/othiym23))

### v4.0.0 (2016-12-13)

#### BREAKING CHANGES

* [651d447](https://github.com/npm/nopt/commit/651d4473946096d341a480bbe56793de3fc706aa)
  When parsing String-typed arguments, if the next value is """, don't simply swallow it. ([@samjonester](https://github.com/samjonester))

#### PERFORMANCE TWEAKS

* [3370ce8](https://github.com/npm/nopt/commit/3370ce87a7618ba228883861db84dbcdf252a9)
  Simplify initialization. ([@elidoran](https://github.com/elidoran))
* [356e58e](https://github.com/npm/nopt/commit/356e58e3b3b431a4b1af7fd7bdee44c2c0526a09)
  Store `Array.isArray(types[arg])` for reuse. ([@elidoran](https://github.com/elidoran))
* [0d95e90](https://github.com/npm/nopt/commit/0d95e90515844f266015b56d2e80b94e5d14a07e)
  Interpret single-item type arrays as a single type. ([@samjonester](https://github.com/samjonester))
* [07c69d3](https://github.com/npm/nopt/commit/07c69d38b5186450941fbb505550becb78a0e925)
  Simplify key-value extraction. ([@elidoran](https://github.com/elidoran))
* [39b6e5c](https://github.com/npm/nopt/commit/39b6e5c65ac47f60cd43a1fbeece5cd4c834c254)
  Only call `Date.parse(val)` once. ([@elidoran](https://github.com/elidoran))
* [934943d](https://github.com/npm/nopt/commit/934943dfecb55123a2b15959fe2a359319a5dbd)
  Use `os.env.home()` to find a user's home directory instead of assuming it's always `$HOME`. ([@othiym23](https://github.com/othiym23))
### TEST & CI IMPROVEMENTS

* ['326ffff'](https://github.com/npm/nopt/commit/326ffff7f78a00bcd316adecf69075f8a8093619)
  Fix `\tmp` test to work on Windows.
  (@elidoran)

* ['c89d31a'](https://github.com/npm/nopt/commit/c89d31a49d14f2238bc6672db08da697b57f1b)
  Only run Windows tests on Windows, only run Unix tests on a Unix.
  (@elidoran)

* ['affd3d1'](https://github.com/npm/nopt/commit/affd3d1d0addffa93006397b2013b18447339366)
  Refresh Travis to run the tests against the currently-supported batch of npm
  versions. (@helio)

* ['55f9449'](https://github.com/npm/nopt/commit/55f94497d163ed4d16dd55fd6c4fb95cc440e66d)
  `\tap@8.0.1` (@othiym23)

### DOC TWEAKS

* ['5271229'](https://github.com/npm/nopt/commit/5271229ee7c810217dd51616c086f5d9ab224581)
  Use JavaScript code block for syntax highlighting.
  (@adius)

* ['c0d136f'](https://github.com/npm/nopt/commit/c0d136f229f9994c5dfcec4a888edeff7a07682)
  The code sample in the README had `\many2: \[ oneThing \]`, and now it has
  `\many2: \[ two, things \]`. (@silkentrance)

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

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(vi) selected Add-on Products, if any,

depending on which product(s) the Licensee has purchased under this Agreement, as well as corresponding online or electronic documentation, associated media and printed materials, including the source code (where applicable), example programs and the documentation, licensed to the Licensee under this Agreement. Licensed Software does not include Third Party Software (as defined in Section
4) or Open Source Qt. The Qt Company may, in the course of its development activities, at its free and absolute discretion and without any obligation to send or publish any notifications to the Licensee or in general, make changes, additions or deletions in the components and functionalities of the Licensed Software, provided that no such changes, additions or deletions will affect the already released version of the Licensed Software, but only upcoming version(s).

"Licensee" shall mean the individual or legal entity that is party to this Agreement, as identified on the signature page hereof.

"Licensee's Records" shall mean books and records that are likely to contain information bearing on Licensee's compliance with this Agreement, Licensee's use of Open Source Qt and/or the payments due to The Qt Company under this Agreement, including, but not limited to user information, assembly logs, sales records and distribution records.

"Modified Software" shall have the meaning as set forth in Section 2.3.

"Online Services" shall mean any services or access to systems made available by The Qt Company to the Licensee over the Internet relating to the Licensed Software or for the purpose of use by the Licensee of the Licensed Software or Support. Use of any such Online Services is discretionary for the Licensee and some of them may be subject to additional fees.

"Open Source Qt" shall mean the non-commercial Qt computer software products, licensed under the terms of the GNU Lesser General Public License, version 2.1 or later ("LGPL") or the GNU General Public License, version 2.0 or later ("GPL"). For clarity, Open Source Qt shall not be provided nor governed under this Agreement.

"Party" or "Parties" shall mean Licensee and/or The Qt Company.

"Permitted Combination" shall have the meaning as set forth in Section 3.4(viii).

"Pre-Release Code" shall have the meaning as set forth in Section 4.

"Prohibited Combination" shall mean any means to (i) use, combine, incorporate, link or integrate Licensed Software with any software created with or incorporating Open Source Qt, (ii) use Licensed Software for creation of any software created with or incorporating Open Source Qt, or (iii) incorporate or integrate Applications into a hardware device or product other than a Device.

"Qt 3D Studio" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Qt Design Studio" shall mean The Qt Company's productized offering, which
consist of all versions of modules and tools as set forth in Appendix 1.

"Qt for Application Development" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Qt for Device Creation" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Qt for MCUs" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Redistributables" shall mean the portions of the Licensed Software set forth in Appendix 1 that may be distributed pursuant to the terms of this Agreement in object code form only, including any relevant documentation. Where relevant, any reference to Licensed Software in this Agreement shall include and refer also to Redistributables.

"Renewal Term" shall mean an extension of previous License Term as agreed between the Parties.

"Submitted Modified Software" shall have the meaning as set forth in Section 2.3.

"Support" shall mean standard developer support that is provided by The Qt Company to assist Designated Users in using the Licensed Software in accordance with The Qt Company's standard support terms available at https://www.qt.io/terms-conditions/ and as further defined in Section 8 hereunder.

"Taxes" shall have the meaning set forth in Section 10.5.

"Term" shall have the meaning set forth in Section 12.

"The Qt Company" shall mean:

(i) in the event Licensee is an individual residing in the United States or a legal entity incorporated in the United States or having its headquarters in the United States, The Qt Company Inc., a Delaware corporation with its office at 2350 Mission College Blvd., Suite 1020, Santa Clara, CA 95054, USA.; or

(ii) in the event the Licensee is an individual residing outside of the United States or a legal entity incorporated outside of the United States or having its registered office outside of the United States, The Qt Company Ltd., a Finnish company with its registered office at Bertel Jungin aukio D3A, 02600 Espoo, Finland.

"Third-Party Software" shall have the meaning set forth in Section 4.
"Updates" shall mean a release or version of the Licensed Software containing bug fixes, error corrections and other changes that are generally made available to users of the Licensed Software that have contracted for Support. Updates are generally depicted as a change to the digits following the decimal in the Licensed Software version number. The Qt Company shall make Updates available to the Licensee under the Support. Updates shall be considered as part of the Licensed Software hereunder.

"Upgrades" shall mean a release or version of the Licensed Software containing enhancements and new features and are generally depicted as a change to the first digit of the Licensed Software version number. In the event Upgrades are provided to the Licensee under this Agreement, they shall be considered as part of the Licensed Software hereunder.

2. OWNERSHIP

2.1. Ownership of The Qt Company

The Licensed Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The Licensed Software is licensed, not sold.

All of The Qt Company’s Intellectual Property Rights are and shall remain the exclusive property of The Qt Company or its licensors respectively.

2.2. Ownership of Licensee

All the Licensee’s Intellectual Property Rights are and shall remain the exclusive property of the Licensee or its licensors respectively.

All Intellectual Property Rights to the Modified Software, Applications and Devices shall remain with the Licensee and no rights thereto shall be granted by the Licensee to The Qt Company under this Agreement (except as set forth in Section 2.3 below).

2.3. Modified Software

Licensee may create bug-fixes, error corrections, patches or modifications to the Licensed Software (“Modified Software”). Such Modified Software may break the source or binary compatibility with the Licensed Software (including without limitation through changing the application programming interfaces (“API”) or by adding, changing or deleting any variable, method, or class signature in the Licensed Software and/or any inter-process protocols, services or standards in the Licensed Software libraries). To the extent that Licensee’s Modified Software so breaks source or binary compatibility with the Licensed Software, Licensee acknowledges that The Qt Company’s ability to provide Support may be prevented or limited and Licensee’s ability to make use of Updates may be restricted.

Licensee may, at its sole and absolute discretion, choose to submit Modified Software to The Qt Company (“Submitted Modified Software”) in connection with
Licensee's Support request, service request or otherwise. In the event Licensee does so, then, Licensee hereby grants The Qt Company a sublicensable, assignable, irrevocable, perpetual, worldwide, non-exclusive, royalty-free and fully paid-up license, under all of Licensee's Intellectual Property Rights, to reproduce, adapt, translate, modify, and prepare derivative works of, publicly display, publicly perform, sublicense, make available and distribute such Submitted Modified Software as The Qt Company sees fit at its free and absolute discretion.

3. LICENSES GRANTED
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Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable license, valid for the License Term, to use, modify and copy the Licensed Software by Designated Users on the Development Platforms for the sole purposes of designing, developing, demonstrating and testing Application(s) and/or Devices, and to provide thereto related support and other related services to end-user Customers.

Licensee may install copies of the Licensed Software on five (5) computers per Designated User, provided that only the Designated Users who have a valid Development License may use the Licensed Software.

Licensee may at any time designate another Designated User to replace a then-current Designated User by notifying The Qt Company in writing, provided that any Designated User may be replaced only once during any six-month period.

Upon expiry of the initially agreed License Term, the respective License Terms shall be automatically extended to one or more Renewal Term(s), unless and until either Party notifies the other Party in writing that it does not wish to continue the License Term, such notification to be provided to the other Party no less than ninety (90) days before expiry of the respective License Term. Unless otherwise agreed between the Parties, Renewal Term shall be of equal length with the initial License Term.

Any such Renewal Term shall be subject to License Fees agreed between the Parties or, if no advance agreement exists, subject to The Qt Company's standard pricing applicable at the commencement date of any such Renewal Term.

Any price or other term specified for a Renewal Term shall be valid only for the specified time.

The Qt Company may request the Licensee to place a purchase order corresponding to a quote by The Qt Company for the relevant Renewal Term.

In the event Licensee does not prevent auto-renewal pursuant the above, but a Renewal Term is nevertheless not duly ordered within 30 days from the date of the respective quote from The Qt Company and/or the respective License Fee paid by due date specified in The Qt Company's respective invoice, The Qt
Company shall apply a reinstatement fee equal to ten percent (10 %) of the total value of the License Fees of the Development Licenses for the expired term to be added to the License Fee of the respective Renewal Term.

In the event Licensee chooses not to renew a Development License for a Renewal Term by notifying The Qt Company thereof no less than ninety (90) days before expiry of the respective License Term, Licensee may still reinstate such expired Development Licenses for a Renewal Term subject to applicable renewal Term License Fees until thirty (30) days from the expiry of the initially agreed License Term or preceding Renewal Term. After such thirty (30) day period a Development License shall be subject to applicable License Fees for a new Development License and not any Renewal Term License Fees.

3.2. Distribution of Applications

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

(i) distribute, by itself or through its Contractors, Redistributables as installed, incorporated or integrated into Applications for execution on the Deployment Platforms, and

(ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Applications for their respective intended purposes.

Right to distribute the Redistributables as part of an Application as provided herein is not royalty-bearing but is conditional upon the Licensee not having any unpaid License Fees for Development Licenses owed to The Qt Company at the time of distribution of any Redistributables to Customers.

3.3. Distribution of Devices

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

(i) distribute, by itself or through one or more tiers of Contractors, Redistributables as installed, incorporated or integrated, or intended to be installed, incorporated or integrated into Devices for execution on the Deployment Platforms, and

(ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Devices for their respective intended purposes.

Right to distribute the Redistributables with Devices as provided herein is conditional upon the Licensee (i) not having any unpaid License Fees for Development Licenses owed to The Qt Company, and (ii) having purchased and paid corresponding Distribution Licenses at the time of distribution of any Redistributables to Customers.
3.4. Further Requirements
The licenses granted above in this Section 3 by The Qt Company to Licensee are conditional and subject to Licensee's compliance with the following terms:

(i) Licensee shall not remove or alter any copyright, trademark or other proprietary rights notice(s) contained in any portion of the Licensed Software;

(ii) Applications must add primary and substantial functionality to the Licensed Software so as not to compete with theLicensed Software;

(iii) Applications may not pass on functionality which in any way makes it possible for others to create software with the Licensed Software; provided however that Licensee may use the Licensed Software's scripting and QML ("Qt Quick") functionality solely in order to enable scripting, themes and styles that augment the functionality and appearance of the Application(s) without adding primary and substantial functionality to the Application(s);

(iv) Licensee shall not use Licensed Software in any manner or for any purpose that infringes, misappropriates or otherwise violates any Intellectual property or right of any third party, or that violates any applicable law;

(v) Licensee shall not use The Qt Company's or any of its suppliers' names, logos, or trademarks to market Applications, except that Licensee may use "Built with Qt" logo to indicate that Application(s) was developed using the Licensed Software;

(vi) Licensee shall not distribute, sublicense or disclose source code of Licensed Software to any third party (provided however that Licensee may appoint employee(s) of Contractors as Designated Users to use Licensed Software pursuant to this Agreement). Such right may be available for the Licensee subject to a separate software development kit ("SDK") license agreement to be concluded with The Qt Company;

(vii) Licensee shall not grant the Customers a right to (i) make copies of the Redistributables except when and to the extent required to use the Applications and/or Devices for their intended purpose, (ii) modify the Redistributables or create derivative works thereof, (iii) decompile, disassemble or otherwise reverse engineer Redistributables, or (iv) redistribute any copy or portion of the Redistributables to any third party, except as part of the onward sale of the Device on which the Redistributables are installed;

(viii) Licensee shall not and shall cause that its Affiliates or Contractors shall not use Licensed Software in any Prohibited Combination, unless Licensee has received an advance written permission from The Qt Company to do so. Absent such written permission, any and all distribution by the Licensee during the Term of a hardware device or product a) which incorporate or integrate any part of Licensed Software or Open Source Qt; or b) where the main user interface or substantial functionality is
provided by software built with Licensed Software or Open Source Qt or otherwise depends on the Licensed Software or Open Source Qt, shall be considered to be Device distribution under this Agreement and shall be dependent on Licensee's compliance thereof (including but not limited to obligation to pay applicable License Fees for such distribution). Notwithstanding what is provided above in this sub-section (viii), Licensee is entitled to use and combine Qt 3D Studio and/or Qt Design Studio with Open Source Qt ("Permitted Combination") for its internal evaluation purposes, provided that Licensee shall in no way transfer, publish, disclose, display or otherwise make available any software or work resulting from such Permitted Combination;

(ix) Licensee shall cause all of its Affiliates and Contractors entitled to make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof and for any purposes other than operating within the scope of their services for Licensee. Licensee shall be responsible for any and all actions and omissions of its Affiliates and Contractors relating to the Licensed Software and use thereof (including but not limited to payment of all applicable License Fees);

(x) Except when and to the extent explicitly provided in this Section 3, Licensee shall not transfer, publish, disclose, display or otherwise make available the Licensed Software; and

(xi) Licensee shall not attempt or enlist a third party to conduct or attempt to conduct any of the above.

Above terms shall not be applicable if and to the extent they conflict with any mandatory provisions of any applicable laws.

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The Licensed Software may provide links to third party libraries or code (collectively "Third-Party Software") to implement various functions. Third-Party Software does not comprise part of the Licensed Software. In some cases, access to Third-Party Software may be included with the Licensed Software. Such Third-Party Software will be listed in the "../src/3rdparty" source tree delivered with the Licensed Software or documented in the Licensed Software, as such may be amended from time to time. Licensee acknowledges that use or distribution of Third-Party Software is in all respects subject to applicable license terms of applicable third-party right holders.

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The Licensed Software may contain pre-release code and functionality, or sample code marked or otherwise stated with appropriate designation such as "Technology Preview", "Alpha", "Beta", "Sample" etc. ("Pre-Release Code").
Such Pre-Release Code may be present complimentary for the Licensee, in order to provide experimental support or information for new platforms or preliminary versions of one or more new functionalities or for other similar reasons. The Pre-Release Code may not be at the level of performance and compatibility of a final, generally available, product offering. The Pre-Release Code may not operate correctly, may contain errors and may be substantially modified by The Qt Company prior to the first commercial product release, if any. The Qt Company is under no obligation to make Pre-Release Code commercially available, or provide any Support or Updates relating thereto. The Qt Company assumes no liability whatsoever regarding any Pre-Release Code, but any use thereof is exclusively at Licensee’s own risk and expense.

For clarity, unless Licensed Software specifies different license terms for the respective Pre-Release Code, the Licensee is entitled to use such pre-release code pursuant to Section 3, just like other Licensed Software, provided however that in the event Add-on Products are included and available as such Pre-Release Code, Licensee’s right to use such Add-on Products is nevertheless subject to and conditional upon conclusion of separate agreement with The Qt Company.

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7. INDEMNIFICATION AND LIMITATION OF LIABILITY
7.1. Limitation of Liability
EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT,
LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY’S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES PAID OR PAYABLE TO THE QT COMPANY FROM LICENSEE DURING THE PERIOD OF TWELVE (12) MONTHS IMMEDIATELY PRECEDING THE EVENT RESULTING IN SUCH LIABILITY.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

NOTWITHSTANDING ANYTHING TO THE CONTRARY IN THIS AGREEMENT, LICENSEE SHALL ALWAYS BE LIABLE TO PAY THE APPLICABLE LICENSE FEES CORRESPONDING TO ITS ACTUAL USE OF LICENSED SOFTWARE.

8. SUPPORT, UPDATES AND ONLINE SERVICES

Upon due payment of the agreed License Fees the Licensee will be eligible to receive Support and Updates and to use the Online Services during the License Term, provided, however, that in the event the License Term is longer than 36 months, the initial payment includes Support for only the first 12 months, unless the Parties specifically otherwise agree.

Unless otherwise decided by The Company at its free and absolute discretion, Upgrades will not be included in the Support but may be available subject to additional fees.

From time to time The Qt Company may change the Support terms, provided that during the respective ongoing License Term the level of Support provided by The Qt Company may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to Customers.

9. CONFIDENTIALITY

Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party’s business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to
know basis, and shall cause its employees and employees of its Affiliates to:
(i) maintain any and all Confidential Information in confidence; (ii) not
disclose the Confidential Information to a third party without the Disclosing
Party's prior written approval; and (iii) not, directly or indirectly, use the
Confidential Information for any purpose other than for exercising its rights
and fulfilling its responsibilities pursuant to this Agreement. Each Party
shall take reasonable measures to protect the Confidential Information of the
other Party, which measures shall not be less than the measures taken by such
Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or
becomes generally known to the public through no act or omission of the
Receiving Party; (ii) was in the Receiving Party's lawful possession prior to
the disclosure hereunder and was not subject to limitations on disclosure or
use; (iii) is developed independently by employees or Contractors of the
Receiving Party or other persons working for the Receiving Party who have not
had access to the Confidential Information of the Disclosing Party, as proven
by the written records of the Receiving Party; (iv) is lawfully disclosed to
the Receiving Party without restrictions, by a third party not under an
obligation of confidentiality; or (v) the Receiving Party is legally compelled
to disclose, in which case the Receiving Party shall notify the Disclosing
Party of such compelled disclosure and assert the privileged and confidential
nature of the information and cooperate fully with the Disclosing Party to
limit the scope of disclosure and the dissemination of disclosed Confidential
Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a
period of five (5) years after the last disclosure, and, with respect to trade
secrets, for so long as such trade secrets are protected under applicable trade
secret laws.

10. FEES, DELIVERY AND PAYMENT

10.1. License Fees
License Fees are described in The Qt Company's standard price list, quote or
Purchase Order confirmation or in an appendix hereto, as the case may be.

The License Fees shall not be refunded or claimed as a credit in any event or
for any reason whatsoever.

10.2. Ordering Licenses
Licensee may purchase Development Licenses and Distribution Licenses pursuant
to agreed pricing terms or, if no specific pricing terms have been agreed upon,
at The Qt Company's standard pricing terms applicable at the time of purchase.
Unless specifically otherwise provided, any pricing terms referenced in this
Agreement shall be valid for twelve (12) months from the date of this Agreement.

Licensee shall submit all purchase orders for Development Licenses and
Distribution Licenses to The Qt Company by email or any other method acceptable
to The Qt Company (each such order is referred to herein as a “Purchase Order”) for confirmation, whereupon the Purchase Order shall become binding between the Parties.

10.3. Distribution License Packs
Unless otherwise agreed, Distribution Licenses shall be purchased by way of Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for distributing the Redistributables in accordance with this Agreement.

Each time Licensee distributes a copy of Redistributables, then one Distribution License is used, and Licensee's account of available Distribution Licenses is decreased accordingly. Licensee may distribute copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

10.4. Payment Terms
License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee.

A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

10.5. Taxes
All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax, withholding tax and other taxes, duties or tariffs (“Taxes”) levied directly for the sale, delivery or use of Licensed Software hereunder pursuant to any applicable law. Such applicable Taxes shall be paid by Licensee to The Qt Company, or, where applicable, in lieu of payment of such Taxes to The Qt Company, Licensee shall provide an exemption certificate to The Qt Company and any applicable authority.

11. RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS
11.1. Licensee's Record-keeping
Licensee shall at all times during the Term of this Agreement and for a period of seven (7) years thereafter maintain Licensee's Records in an accurate and up-to-date form. Licensee's Records shall be adequate to reasonably enable The Qt Company to determine Licensee's compliance with the provisions of this Agreement. The records shall conform to general good accounting practices.

Licensee shall, within thirty (30) days from receiving The Qt Company’s request
to that effect, deliver to The Qt Company a report based on Licensee's Records, such report to contain information, in sufficient detail, on (i) number and identity of users working with Licensed Software or Open Source Qt, (ii) copies of Redistributables distributed by Licensee during the most recent calendar quarter and/or any other term specified by The Qt Company, (iii) number of undistributed copies of Redistributables and corresponding number of unused Distribution Licenses remaining on Licensee's account, and (iv) any other information as The Qt Company may reasonably require from time to time.

11.2. The Qt Company's Audit Rights
The Qt Company or an independent auditor acting on behalf of The Qt Company, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the Licensee's use of the Licensed Software, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to inspect Licensee's Records and conduct necessary interviews of Licensee's relevant employees and Contractors. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to pay The Qt Company any amounts owed for such unauthorized use within 30 days from receipt of the corresponding invoice from The Qt Company. In addition, in the event the audit reveals a material violation of the terms of this Agreement (without limitation, either (i) underpayment of more than 10% of License Fees or 10,000 euros (whichever is more) or (ii) distribution of products, which include or result from Prohibited Combination, shall be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

12. TERM AND TERMINATION
12.1. Agreement Term
This Agreement shall enter into force upon due acceptance by both Parties and remain in force for as long as there is any Development License(s) purchased under this Agreement in force ("Term"), unless and until terminated pursuant to the terms of this Section 12.

12.2. Termination and suspension of rights
Either Party shall have the right to terminate this Agreement upon thirty (30) days prior written notice if the other Party commits a material breach of any obligation of this Agreement and fails to remedy such breach within such notice period.

Instead of termination, The Qt Company shall have the right to suspend or
withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Development Licenses, Distribution License, and Support, should Licensee fail to make payment in timely fashion or otherwise violates or is reasonably suspected to violate its obligations or terms of this Agreement, and where such violation or breach is not cured within five (5) business days following The Qt Company's written notice thereof.

12.3. Mutual Right to Terminate
Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

12.4. Parties Rights and Duties upon Termination
Upon expiry or termination of the Agreement, Licensee shall cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') to cease using the Licensed Software and distribution of the Redistributables under this Agreement.

Notwithstanding the above, in the event the Agreement expires or is terminated:
(i) as a result of The Qt Company choosing not to renew the Development License(s) as set forth in Section 3.1, then all valid licenses possessed by the Licensee at such date shall be extended to be valid in perpetuity under the terms of this Agreement and Licensee is entitled to purchase additional licenses as set forth in Section 10.2; or
(ii) for reason other than by The Qt Company pursuant to item (i) above or pursuant to Section 12.2, then the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).
12.5. Extension in case of bankruptcy
In the event The Qt Company is declared bankrupt under a final, non-cancellable
decision by relevant court of law, and this Agreement is not, at the date of
expiry of the Development License(s) pursuant to Section 3.1, assigned to
party, who has assumed The Qt Company's position as a legitimate licensor of
Licensed Software under this Agreement, then all valid licenses possessed by
the Licensee at such date of expiry, and which the Licensee has not notified
for expiry, shall be extended to be valid in perpetuity under the terms of this
Agreement.

13. GOVERNING LAW AND LEGAL VENUE
In the event this Agreement is in the name of The Qt Company Inc., a Delaware
Corporation, then:
   (i)  this Agreement shall be construed and interpreted in accordance
        with the laws of the State of California, USA, excluding its choice
        of law provisions;
   (ii) the United Nations Convention on Contracts for the International
        Sale of Goods will not apply to this Agreement; and
   (iii) any dispute, claim or controversy arising out of or relating to
        this Agreement or the breach, termination, enforcement,
        interpretation or validity thereof, including the determination of
        the scope or applicability of this Agreement to arbitrate, shall
        be determined by arbitration in San Francisco, USA, before one
        arbitrator. The arbitration shall be administered by JAMS pursuant
        to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on
        the Award may be entered in any court having jurisdiction. This
        Section shall not preclude parties from seeking provisional
        remedies in aid of arbitration from a court of appropriate
        jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish
Company, then:
   (i)  this Agreement shall be construed and interpreted in accordance
        with the laws of Finland, excluding its choice of law provisions;
   (ii) the United Nations Convention on Contracts for the International
        Sale of Goods will not apply to this Agreement; and
   (iii) any disputes, controversy or claim arising out of or relating to
        this Agreement, or the breach, termination or validity thereof
        shall be finally settled by arbitration in accordance with the
        Arbitration Rules of Finland Chamber of Commerce. The arbitration
        tribunal shall consist of one (1), or if either Party so requires,
        of three (3), arbitrators. The award shall be final and binding and
        enforceable in any court of competent jurisdiction. The arbitration
        shall be held in Helsinki, Finland and the process shall be
        conducted in the English language. This Section shall not preclude
        parties from seeking provisional remedies in aid of arbitration
        from a court of appropriate jurisdiction.
14. GENERAL PROVISIONS

14.1. No Assignment
Except in the case of a merger or sale of substantially all of its corporate assets, Licensee shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

14.2. No Third-Party Representations
Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company's behalf shall be void as to The Qt Company.

14.3. Surviving Sections
Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive. Such sections include especially the following: 1, 2, 6, 7, 9, 11, 12.4, 13 and 14.

14.4. Entire Agreement
This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order accepted by The Qt Company constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein.

In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

Parties specifically acknowledge and agree that this Agreement prevails over any click-to-accept or similar agreements the Designated Users may need to accept online upon download of the Licensed Software, as may be required by The Qt Company's applicable processes relating to Licensed Software.

14.5. Modifications
No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order ("Deviating Terms") shall apply unless The Qt Company has expressly agreed such Deviating Terms in writing. Unless and to the extent expressly agreed by The Qt Company, any such Deviating Terms shall be deemed void and with no legal effect. For clarity, delivery of the Licensed Software following the receipt of the Purchase Order including Deviating Terms shall not constitute acceptance of such Deviating Terms."
14.6. Force Majeure
Except for the payment obligations hereunder, neither Party shall be liable to
the other for any delay or non-performance of its obligations hereunder in the
event and to the extent that such delay or non-performance is due to an event
of act of God, terrorist attack or other similar unforeseeable catastrophic
event that prevents either Party for fulfilling its obligations under this
Agreement and which such Party cannot avoid or circumvent ("Force Majeure
Event"). If the Force Majeure Event results in a delay or non-performance of a
Party for a period of three (3) months or longer, then either Party shall have
the right to terminate this Agreement with immediate effect without any
liability (except for the obligations of payment arising prior to the event of
Force Majeure) towards the other Party.

14.7. Notices
Any notice given by one Party to the other shall be deemed properly given and
deeded received if specifically acknowledged by the receiving Party in writing
or when successfully delivered to the recipient by hand, fax, or special
courier during normal business hours on a business day to the addresses
specified for each Party on the signature page. Each communication and document
made or delivered by one Party to the other Party pursuant to this Agreement
shall be in the English language.

14.8. Export Control
Licensee acknowledges that the Redistributables, as incorporated in
Applications or Devices, may be subject to export control restrictions under
the applicable laws of respective countries. Licensee shall fully comply with
all applicable export license restrictions and requirements as well as with all
laws and regulations relating to the Redistributables and exercise of licenses
hereunder and shall procure all necessary governmental authorizations,
including without limitation, all necessary licenses, approvals, permissions or
consents, where necessary for the re-exportation of the Redistributables,
Applications and/or Devices.

14.9. No Implied License
There are no implied licenses or other implied rights granted under this
Agreement, and all rights, save for those expressly granted hereunder, shall
remain with The Qt Company and its licensors. In addition, no licenses or
immunities are granted to the combination of the Licensed Software with any
other software or hardware not delivered by The Qt Company under this Agreement.

14.10. Attorney Fees
The prevailing Party in any action to enforce this Agreement shall be entitled
to recover its attorney's fees and costs in connection with such action.

14.11. Privacy
Licensee acknowledges and agrees that for the purpose of this Agreement, The Qt
Company may collect, use, transfer and disclose personal data pertaining to
Designated Users as well as any other employees and directors of the Licensee
and its Contractors relevant for carrying out the intent of this Agreement. Such personal data may be collected from the Licensee or directly from the relevant individuals. The Parties acknowledge that with regard to such personal data processed hereunder, The Qt Company shall be regarded as the Data Controller under the applicable Data Protection Legislation. The Qt Company shall process any such personal data in accordance with its privacy policies and practices, which will comply with all applicable requirements of the Data Protection Legislation.

14.12. Severability
If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

APPENDICES
The Agreement includes Appendix 1, and possibly one or more of the appendices 3-5, depending on the product(s) purchased by the Licensee, what is stated in the quote or invoice, and/or what is stated in the Licensee's License Certificate.

APPENDIX 1
The modules and/or tools that are included in the respective product - Qt for Application Development (QtAD), Qt for Device Creation (QtDC), Qt for MCUs (QtMCU), Qt 3D Studio (Qt3DS) and Qt Design Studio (QtDS) - are marked with 'X' in the below table.

Parts of the product that are permitted for distribution in object-code form only ("Redistributables") are marked with 'R' in the below table.

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|-------------------|-------------------|
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|                   |                  |                |                 |               |             |               |
|                   |                  |                |                 |               |             |               |
|                   |                  |                |                 |               |             |               |
|                   |                  |                |                 |               |             |               |
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**Qt MQTT** | X,R | | | | |

**Qt KNX** | X,R | | | | |

**Qt OPC UA** | X,R | | | | |

**Qt CoAP** | X,R | | | | |

**Qt Safe** | | X,R | | | | |

**Renderer** | | | | | |
| Qt          |      |      |      |      |      |
| Application |      | X,R  |      | X,R  |      |
| Manager     |      |      |      |      |      |
| Qt IVI      |      | X,R  |      |      |      |
| Reference UI|      | X,R  |      |      |      |
| Qt GENIVI   |      | X,R  |      |      |      |
| Extras      |      |      |      |      |      |
| QML Live    |      | X    |      |      |      |
| Qt Creator  |      | X    |      |      |      |
| Deployment  |      |      |      |      |      |
| Qt Creator  |      |      |      |      |      |
| Plugin for  |      |      |      |      |      |
| Qt          |      |      |      |      |      |
| Automotive  |      |      |      |      |      |
| Suite       |      | X    |      |      |      |
| Deployment  |      |      |      |      |      |
| Server      |      |      |      |      |      |
| Qt Design   |      | X    |      |      |      |
| Studio      |      |      |      |      |      |
| Qt 3D Studio|      | X    |      |      |      |
| GammaRay    |      | X    |      |      | X    |
| Platform    |      |      |      |      |      |
| adaptations |      |      |      |      |      |
| for         |      |      |      |      | X    |
| specified   |      |      |      |      |      |
| Deployment  |      |      |      |      |      |
| Platforms   |      |      |      |      |      |
| Qt for      |      |      |      |      |      |
| Device      |      | X    |      |      |      |
| Creation    |      |      |      |      |      |

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# spdx-license-ids


A list of [SPDX license](https://spdx.org/licenses/) identifiers

## Installation

[Download JSON directly](https://raw.githubusercontent.com/shinnn/spdx-license-ids/master/index.json), or [use](https://docs.npmjs.com/cli/install) [npm](https://docs.npmjs.com/about-npm):

```bash
npm install spdx-license-ids
```

## [Node.js](https://nodejs/) API

```javascript
require('spdx-license-ids')
```
Type: `string[]`

All license IDs except for the currently deprecated ones.

```javascript
const ids = require('spdx-license-ids');
//=> ['0BSD', 'AAL', 'ADSL', 'AFL-1.1', 'AFL-1.2', 'AFL-2.0', 'AFL-2.1', 'AFL-3.0', 'AGPL-1.0-only', ...]

ids.includes('BSD-3-Clause'); //=> true
ids.includes('CC-BY-1.0'); //=> true

ids.includes('GPL-3.0'); //=> false
```

### require('spdx-license-ids/deprecated')

Type: `string[]`

Deprecated license IDs.

```javascript
const deprecatedIds = require('spdx-license-ids/deprecated');
//=> ['AGPL-1.0', 'AGPL-3.0', 'GFDL-1.1', 'GFDL-1.2', 'GFDL-1.3', 'GPL-1.0', 'GPL-2.0', ...]

deprecatedIds.includes('BSD-3-Clause'); //=> false
deprecatedIds.includes('CC-BY-1.0'); //=> false

deprecatedIds.includes('GPL-3.0'); //=> true
```

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suggested a robust implementation of pthread_once
similar to that implemented by V.Kliathcko;
system clock change handling re CV timeouts;
bug fixes.

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Vladimir Kliatchkovladimir at kliatchko dot com
reimplemented pthread_once with the same form
as described by A.Terekhov (later version 2):
implementation of MCS (Mellor-Crummey/Scott) locks.
A. HISTORY OF THE SOFTWARE
==================================

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

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

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations, which became
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Computer graphics and geometric modeling: implementation and algorithms
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See also:
"Polygon Offsetting by Computing Winding Numbers"
Paper no. DETC2005-85513 pp. 565-575
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node-http-proxy

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* MS Visual Studio error format option.
  * Detect unordered_map in stl_hash.m4.

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* Fixed warnings about generated constructors not explicitly initializing all fields (only present with certain compiler settings).
* Added generation of field number constants.

Wink Saville <wink@google.com>
* Fixed initialization ordering problem in logging code.

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* Emacs mode for Protocol Buffers (editors/protobuf-mode.el).

Scott Stafford <scott.stafford@gmail.com>
* Added Swap(), SwapElements(), and RemoveLast() to Reflection interface.

Alexander Melnikov <alm@sibmail.ru>
* HPUX support.

Oliver Jowett <oliver.jowett@gmail.com>
* Detect whether zlib is new enough in configure script.
  * Fixes for Solaris 10 32/64-bit confusion.

Evan Jones <evanj@mit.edu>
* Optimize Java serialization code when writing a small message to a stream.
  * Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.
  * Clean up some Java warnings.
  * Fix bug with permanent callbacks that delete themselves when run.

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* Added CodedInputStream.getTotalBytesRead().

Kacper Kowalik <xarthisius.kk@gmail.com>
* Fixed m4/acx_pthread.m4 problem for some Linux distributions.

William Orr <will@worrbase.com>
* Fixed detection of sched_yield on Solaris.
  * Added atomicops for Solaris

Andrew Paprocki <andrew@ishiboo.com>
* Fixed minor IBM xC compiler build issues
  * Added atomicops for AIX (POWER)
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 * Date: Fri, Jun 24, 2011 at 3:20 AM
 * Subject: Re: sqrt routine
 * To: Kevin Ma <kma@google.com>
 * Hi Kevin,
 * Thanks for asking. Those routines are public domain (originally posted to
 * comp.sys.arm a long time ago), so you can use them freely for any purpose.
 * Cheers,
 * Wilco
 *
 * ----- Original Message ----- 
 * From: "Kevin Ma" <kma@google.com>
 * To: <Wilco.Dijkstra@ntlworld.com>
 * Sent: Thursday, June 23, 2011 11:44 PM
 * Subject: Fwd: sqrt routine
 * Hi Wilco,
 * I saw your sqrt routine from several web sites, including
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this as regards changes in header files, but we have achieved it as regards
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If you want to write an option parser, and have it be good, there are
two ways to do it. The Right Way, and the Wrong Way.
The Wrong Way is to sit down and write an option parser. We've all done that.

The Right Way is to write some complex configurable program with so many options that you hit the limit of your frustration just trying to manage them all, and defer it with duct-tape solutions until you see exactly to the core of the problem, and finally snap and write an awesome option parser.

If you want to write an option parser, don't write an option parser. Write a package manager, or a source control system, or a service restarter, or an operating system. You probably won't end up with a good one of those, but if you don't give up, and you are relentless and diligent enough in your procrastination, you may just end up with a very nice option parser.

## USAGE

```javascript
// my-program.js
var nopt = require("nopt")
, Stream = require("stream").Stream
, path = require("path")
, knownOpts = { "foo" : [String, null]
, "bar" : [Stream, Number]
, "baz" : path
, "bloo" : [ "big", "medium", "small" ]
, "flag" : Boolean
, "pick" : Boolean
, "many1" : [String, Array]
, "many2" : [path, Array]
}
, shortHands = { "foofoo" : ["--foo", "Mr. Foo"]
, "b7" : ["--bar", "7"]
, "m" : ["--bloo", "medium"]
, "p" : ["--pick"]
, "f" : ["--flag"]
}

// everything is optional.
// knownOpts and shorthands default to {}
// arg list defaults to process.argv
// slice defaults to 2
, parsed = nopt(knownOpts, shortHands, process.argv, 2)
console.log(parsed)
```

This would give you support for any of the following:
```console
$ node my-program.js --foo "blerp" --no-flag
{ "foo" : "blerp", "flag" : false }

$ node my-program.js ---bar 7 --foo "Mr. Hand" --flag
{ bar: 7, foo: "Mr. Hand", flag: true }

$ node my-program.js --foo "blerp" -f ----p
{ foo: "blerp", flag: true, pick: true }

$ node my-program.js -fp --foofoo
{ foo: "Mr. Foo", flag: true, pick: true }

$ node my-program.js --foofoo --fp # -- stops the flag parsing.
{ foo: "Mr. Foo", argv: [ remain: ["-fp"] ] }

$ node my-program.js --blatzk -fp # unknown opts are ok.
{ blatzk: true, flag: true, pick: true }

$ node my-program.js --blatzk=1000 -fp # but you need to use = if they have a value
{ blatzk: 1000, flag: true, pick: true }

$ node my-program.js --no-blatzk -fp # unless they start with "no-"
{ blatzk: false, flag: true, pick: true }

$ node my-program.js --baz b/a/z # known paths are resolved.
{ baz: "/Users/isaacs/b/a/z" }

# if Array is one of the types, then it can take many
# values, and will always be an array. The other types provided
# specify what types are allowed in the list.

$ node my-program.js --many1 5 --many1 null --many1 foo
{ many1: ["5", "null", "foo"] }

$ node my-program.js --many2 foo --many2 bar
{ many2: ["/path/to/foo", "path/to/bar"] }

```

Read the tests at the bottom of `lib/nopt.js` for more examples of what this puppy can do.

## Types

The following types are supported, and defined on `nopt.typeDefs`

* String: A normal string. No parsing is done.
* path: A file system path. Gets resolved against cwd if not absolute.
* url: A url. If it doesn't parse, it isn't accepted.
* Number: Must be numeric.
* Date: Must parse as a date. If it does, and `Date` is one of the options, then it will return a Date object, not a string.
* Boolean: Must be either `true` or `false`. If an option is a boolean, then it does not need a value, and its presence will imply `true` as the value. To negate boolean flags, do `--no-whatever` or `--whatever false`.
* NaN: Means that the option is strictly not allowed. Any value will fail.
* Stream: An object matching the "Stream" class in node. Valuable for use when validating programmatically. (npm uses this to let you supply any WriteStream on the `outfd` and `logfd` config options.)
* Array: If `Array` is specified as one of the types, then the value will be parsed as a list of options. This means that multiple values can be specified, and that the value will always be an array.

If a type is an array of values not on this list, then those are considered valid values. For instance, in the example above, the `--bloo` option can only be one of "big", "medium", or "small", and any other value will be rejected.

When parsing unknown fields, "true", "false", and "null" will be interpreted as their JavaScript equivalents.

You can also mix types and values, or multiple types, in a list. For instance `{ blah: [Number, null] }` would allow a value to be set to either a Number or null. When types are ordered, this implies a preference, and the first type that can be used to properly interpret the value will be used.

To define a new type, add it to `nopt.typeDefs`. Each item in that hash is an object with a `type` member and a `validate` method. The `type` member is an object that matches what goes in the type list. The `validate` method is a function that gets called with `validate(data, key, val)`. Validate methods should assign `data[key]` to the valid value of `val` if it can be handled properly, or return boolean `false` if it cannot.

You can also call `nopt.clean(data, types, typeDefs)` to clean up a config object and remove its invalid properties.

## Error Handling

By default, nopt outputs a warning to standard error when invalid values for known options are found. You can change this behavior by assigning a method to `nopt.invalidHandler`. This method will be called with the offending `nopt.invalidHandler(key, val, types)`.
If no `nopt.invalidHandler` is assigned, then it will `console.error` its whining. If it is assigned to boolean ‘false’ then the warning is suppressed.

## Abbreviations

Yes, they are supported. If you define options like this:

```javascript
{ "foolhardyelephants" : Boolean , "pileofmonkeys" : Boolean }
```

Then this will work:

```bash
node program.js --foolhar --pil
node program.js --no-f --pileofmon
# etc.
```

## Shorthands

Shorthands are a hash of shorter option names to a snippet of args that they expand to.

If multiple one-character shorthands are all combined, and the combination does not unambiguously match any other option or shorthand, then they will be broken up into their constituent parts. For example:

```json
{ "s" : ["--loglevel", "silent"] , "g" : "--global" , "f" : "--force" , "p" : "--parseable" , "l" : "--long" }
```

```bash
npm ls -sgflp
# just like doing this:
npm ls --loglevel silent --global --force --long --parseable
```

## The Rest of the args
The config object returned by nopt is given a special member called `argv`, which is an object with the following fields:

* `remain`: The remaining args after all the parsing has occurred.
* `original`: The args as they originally appeared.
* `cooked`: The args after flags and shorthands are expanded.

## Slicing

Node programs are called with more or less the exact argv as it appears in C land, after the v8 and node-specific options have been plucked off. As such, `argv[0]` is always `node` and `argv[1]` is always the JavaScript program being run.

That's usually not very useful to you. So they're sliced off by default. If you want them, then you can pass in `0` as the last argument, or any other number that you'd like to slice off the start of the list.

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BezierEasing - use bezier curve for transition easing function
by Gatan Renaudeau 2014 - 2015  MIT License

Credits: is based on Firefox's nsSMILKeySpline.cpp

Usage:
var spline = BezierEasing([ 0.25, 0.1, 0.25, 1.0 ])
spline.get(x) => returns the easing value | x must be in [0, 1] range

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

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

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

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

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

## Shared library options
LD_SOOPTIONS= -Wl,-Bsymbolic
## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation rules
%.$(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<
%.$(STATIC_O): $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

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

## Versioned libraries rules
%.$(SO).$(SO_TARGET_VERSION_MAJOR): %.$(SO).$(SO_TARGET_VERSION)
$(RM) $@ && ln -s ${<F} $@
%.$(SO): %.$(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s ${*F}.$(SO).$(SO_TARGET_VERSION) $@

## Bind internal references

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

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

## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =
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```
#!/usr/bin/env node

var nopt = require('./lib/nopt')
, path = require('path')

, types = { num: Number,
          , bool: Boolean
          , help: Boolean
          , list: Array
          , "num-list": [Number, Array]
          , "str-list": [String, Array]
          , "bool-list": [Boolean, Array]
          , str: String
          , clear: Boolean
          , config: Boolean
          , length: Number
          , file: path
          }

, shorthands = { s: [ "--str", "astring" ]
               , b: [ "--bool" ]
               , nb: [ "--no-bool" ]
               , tft: [ "--bool-list", "--no-bool-list", "--bool-list", "true" ]
               , ":": ["--help"]
               , h: ["--help"]
               , H: ["--help"]
               , n: [ "--num", "125" ]
               , c: ["--config"]
               , l: ["--length"]
               , f: ["--file"]
          }

, parsed = nopt( types
                , shorthands
                , process.argv
                , 2 )

console.log("parsed", parsed)

if (parsed.help) {
    console.log(""
    console.log("nopt cli tester")
    console.log(""
    console.log("types")
    console.log(Object.keys(types).map(function M (t) {
        var type = types[t]
        if (Array.isArray(type)) {
            
```
The "Clarified Artistic License"

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C++ Big Integer Library
(see ChangeLog for version)

http://mattmccutchen.net/bigint/

Written and maintained by Matt McCutchen <matt@mattmccutchen.net>

You can use this library in a C++ program to do arithmetic on integers of size limited only by your computer's memory. The library provides BigUnsigned and BigInteger classes that represent nonnegative integers and signed integers, respectively. Most of the C++ arithmetic operators are overloaded for these classes, so big-integer calculations are as easy as:
#include "BigIntegerLibrary.hh"

BigInteger a = 65536;
cout << (a * a * a * a * a * a * a * a);

(prints 340282366920938463463374607431768211456)

The code in `sample.cc' demonstrates the most important features of the library. To get started quickly, read the code and explanations in that file and run it. If you want more detail or a feature not shown in `sample.cc', consult the actual header and source files, which are thoroughly commented.

This library emphasizes ease of use and clarity of implementation over speed; some users will prefer GMP (http://swox.com/gmp/), which is faster. The code is intended to be reasonably portable across computers and modern C++ compilers; in particular, it uses whatever word size the computer provides (32-bit, 64-bit, or otherwise).

Compiling programs that use the library
---------------------------------------
The library consists of a folder full of C++ header files (`.hh') and source files (`.cc'). Your own programs should `#include' the necessary header files and link with the source files. A makefile that builds the sample program (`sample.cc') is included; you can adapt it to replace the sample with your own program.

Alternatively, you can use your own build system or IDE. In that case, you must put the library header files where the compiler will find them and arrange to have your program linked with the library source files; otherwise, you will get errors about missing header files or "undefined references". To learn how to do this, consult the documentation for the build system or IDE; don't bother asking me. Adding all the library files to your project will work in many IDEs but may not be the most desirable approach.

Resources
---------
The library's Web site (above) provides links to released versions, the current development version, and a mailing list for release announcements, questions, bug reports, and other discussion of the library. I would be delighted to hear from you if you like this library and/or find a good use for it.

Bugs and enhancements
---------------------
The library has been tested by me and others but is by no means bug-free. If you find a bug, please report it, whether it comes in the form of compiling trouble, a mathematically inaccurate result, or a memory-management blooper (since I use Java, these are altogether too common in my C++). I generally fix all reported bugs. You are also welcome to request enhancements, but I am
unlikely to do substantial amounts of work on enhancements at this point.

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Repository: https://github.com/acornjs/acorn.git

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Repository: git@github.com:indutny/hash.js

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## magic-string
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language: node_js
node_js:
- '0.12'
- '4'
- '6'
- '7'
before_install:
- npm install -g npm@latest
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validate-npm-package-license

Give me a string and I'll tell you if it's a valid npm package license string.
var valid = require('validate-npm-package-license');
```

SPDX license identifiers are valid license strings:
```
```
var assert = require('assert');
var validSPDXExpression = {
  validForNewPackages: true,
  validForOldPackages: true,
  spdx: true
};

assert.deepEqual(valid('MIT'), validSPDXExpression);
assert.deepEqual(valid('BSD-2-Clause'), validSPDXExpression);
assert.deepEqual(valid('Apache-2.0'), validSPDXExpression);
assert.deepEqual(valid('ISC'), validSPDXExpression);
```

The function will return a warning and suggestion for nearly-correct license identifiers:
```
```
```
assert.deepEqual(
  valid('Apache 2.0'),
  {
    validForOldPackages: false,
    validForNewPackages: false,
    warnings: [
      'license should be ' +
      'a valid SPDX license expression (without "LicenseRef"), ' +
      '"UNLICENSED", or ' +
      '"SEE LICENSE IN <filename>"',
      'license is similar to the valid expression "Apache-2.0"'
    ]
  }
);
```
```

SPDX expressions are valid, too ...
```
```
```
```javascript

// Simple SPDX license expression for dual licensing
assert.deepEqual(
  valid('(GPL-3.0-only OR BSD-2-Clause)'),
  validSPDXExpression
);
```
... except if they contain `LicenseRef`:

```javascript
var warningAboutLicenseRef = {
  validForOldPackages: false,
  validForNewPackages: false,
  spdx: true,
  warnings: [
    'license should be ' +
    'a valid SPDX license expression (without "LicenseRef"), ' +
    '"UNLICENSED", or ' +
    '"SEE LICENSE IN <filename>"',
  ]};

assert.deepEqual(
  valid('LicenseRef-Made-Up'),
  warningAboutLicenseRef
);

assert.deepEqual(
  valid('(MIT OR LicenseRef-Made-Up)'),
  warningAboutLicenseRef
);

assert.deepEqual(
  valid('SEE LICENSE IN LICENSE.txt'),
  { validForNewPackages: true,
    validForOldPackages: true,
    inFile: 'LICENSE.txt' }
)

assert.deepEqual(
  valid('SEE LICENSE IN license.md'),
  { validForNewPackages: true,
    validForOldPackages: true,
    inFile: 'license.md' }
)
```
If there aren't any licensing terms, use `UNLICENSED`:

```javascript
```
var unlicensed = {
    validForNewPackages: true,
    validForOldPackages: true,
    unlicensed: true
};
assert.deepEqual(valid('UNLICENSED'), unlicensed);
assert.deepEqual(valid('UNLICENCED'), unlicensed);
```

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Version 2.0 - August 6, 2003

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1.1429 number-is-nan 1.0.1 1.0.1

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* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-
  jar/org/apache/commons/logging/impl/Log4JLogger.java
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-
  jar/org/apache/commons/logging/impl/LogFactoryImpl.java
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-
  jar/org/apache/commons/logging/impl/Jdk13LumberjackLogger.java
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-
  jar/org/apache/commons/logging/impl/SimpleLog.java
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-
  jar/org/apache/commons/logging/impl/Jdk14Logger.java
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-
  jar/org/apache/commons/logging/LogSource.java
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  jar/org/apache/commons/logging/impl/NoOpLog.java
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-
  jar/org/apache/commons/logging/impl/LogKitLogger.java
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-
  jar/org/apache/commons/logging/Log.java
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Found in path(s):
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/ServletContextCleaner.java

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1.1439 glob 6.0.4 6.0.4
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1.1442

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

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That's all there is to it!
Here is a list of the main contributors to lm-sensors version 3.

* Frodo Looijaard
  Original author of libsensors, sensors-detect, sensors and isadump.
* Merlin Hughes
  Original author of sensord.
* Bob Schlaermann
  Dynamic chip feature detection (a.k.a. generic chip support) in libsensors and sensors.
* Mark M. Hoffman
  Many improvements to the libsensors configuration file scanner.
* Jean Delivare
  New libsensors API, and migration of sensors and sensord thereto.
  Many optimizations in libsensors and sensors.
  Configuration file converter.
  Rewrite of sensors-detect.
  Support for multiple configuration files in libsensors.

1.1452 readable-stream 2.2.7 2.2.7
1.1452.1 Available under license:

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1.1453 jetty-webapp 9.4.34.v20201102

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

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* java.sun.security.ssl

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org.ow2.asm:asm-commons
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org.apache.taglibs:taglibs-standard-spec
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org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
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org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
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org.eclipse.jetty.toolchain:jetty-schemas

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1.1454 babel-helper-regex 6.26.0

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1.1455 thrift 0.14.0

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Version 2.1, February 1999

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compiler/cpp/src/main.cc
compiler/cpp/src/parser/t_field.h
compiler/cpp/src/parser/t_program.h
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lib/st/README
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*/

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// Based on ISO/IEC 9899-TC2 Committee draft (May 6, 2005) WG14/N1124
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jar/com/google/common/primitives/ImmutableDoubleArray.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/primitives/ImmutableLongArray.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/primitives/ImmutableIntArray.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/util/concurrent/ForwardingCondition.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/util/concurrent/ForwardingLock.java
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 */
/**
 * Holder for web specializations of methods of \{ @code Doubles\}. Intended to be empty for regular
 * version.
 */

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  jar/com/google/common/primitives/DoublesMethodsForWeb.java
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  jar/com/google/common/collect/MinMaxPriorityQueue.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/collect/ForwardingImmutableCollection.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/AbstractSequentialIterator.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ForwardingListMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/UnmodifiableListIterator.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ForwardingSortedSetMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/RowSortedTable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ForwardingSetMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/Synchronized.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ExplicitOrdering.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ForwardingIterator.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ClassToInstanceMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/Multiset.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ImmutableList.java

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jar/com/google/common/collection/AbstractIterator.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/AbstractSortedSetMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/Synchronized.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ExplicitOrdering.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ForwardingIterator.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ClassToInstanceMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/Multiset.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ImmutableList.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/ComparatorOrdering.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/EnumBiMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/HashMultiset.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/ForwardingSet.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/ForwardingConcurrentMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/UsingToStringOrdering.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/SortedSetMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/ImmutableSet.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/ForwardingCollection.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/EnumHashBiMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/ForwardingList.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/ForwardingMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/LinkedHashMultiset.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/CompoundOrdering.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/AbstractMultiset.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/ForwardingSortedMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/AbstractBiMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/AbstractListMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/SingletonImmutableSet.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/ForwardingMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/LinkedHashMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/NaturalOrdering.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/ForwardingSortedSet.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/AbstractMapEntry.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/hash/MacHashFunction.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/CombinedFuture.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/AggregateFutureState.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/hash/FarmHashFingerprint64.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/Platform.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/io/ReaderInputStream.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/InterruptibleTask.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/AsyncCallable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/hash/LittleEndianByteArray.java

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 */
/*
 * This following method is a modified version of one found in
 * http://gee.cs.oswego.edu/cgi-bin/viewcvs.cgi/jsr166/src/test/tck/AbstractExecutorServiceTest.java?revision=1.30
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/**
 * Holder for web specializations of methods of [@code Shorts]. Intended to be empty for regular
 * version.
 */

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*/
/**
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  jar/com/google/common/base/ExtraObjectsMethodsForWeb.java
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  jar/com/google/common/base/Verify.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/io/CharSequenceReader.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/collect/FilteredMultimapValues.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/reflect/TypeVisitor.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/MapRetrievalCache.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/AbstractValueGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/DirectedGraphConnections.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/UndirectedGraphConnections.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/HashMultimapGwtSerializationDependencies.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/DirectedNetworkConnections.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/StandardNetwork.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/NetworkBuilder.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/StandardMutableValueGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/Comparators.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/ValueGraphBuilder.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/AbstractGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/NetworkConnections.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/EdgesConnecting.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/MoreCollectors.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/MultiEdgesConnecting.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/LinkedHashMultimapGwtSerializationDependencies.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/StandardValueGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/GraphBuilder.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/ImmutableValueGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/GraphConnections.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/CollectCollectors.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/MutableValueGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/ForwardingGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/ValueGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/EndpointPair.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/GraphConstants.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/UndirectedNetworkConnections.java

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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/graph/ForwardingValueGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/graph/AbstractGraphBuilder.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/graph/AbstractNetwork.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/graph/ElementOrder.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/graph/MapIteratorCache.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collect/ImmutableSupplier.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/ArrayTable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/ImmutableTable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/SingletonImmutableList.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/RegularImmutableSortedSet.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/DiscreteDomain.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMap.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/SingletonImmutableTable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/ImmutableEnumSet.java

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  * /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/SortedMultisets.java

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  * /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/graph/package-info.java
  * /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/CollectSpliterators.java

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* As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
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jar/com/google/common/graph/MutableNetwork.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/RegularImmutableTable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/net/InternetDomainName.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/MapMakerInternalMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/escape/ArrayBasedEscaperMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/MapMaker.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/Callables.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/JdkFutureAdapters.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/io/BaseEncoding.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/io/Closer.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/RateLimiter.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/math/PairedStats.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/reflect/ClassPath.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/ImmutableRangeSet.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/reflect/TypeToInstanceMap.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/reflect/TypeCapture.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/StandardTable.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/FilteredKeyListMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/SortedMultisetBridge.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/AllEqualOrdering.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/CompactHashSet.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/CompactHashMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/ForwardingBlockingDeque.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableList.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/CompactLinkedHashSet.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/TransformedListIterator.java

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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/FuturesGetChecked.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/TimeoutFuture.java

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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/escape/CharEscaper.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/io/PatternFilenameFilter.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/io/AppendableWriter.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/AggregateFuture.java

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

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  jar/com/google/common/collection/FluentIterable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/primitives/Floats.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/util/concurrent/SequentialExecutor.java
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  jar/com/google/thirdparty/publicsuffix/TrieParser.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/primitives/Ints.java
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*/
/**
* Returns an array containing all of the elements in the specified collection. This method 
* returns the elements in the order they are returned by the collection's iterator. The returned 
* array is "safe" in that no references to it are maintained by the collection. The caller is 
* thus free to modify the returned array. 
* 
* <p>This method assumes that the collection size doesn't change while the method is running. 
* 
* <p>TODO(kevinb): support concurrently modified collections? 
* 
* @param c the collection for which to return an array of elements 
*/

Found in path(s):
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/collection/ObjectArrays.java

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*/
/**
* Not supported. <b>You are attempting to create a map that may contain a non-[@code Comparable]</b> 
* key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy 
* version.
* 
* @throws UnsupportedOperationException always 
* @deprecated <b>Pass a key of type {@code Comparable} to use {link 
* ImmutableSortedMap#of(Comparable, Object)}.<b> 
*/
Found in path(s):
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMapFauxverideShim.java
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 */

/*
 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
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 */

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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ForwardingSortedMultiset.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/GeneralRange.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/Count.java

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  jar/org/kitesdk/compat/DynConstructors.java
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1.1487 babel-helper-define-map 6.26.0

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org.eclipse.jetty.toolchain:jetty-schemas

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

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For hadoop-yarn-project/hadoop-yarn/hadoop-yarn-server/hadoop-yarn-server-nodemanager/src/main/native/container-executor/impl/compat/{fstatat|openat|unlinkat}.h:

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- hadoop-hdfs-project/hadoop-hdfs/src/main/webapps/static/jquery.dataTables.min.js
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hadoop-tools/hadoop-sls/src/main/html/css/bootstrap-responsive.min.css
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broccoli-asset-rev v2.4.2
broccoli-funnel v1.0.1
datatables v1.10.8
em-helpers v0.5.13
em-table v0.1.6
ember v2.2.0
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Azure Data Lake Store - Java client SDK 2.0.11
JCodegs 1.0.8
Joni 2.1.2
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1.1507 babel-plugin-check-es2015-constants
6.22.0 6.22.0

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1.1512 is-resolvable 1.1.0

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1.1513 babel-register 7.16.0

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1.1514 drill-metastore-api 1.19.0

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1.1515 denque 1.5.0 1.5.0
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1.1516 utf-8-validate 1.2.1 1.2.1

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1.1517 supports-color 6.0.0

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1.1518 fast-deep-equal 2.0.1 2.0.1

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1.1519 event-emitter 0.3.5

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1.1520 jctools-core 3.1.0

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1.1521 babel-plugin-syntax-exponentiation-operator 6.13.0

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1.1547 on-headers 1.0.1 1.0.1

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1.1548 lodash.isplainobject 4.0.6 4.0.6

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* https://github.com/eclipse-ee4j/glassfish-jsftemplating
* https://github.com/eclipse-ee4j/glassfish-hk2-extra
* https://github.com/eclipse-ee4j/glassfish-hk2
* https://github.com/eclipse-ee4j/glassfish-fighterfish

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1.1570 ecdsa-sig-formatter 1.0.10 1.0.10

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1.1571 jackson-jaxrs 2.12.1

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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/dom3/as/ASNotationDeclaration.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/dom3/as/ASEntityDeclaration.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/dom3/as/ASNamedObjectMap.java
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  jar/org/apache/xerces/dom3/as/DocumentAS.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/dom3/as/ASEntityDeclaration.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/dom3/as/ASAttributeDeclaration.java
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  jar/org/apache/xerces/dom3/as/ASModel.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/dom3/as/DocumentEditAS.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/dom3/as/DocumentEditAS.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/dom3/as/ASObject.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/dom3/as/DOMImplementationAS.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/dom3/as/ASDataType.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/dom3/as/ASContentModel.java
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  jar/org/apache/xerces/dom3/as/ASObjectList.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/DOMASException.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/NodeEditAS.java
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*/
/**
 * Checks if this content model has had its min/maxOccurs values reduced for
 * purposes of speeding up UPA. If so, this content model should not be used
 * for any purpose other than checking unique particle attribution
 *
 * @return a boolean that says whether this content has been compacted for UPA
 */

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

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*/

/**
 * used to check the 3 constraints against each complex type
 * (should be each model group):
 * Unique Particle Attribution, Particle Derivation (Restriction),
 * Element Declarations Consistent.
 */

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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDElementTraverser.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLErrorHandler.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLFrameElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDAbstractIDConstraintTraverser.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLImgElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLInputSource.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLOptgroupElement.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/DeferredCDATASectionImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/wml/dom/WMLWmlElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/dv/xs/AnySimpleDV.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/xs/defaults/StringList.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/wml/WMLTimerElement.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/xs/opti/SchemaDOMImplementation.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/xs/opti/DefaultXMLDocumentHandler.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/xs/opti/SchemaParsingConfig.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/xs/XSException.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/xinc/TextReader.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom/DOMInputImpl.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/events/UEventImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xml/serialize/Method.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/stax/events/EntityReferenceImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/html/dom/HTMLBodyElementImpl.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xx/datatypes/ByteList.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xpointer/ElementSchemePointer.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/AbstractXMLSchema.java
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  jar/org/apache/xerces/impl/dtd/impl/DefaultCharacterDataImpl.java
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jar/org/apache/xerces/impl/xs/traversers/XSDNotationTraverser.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/xni/grammars/XMLSchemaDescription.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/jaxp/validation/DOMResultBuilder.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/wml/dom/WMLAnchorElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/html/dom/HTMLModElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/wml/dom/WMLDocumentImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom/DeferredElementNSImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/XMLEntityHandler.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom/NodeImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/parsers/IncludeAwareParserConfiguration.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/parsers/XIncludeAwareParserConfiguration.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/dv/dtd/XML11IDREFDatatypeValidator.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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# Jackson JSON processor

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

Other developers who have contributed code are:

* Brian Langel
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It was originally lifted from http://subversion.apache.org/style/site.css *

* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*

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        <li><a href="/foundation/conferences.html">Conferences</a></li>
        <li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
        <li><a href="/foundation/how-it-works.html">The Apache Way</a></li>
        <li><a href="/travel/">Travel Assistance</a></li>
        <li><a href="/foundation/getinvolved.html">Get Involved</a></li>
        <li><a href="http://community.apache.org/newbiefaq.html">Community FAQ</a></li>
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        <li><a href="http://labs.apache.org/">Labs</a></li>
        <li><a href="/licenses/">Licensing</a></li>
        <li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
        <li><a href="/foundation/marks/">Trademark Policy</a></li>
        <li><a href="/foundation/contact.html">Contacts</a></li>
      </ul>
    </div>
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        <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
        <li><a href="/security/">Security</a></li>
        <li><a href="http://status.apache.org">Status</a></li>
        <li><a href="/foundation/contact.html">Contacts</a></li>
      </ul>
    </div>
    <div class="col-sm-2">
      <h5 class="white">Press</h5>
      <ul class="list-unstyled white" role="menu">
        <li><a href="/press/">Overview</a></li>
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<meta http-equiv="content-type" content="text/html; charset=UTF-8">
<style type="text/css">
li {display: block;}
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# Jackson JSON processor

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

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<body>

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

<div class="container">

<div class="navbar-header">

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

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

</button>

</div>

</div>

</nav>

</header>

</body>
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  jar/reactor/core/scheduler/ExecutorServiceScheduler.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/reactor/util/function/Tuple6.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/reactor/util/function/Tuple4.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/reactor/util/package-info.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/reactor/core/publisher/PackageInfo.java
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* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/reactor/core/publisher/FluxBufferBoundary.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/reactor/core/publisher/MonoPublishOn.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/reactor/core/publisher/ParallelFluxHide.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/reactor/core/publisher/BlockingSink.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/reactor/core/publisher/FluxSkipUntil.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/reactor/core/publisher/FluxRepeat.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/reactor/core/publisher/ConnectableFluxOnAssembly.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/reactor/core/publisher/MonoMaterialize.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/reactor/core/publisher/FluxPublishMulticast.java
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  jar/reactor/core/publisher/MonoRunnable.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/reactor/core/publisher/ParallelArraySource.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/reactor/core/publisher/FluxZip.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/adapter/JdkFlowAdapter.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/reactor/core/publisher/LambdaSubscriber.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/reactor/core/publisher/FluxRetryWhen.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/reactor/core/publisher/MonoUsing.java
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  jar/reactor/core/publisher/FluxPeekStateful.java
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  jar/reactor/core/publisher/MonoSingle.java
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  jar/reactor/core/publisher/LambdaMonoSubscriber.java
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* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-jar/reactor/core/Loopback.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-jar/reactor/core/publisher/MonoReduce.java
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1.1615 jetty-util 9.3.27.v20190418

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1.1635 websocket-client 9.3.27.v20190418

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1.1639 drill-protocol 1.19.0

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1.1655 @babel/plugin-transform-block-scoped-functions 7.16.0

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org.codehaus.groovy.macro.transform.MacroTransformation
org.codehaus.groovy.macro.transform.MacroClassTransformation
1.1657 cron-parser 2.7.3 2.7.3

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* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/http/HeaderMap.java
* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/CompletableFutureCallAdapterFactory.java

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* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/RequestFactory.java
* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/ParameterHandler.java
* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/http/OPTIONS.java

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* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/http/FORMUrlEncoded.java
* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/http/HTTP.java
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* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/DELETE.java
* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/QueryName.java
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* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/GET.java
* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/Query.java
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1.1673 source-map-support 0.5.21

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1.1674 poi-ooxml 5.0.0

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1.1694 batik-ttf2svg 1.13

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1.1695 ret 0.2.2 0.2.2
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1.1696 jsreport-browser-client-dist 1.3.0 1.3.0

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1.1697 @babel/plugin-transform-template-literals 7.16.0

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Name: argparse
Version: 0.7.0
Summary: An optparse-inspired command-line parsing library
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Author: Steven Bethard
Author-email: steven.bethard@gmail.com
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Description: Argparse takes the best of the optparse command-line parsing module and brings it new life. Argparse adds positional as well as optional arguments, the ability to create parsers for sub-commands, more informative help and usage messages, and much more. At the same time, it retains the ease and flexibility of use that made optparse so popular.
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1.1701 repeat-string 1.6.1 1.6.1

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1.1702 annotations 3.0.1
1.1703 arr-diff 4.0.0

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1.1704 reactapp 1.0.0 1.0.0

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1.1705 babel-plugin-syntax-trailing-function-commas 6.22.0

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* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/EpollServerChannelConfig.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/EpollEventArray.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/EpollMode.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/EpollRecvByteAllocatorHandle.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/EpollRecvByteAllocatorStreamingHandle.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/AbstractEpollServerChannel.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/AbstractEpollStreamChannel.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/EpollServerDomainSocketChannel.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/TcpMd5Util.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/EpollChannelConfig.java

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/**
 * Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.
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 * Allowing them being read would mean anyone with access to the channel could get them.
 */

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* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/package-info.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/EpollSocketChannel.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/EpollServerSocketChannel.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/EpollEventLoopGroup.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/EpollTcpInfo.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/AbstractEpollChannel.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/EpollEventLoop.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/NativeDatagramPacketArray.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/EpollDatagramChannel.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/Epoll.java

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* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/NativeStaticallyReferencedJniMethods.java
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1.1729 babel-plugin-syntax-async-generators

6.13.0

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  jar/io/netty/channel/unix/ErrorsStaticallyReferencedJniMethods.java
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* /opt/cola/permits/1144318138_1615901438.19/0/netty-transport-native-unix-common-4-1-42-final-sources-4-jar/io/netty/channel/unix/IovArray.java

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* /opt/cola/permits/1144318138_1615901438.19/0/netty-transport-native-unix-common-4.1-42-final-sources-4.jar/netty_unix_buffer.h
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1.1731 jetty-servlet 9.4.34.v20201102

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

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Oracle OpenJDK

Open Source Used In DNAC Platform Arica 7458
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* java.sun.security.ssl

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org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
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org.apache.tomcat:tomcat-jasper-el
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org.apache.tomcat:tomcat-util-scan
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org.eclipse.jetty.toolchain:jetty-schemas

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/**
 * Returns an array containing all of the elements in this deque, in
 * proper sequence (from first to last element).
 *
 * <p>The returned array will be "safe" in that no references to it are
 * maintained by this deque. (In other words, this method must allocate
 * a new array). The caller is thus free to modify the returned array.
 *
 * <p>This method acts as bridge between array-based and collection-based
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 *
 * @return an array containing all of the elements in this deque
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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/async/AsynchronousTlsChannelGroup.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/async/WouldBlockException.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/async/AsynchronousTlsChannel.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/ExtendedAsynchronousByteChannel.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/BufferAllocator.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/impl/BufferHolder.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/impl/ByteBufferSet.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/impl/ByteBufferUtil.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/impl/TlsChannelFlowControlException.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/impl/ByteBufferUtil.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/TrackingAllocator.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/TlsChannelImpl.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/TlsChannelCallbackException.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/ClientTlsChannel.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
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jar/com/mongodb/internal/connection/tlschannel/NeedsWriteException.java
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 * https://github.com/marianobarrios/tls-channel
 */
/**
 * Writes a sequence of BytesProduced to this channel from a subsequence of the
 * given buffers.
 *
 * <p>
 * See {@link GatheringByteChannel#write(ByteBuffer[], int, int)} for more
 * details of the meaning of this signature.
 *
 * <p>
 * This method behaves slightly different than the interface specification,
 * with respect to non-blocking responses, see {@link #write(ByteBuffer)}
 * for more details.
 *
 * @param srcs   The buffers from which BytesProduced are to be retrieved
 * @param offset The offset within the buffer array of the first buffer from
 *               which BytesProduced are to be retrieved; must be non-negative and no
 *               larger than <tt>srcs.length</tt>
 * @param length The maximum number of buffers to be accessed; must be
 *               non-negative and no larger than <tt>srcs.length</tt>
 * @return The number of BytesProduced written, contrary to the behavior specified
 * in {@link ByteChannel}, this method never returns 0, but throws
 * [ @link WouldBlockException ]
 * @throws IndexOutOfBoundsException If the preconditions on the <tt>offset</tt> and

* @throws WouldBlockException if the channel is in non-blocking mode and the IO operation cannot be completed immediately
* @throws NeedsTaskException if the channel is not configured to run tasks automatically and a task needs to be executed to complete the operation
* @throws SSLException if the {@link SSLEngine} throws a SSLException
* @throws IOException if the underlying channel throws an IOException
*/

/**
* Reads a sequence of bytesProduced from this channel into a subsequence of the given buffers.
*
* See {@link ScatteringByteChannel#read(ByteBuffer[], int, int)} for more details of the meaning of this signature.
*
* This method behaves slightly different than the interface specification, with respect to non-blocking responses, see {@link #read(ByteBuffer)} for more details.
*
* @param dsts   The buffers into which bytesProduced are to be transferred
* @param offset The offset within the buffer array of the first buffer into which bytesProduced are to be transferred; must be non-negative and no larger than <tt>dsts.length</tt>
* @param length The maximum number of buffers to be accessed; must be non-negative and no larger than <tt>dsts.length</tt>&nbsp;-&nbsp;<tt>offset</tt>
* @return The number of bytesProduced read, or &lt;tt&gt;-1&lt;/tt&gt; if the channel has reached end-of-stream; contrary to the behavior specified in [ @link ByteChannel], this method never returns 0, but throws [ @link WouldBlockException]
* @throws IndexOutOfBoundsException If the preconditions on the <tt>offset</tt> and <tt>length</tt> parameters do not hold
* @throws WouldBlockException if the channel is in non-blocking mode and the IO operation cannot be completed immediately
* @throws NeedsTaskException if the channel is not configured to run tasks automatically and a task needs to be executed to complete the operation
* @throws SSLException if the {@link SSLEngine} throws a SSLException
* @throws IOException if the underlying channel throws an IOException
*/

Found in path(s):
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1.1754 unzipper 0.9.15 0.9.15

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1.1755 jsreport-authentication 2.6.1 2.6.1

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* /opt/cola/permits/1145449535_1616181967.19/0/reflectasm-1-10-1-sources-3-jar/com/esotericsoftware/reflectasm/AccessClassLoader.java

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1.1758 babel-plugin-transform-es2015-destructuring 6.23.0

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Ty Coon, President of Vice

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1.1762 mesa 18.0.5-0ubuntu0~16.04.1
1.1762.1 Available under license:
Legal characters in GLSL are:

* Identifier characters:
  * Letters a-z
  * Letters A-Z
  * Underscore
  * Numbers 0-9

* Punctuation:
* Period, plus, dash, slash, asterisk, percent, angled brackets,
* square brackets, parentheses, braces, caret, vertical bar,
* ampersand, tilde, equals, exclamation point, colon, semicolon,
* comma, and question mark
* Special:
*   * Number sign (as used in preprocessor)
*   * Backslash just before newline as line continuation
*   * White space:
*     * Space, horizontal tab, vertical tab, form feed, carriage-return,
*       * and line-feed.
*   * [GLSL Language Specification 4.30.6, section 3.1]
* In this file, we test each of these in turn as follows:
*   * Identifier characters: All pass through unchanged
*   * Punctuation: All pass through unchanged
*   * Special: Empty directive replaced with blank line
*     * Line continuation merges two lines, then a blank line
*   * Whitespace: 4 horizontal space characters each replaced with space
*     * 2 newline characters each replaced with a newline
* */
abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKMLNOPQRSTUVWXYZ
_0123456789
.
+
-
/
*
%
<
>
[
]
(
)
{
}
^
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<table>
<thead>
<tr>
<th>Component</th>
<th>Location</th>
<th>License</th>
</tr>
</thead>
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<tr>
<td>Main Mesa code</td>
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</tr>
<tr>
<td>Device drivers</td>
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<td>MIT, generally</td>
</tr>
<tr>
<td>Gallium code</td>
<td>src/gallium/</td>
<td>MIT</td>
</tr>
<tr>
<td>Ext headers</td>
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<td>Khronos</td>
</tr>
<tr>
<td></td>
<td>include/GL/glxext.h</td>
<td></td>
</tr>
<tr>
<td>GLX client code</td>
<td>src/glx/</td>
<td>SGI Free Software License B</td>
</tr>
<tr>
<td>C11 thread</td>
<td>include/c11/threads*.h</td>
<td>Boost (permissive)</td>
</tr>
</tbody>
</table>

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1.1764 scala 2.11.12

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not-a-legal-formal-parameter-tuple.scala:2: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
   Either create a single parameter accepting the Tuple2,
   or consider a pattern matching anonymous function: `case (a, b) => ...
   val x: ((Int, Int) => Int) = (((a, b)) => a)
^  
not-a-legal-formal-parameter-tuple.scala:3: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
   Either create a single parameter accepting the Tuple2,
   or consider a pattern matching anonymous function: `case (param1, param2) => ...
   val y: ((Int, Int, Int) => Int) = (((a, !)) => a)
^  
not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
   Either create a single parameter accepting the Tuple3,
   or consider a pattern matching anonymous function: `case (param1, ..., param3) => ...
   val z: ((Int, Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)
^  
three errors found

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1.1769 jetty-io 9.3.27.v20190418

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1.1778 buffer-equal-constant-time 1.0.1 1.0.1

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1.1788 eslint 3.19.0

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1.1789 jackson-databind 2.12.3

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b) Use a suitable shared library mechanism for linking with the
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a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

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1.1797 woodstox-core 5.0.3

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* /opt/cola/permits/1135953508_1613640887.59/0/woodstox-core-5-0-3-3-jar/META-INF/maven/com.fasterxml.woodstox/woodstox-core/pom.xml

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Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.6))"
Specification-Title: Woodstox
Specification-Vendor: FasterXML
Specification-Version: 5.0.3
Tool: Bnd-2.3.0.201405100607
X-Compile-Source-JDK: 1.6
X-Compile-Target-JDK: 1.6

Found in path(s):
* /opt/cola/permits/1135953508_1613640887.59/0/woodstox-core-5-0-3-3-jar/META-INF/MANIFEST.MF

1.1798 is-path-inside 3.0.3
1.1798.1 Available under license :
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1.1799 kotlin 1.4.0

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tnalStdlibApi.kt","annotations/Inference.kt","annotations/Multiplatform.kt","annotations/OptIn.kt","collections/Abstr
actCollection.kt","collections/AbstractIterator.kt","collections/AbstractList.kt","collections/AbstractMap.kt","collections/AbstractSet.kt","collections/ArrayDeque.kt","collections/Arrays.kt","collections/IndexedValue.kt","collections /MapAccessors.kt","collections/MapWithDefault.kt","collections/Maplike.kt","collections/MapWithDefault.kt","collections/MutableCollections.kt","collections/ReversedVie
ws.kt","collections/SequenceBuilder.kt","collections/SlidingWindow.kt","collections/UnaryOperator.kt","contracts/
ContractBuilder.kt","coroutines/ContinuationInterceptor.kt","coroutines/CoroutineContext.kt","coroutines/Coroutin

insertContent();

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

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

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

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

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

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

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

Kotlin.isLongArray = function (a) {
    return Array.isArray(a) && a.$type$ === "LongArray"
};

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

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

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

    Kotlin.arrayDeepEquals = function (a, b) {
        if (a === b) {
            return true;
        }
        if (a === null && b === null) {
            return true;
        }
        if (a.length !== b.length) {
            return false;
        }
        for (var i = 0; i < a.length; i++) {
            if (!Kotlin.equals(a[i], b[i])) {
                return false;
            }
        }
        return true;
    }

    Kotlin.arrayHashCode = function (arr) {
        if (arr === null) return 0
        var result = 1;
        for (var i = 0, n = arr.length; i < n; i++) {
            result = (31 * result | 0) + Kotlin.hashCode(arr[i]) | 0;
        }
        return result;
    }

    Kotlin.arrayDeepHashCode = function (arr) {
        return Kotlin.kotlin.collections.contentDeepHashCodeImpl(arr);
    }

    Kotlin.isArray = function (a) {
        return Array.isArray(a) && !a.$type$;
    }

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

    Kotlin.primitiveArraySort = function (array) {
        array.sort(Kotlin.doubleCompareTo)
    }

    Kotlin.getCallableRef = function(name, f) {
        f.callableName = name;
        return f;
    }

    Kotlin.getPropertyCallableRef = function(name, paramCount, getter, setter) {
        return this.propertyCallableRef(name, paramCount, getter, setter);
    }

    return this;
} });

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 */

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    }
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        return false;
    }
    for (var i = 0; i < a.length; i++) {
        if (!Kotlin.equals(a[i], b[i])) {
            return false;
        }
    }
    return true;
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    if (a === b) {
        return true;
    }
    if (a === null && b === null) {
        return true;
    }
    if (a.length !== b.length) {
        return false;
    }
    for (var i = 0; i < a.length; i++) {
        if (!Kotlin.equals(a[i], b[i])) {
            return false;
        }
    }
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    }
    return result;
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 */

Kotlin.getCallableRef = function(name, f) {
    f.callableName = name;
    return f;
}

Kotlin.getPropertyCallableRef = function(name, paramCount, getter, setter) {
    return this.propertyCallableRef(name, paramCount, getter, setter);
}
getter.set = setter;
getter.callableName = name;
return getPropertyRefClass(getter, setter, propertyRefClassMetadataCache[paramCount]);
}

function getPropertyRefClass(obj, setter, cache) {
    if (cache.value === null) {
        cache.value = { value: null, implementedInterface: function () {
            return Kotlin.kotlin.reflect.KMutuableProperty0 } };
    }
    return cache.value;
}

function getPropertyRefClass(obj, setter, cache) {
    if (cache.value === null) {
        cache.value = { value: null, implementedInterface: function () {
            return Kotlin.kotlin.reflect.KMutuableProperty0 } };
    }
    return cache.value;
}

getter.set = setter;
getter.callableName = name;
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getter.set = setter;
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    if (cache.value === null) {
        cache.value = { value: null, implementedInterface: function () {
            return Kotlin.kotlin.reflect.KMutuableProperty0 } };
    }
    return cache.value;
}
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*/

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/**
 * Constructs a 64-bit two's-complement integer, given its low and high 32-bit values as *signed* integers. See the from* functions below for more convenient ways of constructing Longs.
 * The internal representation of a long is the two given signed, 32-bit values.
 * We use 32-bit pieces because these are the size of integers on which Javascript performs bit-operations. For operations like addition and multiplication, we split each number into 16-bit pieces, which can easily be multiplied within Javascript's floating-point representation without overflow and change in sign.
 * In the algorithms below, we frequently reduce the negative case to the positive case by negating the input(s) and then post-processing the result.
 * Note that we must ALWAYS check specially whether those values are MIN_VALUE = (-2^63) because -MIN_VALUE == MIN_VALUE (since 2^63 cannot be represented as a positive number, it overflows back into a negative).
 * Not handling this case would often result in infinite recursion.
 */

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

/**
 * A cache of the Long representations of small integer values.
 * @type {!Object}
 * @private
 */
Kotlin.Long.IntCache_ = {};

/**
 * Returns a Long representing the given (32-bit) integer value.
 * @param {number} value The 32-bit integer in question.
 * @return {!Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromInt = function(value) {
  if (-128 <= value && value < 128) {
    var cachedObj = Kotlin.Long.IntCache_[value];
    if (cachedObj) {
      return cachedObj;
    }
  }

  var obj = new Kotlin.Long(value | 0, value < 0 ? -1 : 0);
  if (-128 <= value && value < 128) {
  }
  return obj;
};

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

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

  // Do several (8) digits each time through the loop, so as to minimize the calls to the very expensive emulated div.
  var radixToPower =
Kotlin.Long.fromString(Math.pow(radix, 8));
var result = Kotlin.Long.ZERO;
for (var i = 0; i < str.length; i += 8) {
  var size = Math.min(8, str.length - i);
  var value = parseInt(str.substring(i, i + size), radix);
  if (size < 8) {
    var power = Kotlin.Long.fromString(Math.pow(radix, size));
    result = result.multiply(power).add(Kotlin.Long.fromString(value));
  } else {
    result = result.multiply(radixToPower);
    result = result.add(Kotlin.Long.fromString(value));
  }
}
return result;

NOTE: the compiler should inline these constant values below and then remove/unwrap these variables, so there should be no runtime penalty for these. **Number used repeated below in calculations. This must appear before the `*` first call to any from* function below.**

```
*\@private
*\@type {number}
*Kotlin.Long.TWO_PWR_16_DBL_ = 1 << 16;
*Kotlin.Long.TWO_PWR_24_DBL_ = 1 << 24;
*Kotlin.Long.TWO_PWR_32_DBL_ = Kotlin.Long.TWO_PWR_16_DBL_ * @type {number} n * @private
*Kotlin.Long.TWO_PWR_63_DBL_ = Kotlin.Long.TWO_PWR_64_DBL_ / 2;
*Kotlin.Long.ZERO = Kotlin.Long.fromString(0);
*Kotlin.Long.ONE = Kotlin.Long.fromString(1);
*Kotlin.Long.NEG_ONE = Kotlin.Long.fromInt(-1);
*Kotlin.Long.MAX_VALUE = Kotlin.Long.fromBits(0xFFFFFFFF | 0, 0x7FFFFFFF | 0);
*Kotlin.Long.MIN_VALUE = Kotlin.Long.fromBits(0, 0x80000000 | 0);
*Kotlin.Long.prototype.toInt = function() {
  return this.getNumber().toInt();
};
*Kotlin.Long.prototype.toString = function(opt_radix) {
  var radix = opt_radix || 10;
  if (radix < 2 || 36 < radix) {
    throw Error('radix out of range: ' + radix);
  }

  if (this.isZero()) {
    return '0';
  }

  if (this.isNegative()) {
    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
      // We need to change the Long value before it can be negated, so we remove the bottom-most digit in this base and then recurse to do the rest.
      var radixLong = Kotlin.Long.fromString(0);
      var rem = div.multiply(radixLong).subtract(this);
      return div.toString(radix) + rem.toInt().toString(radix);
    } else {
      return '-' + this.negate().toString(radix);
    }
  }

  // Do several (6) digits each time through the loop, so as to minimize the calls to the very expensive emulated div. var radixToPower = Kotlin.Long.fromString(Math.pow(radix, 6));
  var rem = this;
  var result = Kotlin.Long.ZERO;
  while (true) {
    var intval = rem.subtract(rem.multiply(radixToPower)).toInt();
    var digits = intval.toString(radix);
    var digits = '' + digits;
    var result = '' + digits + result;
    while (digits.length < 6) {
      digits = '' + digits;
      var result = '' + digits + result;
    }
    if (result.length > 0) {
      result = '' + digits + result;
    }
    rem = rem.subtract(digitToPower);
    if (result.length < 6) {
      result = result + '0';
    }
  }
  return result;
};
```
```javascript
Kotlin.Long.prototype.getNumBitsAbs = function() {
  if (this.isNegative()) {
    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return 64;
    } else {
      return this.negate().getNumBitsAbs();
    }
  } else {
    var val = this.high_ != 0 ? this.high_ : this.low_;
    for (var bit = 31; bit > 0; bit--) {
      if ((val & (1 << bit)) != 0) {
        break;
      }
    }
    return this.high_ != 0 ? bit + 33 : bit + 1;
  }
};

Kotlin.Long.prototype.isZero = function() {
  return this.high_ == 0 && this.low_ == 0;
};

Kotlin.Long.prototype.isNegative = function() {
  return this.high_ < 0;
};

Kotlin.Long.prototype.isOdd = function() {
  return (this.low_ & 1) == 1;
};

Kotlin.Long.prototype.equalsLong = function(other) {
  return (this.high_ == other.high_) && (this.low_ == other.low_);
};

Kotlin.Long.prototype.notEqualsLong = function(other) {
  return (this.high_ != other.high_) || (this.low_ != other.low_);
};

Kotlin.Long.prototype.lessThan = function(other) {
  return this.compare(other) < 0;
};

Kotlin.Long.prototype.lessThanOrEqual = function(other) {
  return this.compare(other) <= 0;
};

Kotlin.Long.prototype.greaterThan = function(other) {
  return this.compare(other) > 0;
};

Kotlin.Long.prototype.greaterThanOrEqual = function(other) {
  return this.compare(other) >= 0;
};

Kotlin.Long.prototype.compare = function(other) {
  if (this.equalsLong(other)) {
    return 0;
  }

  var thisNeg = this.isNegative();
  var otherNeg = other.isNegative();
  if (thisNeg && !otherNeg) {
    return -1;
  }
  if (!thisNeg && otherNeg) {
    return 1;
  }

  if (this.isZero() || other.isZero()) {
    return 0;
  }

  var one = Kotlin.Long.ONE;
  if (this.isNegative() && other.isNegative()) {
    return this.add(other.negate());
  } else if (this.isZero() || other.isNegative()) {
    return this.not().add(Kotlin.Long.ONE);
  } else {
    var thisNeg = this.isNegative();
    var oneNeg = one.isNegative();
    if (!thisNeg && !otherNeg) {
      return 0;
    }
    if (thisNeg) {
      return thisNeg ? this : this.negate();
    } else if (otherNeg) {
      return thisNeg ? other : other.negate();
    }
  }
};

Kotlin.Long.prototype.not = function() {
  return this.negate();
};

Kotlin.Long.prototype.add = function(other) {
  var a48 = this.high_ >> 16;
  var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >> 16;
  var a00 = this.low_ & 0xFFFF;
  var b48 = other.high_ >> 16;
  var b32 = other.high_ & 0xFFFF;
  var b16 = other.low_ >> 16;
  var b00 = other.low_ & 0xFFFF;
  var c48 = 0, c32 = 0, c16 = 0, c00 = 0;
  c00 += a00 + b00;
  c16 += c00 >> 16;
  c00 &= 0xFFFFFFFF;
  c16 += a16 + b16;
  c32 += c16 >> 16;
  c16 &= 0xFFFFFFFF;
  c32 += a32 + b32;
  c48 += c32 >> 16;
  c32 &= 0xFFFF;
  c48 += a48 + b48;
  c48 &= 0xFFFFFFFF;
  return Kotlin.Long.fromBits(c16 << 16 | c00, (c48 << 16) | c32);
};
```

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this.negate().multiply(other.negate())
else { return this.negate().multiply(other).negate(); }

// If both longs are small, use float multiplication
if (this.lessThan(Kotlin.Long.TWO_PWR_24_) &&
other.lessThan(Kotlin.Long.TWO_PWR_24_)) {
  return Kotlin.Long.fromNumber(this.toNumber() *
onother.toNumber());
}

// Divide each long into 4 chunks of 16 bits, and then add up 4x4 products.
if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
  if (other.equalsLong(Kotlin.Long.ONE) ||
onother.equalsLong(Kotlin.Long.NEG_ONE)) {
    return Kotlin.Long.MIN_VALUE;  // recall that -MIN_VALUE == MIN_VALUE
  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return Kotlin.Long.ONE;
  } else {
    // At this point, we have |other| >= 2, so [this/other] < [MIN_VALUE].
    var halfThis = this.shiftRight(1);
    var approx = halfThis.div(other).shiftLeft(1);
    if (approx.equalsLong(Kotlin.Long.ZERO)) {
      return other.isNegative() ? Kotlin.Long.ONE : Kotlin.Long.NEG_ONE;
    } else {
      var rem = this.subtract(other.multiply(approx));
      var result = approx.add(rem.div(other));
      return result;
    }
  }
}

// Repeat the following until the remainder is less than or equal to the real value so that the
// remainder never becomes negative.
var res = Kotlin.Long.ZERO;
var rem = this;
while (rem.greaterThanOrEqual(other)) {
  // Approximate the result of division. This may be a little greater or
  // smaller than the actual value.
  var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));
  // We will tweak the approximate result by changing it in the 48-th digit or
  // the smallest non-fractional digit, whichever is larger.
  var log2 = Math.ceil(Math.log(approx) / Math.LN2);
  var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);
  // Decrease the approximation until it is smaller than the remainder.
  // Note that if it is too large, the product overflows and is negative.
  var approxRem = approxRem.multiply(other);
  while (approxRem.isNegative() || approxRem.greaterThan(rem)) {
    approx -= delta;
    approxRem = approxRem.multiply(other);
  }
  // We know the answer can't be zero... and actually, zero would cause
  // infinite recursion since we would make no progress.
  if (approxRem.isZero()) {
    return (rem & other) ? Kotlin.Long.ZERO : Kotlin.Long.ONE;
  } else if (remaining < [MIN_VALUE]) {
    var newRem = rem.subtract(other.multiply(approx));
    var result = approx.add(newRem.div(other));
    return result;
  }
  // So the remainder can be negative.
  var newRem = rem.subtract(other.multiply(approx));
  var result = approx.add(newRem.div(other));
  return result.
}

// This Long divided by the given one.
* @param {Kotlin.Long} other Long by which to divide.
* @return {Kotlin.Long} This Long divided by the given one.
*/
Kotlin.Long.prototype.div = function(other) {
  return this.div(other);
};

/**
 * Returns this Long modulo the given one.
 * @param {Kotlin.Long} other Long by which to mod.
 * @return {!Kotlin.Long} This Long modulo the given one.
 */
Kotlin.Long.prototype.modulo = function(other) {
  return this.modulo(other);
};

/**
 * Returns the bitwise-NOT of this value.
 * @return {!Kotlin.Long} The bitwise-NOT of this value.
 */
Kotlin.Long.prototype.not = function() {
  return this.not();
};

/**
 * Returns the bitwise-AND of this Long and the given one.
 * @param {Kotlin.Long} other The Long with which to AND.
 * @return {Kotlin.Long} The bitwise-AND of this and the other.
 */
Kotlin.Long.prototype.and = function(other) {
    return Kotlin.Long.fromBits(this.low_ & other.low_,
    this.high_ & other.high_);
};

Kotlin.Long.prototype.or = function(other) {
    return Kotlin.Long.fromBits(this.low_ | other.low_,
    this.high_ | other.high_);
};

Kotlin.Long.prototype.xor = function(other) {
    return Kotlin.Long.fromBits(this.low_ ^ other.low_,
    this.high_ ^ other.high_);
};

Kotlin.Long.prototype.shiftLeft = function(numBits) {
    numBits &= 63;
    if (numBits == 0) {
        return this;
    } else {
        var low = this.low_;
        if (numBits < 32) {
            var high = this.high_;
            return Kotlin.Long.fromBits(
                low << numBits,
                (high << numBits) | (low >>> (32 - numBits)));
        } else {
            return Kotlin.Long.fromBits(0, low << (numBits - 32));
        }
    }
};

Kotlin.Long.prototype.shiftRight = function(numBits) {
    numBits &= 63;
    if (numBits == 0) {
        return this;
    } else {
        var high = this.high_;
        if (numBits < 32) {
            var low = this.low_;
            return Kotlin.Long.fromBits(
                (low >>> numBits) | (high << (32 - numBits)),
                high >> numBits);
        } else if (numBits == 32) {
            return Kotlin.Long.fromBits(high, 0);
        } else {
            return Kotlin.Long.fromBits(high >> (numBits - 32), 0);
        }
    }
};

Kotlin.Long.prototype.shiftRightUnsigned = function(numBits) {
    numBits &= 63;
    if (numBits == 0) {
        return this;
    } else {
        var high = this.high_;
        if (numBits < 32) {
            var low = this.low_;
            return Kotlin.Long.fromBits(
                (low >>> numBits) | (high << (32 - numBits)),
                high >>> numBits);
        } else if (numBits == 32) {
            return Kotlin.Long.fromBits(high, 0);
        } else {
            return Kotlin.Long.fromBits(high >> (numBits - 32), 0);
        }
    }
};

Kotlin.defineModule = function (id, declaration) {
};

Kotlin.defineInlineFunction = function(tag, fun) {
    return fun;
};

Kotlin.wrapFunction = function(fun) {
    var f = function() {
        f = fun();
        return f.apply(this, arguments);
    };
    return function() {
        return f.apply(this, arguments);
    };
};

Kotlin.isTypeOf = function(type) {
    return function (object) {
        return typeof object === type;
    }
};

Kotlin.isInstanceOf = function (klass) {
    return function (object) {
        return Kotlin.isType(object, klass);
    }
};

Kotlin.orNull = function (fn) {
    return function (object) {
        return object == null ||
        fn(object);
    }
};

Kotlin.andPredicate = function (a, b) {
    return function (object) {
        return a(object) &&
        b(object);
    }
};

Kotlin.suspendCall = function(qualifier) {
    throwMarkerError();
};

Kotlin.coroutineResult = function(qualifier) {

    throwMarkerError();
};

Kotlin.coroutineController = function(qualifier) {

};
throwMarkerError();

Kotlin.coroutineReceiver = function(qualifier) {
    return function() {
        throw MarkerError();
    };
}

Kotlin.setCoroutineResult = function(value, qualifier) {
    return function() {
        throw MarkerError();
    };
}

Kotlin.getReifiedTypeParameterKType = function(typeParameter) {
    return function() {
        throw MarkerError();
    };
}

function throwMarkerError() {
    throw new Error("This marker function should never be called. Looks like compiler did not eliminate it properly. Please, report an issue if you caught this exception.");
}

Kotlin.getFunctionById = function(id, defaultValue) {
    return function() {
        return defaultValue;
    };
}

Kotlin.compareTo = function(a, b) {
    var typeA = typeof a;
    if (typeA === "number") {
        if (typeof b === "number") {
            return Kotlin.doubleCompareTo(a, b);
        }
        return Kotlin.primitiveCompareTo(a, b);
    }
    if (typeA === "string" || typeA === "boolean") {
        return Kotlin.primitiveCompareTo(a, b);
    }
    return a.compareTo_11rb$(b);
}

Kotlin.primitiveCompareTo = function(a, b) {
    return a < b ? -1 : a > b ? 1 : 0;
}

Kotlin.signBit = function(value) {
    return (value | 0) === value;
}

Kotlin.floatToRawBits = function(value) {
    var bufFloat32 = new Float32Array([value]);
    return bufInt32[0];
}

Kotlin.floatFromBits = function(value) {
    var bufInt32 = new Int32Array([value]);
    return bufFloat32[0];
}

Kotlin.doubleFromBits = function(value) {
    var bufInt64 = new Int64Array([value]);
    return bufFloat64[0];
}

Kotlin.numberHashCode = function(obj) {
    if ((obj | 0) === obj) {
        return obj | 0;
    } else {
        return (bufInt32[highIndex] * 31 | 0) + bufInt32[lowIndex] | 0;
    }
}

Kotlin.doubleToBits = function(value) {
    return Kotlin.doubleToRawBits(isNaN(value) ? NaN : value);
}

Kotlin.doubleToRawBits = function(value) {
    var bufFloat64 = new Float64Array([value]);
    return Kotlin.Long.fromBits(bufInt32[lowIndex], bufInt32[highIndex]);
}

Kotlin.floatToBits = function(value) {
    return Kotlin.floatToRawBits(isNaN(value) ? NaN : value);
}

Kotlin.floatToRawBits = function(value) {
    var bufFloat32 = new Float32Array([value]);
    return bufInt32[0];
}

Kotlin.doubleToRawBits = function(value) {
    var bufFloat64 = new Float64Array([value]);
    return bufInt32[0];
}

Kotlin.doubleSignBit = function(value) {
    return bufInt32[highIndex] & 0x80000000;
}

Kotlin.numberHashCode = function(obj) {
    if ((obj | 0) === obj) {
        return obj | 0;
    } else {
        return bufFloat64[0];
    }
}

Kotlin.floatToBits = function(value) {
    return bufFloat64[0];
}

Kotlin.doubleFromBits = function(value) {
    return bufFloat32[0];
}

Kotlin.doubleToBits = function(value) {
    return bufFloat64[0];
}

Kotlin.doubleToRawBits = function(value) {
    return bufInt32[0];
}

Kotlin.doubleFromBits = function(value) {
    return bufFloat32[0];
}

Kotlin.doubleToBits = function(value) {
    return bufFloat64[0];
}

Kotlin.doubleToRawBits = function(value) {
    return bufInt32[0];
}

if (typeof Math.sign === "undefined") {
    Math.sign = function(x) {
        x = +x; // convert to a number
        return x || x === 0 || isNaN(x) ? 1 : -1;
    };
}

if (typeof Math.trunc === "undefined") {
    Math.trunc = function(x) {
        return Number(x);
    };
}

Kotlin.ensureNotNull = function(x) {
    return x != null ? x : Kotlin.throwNPE();
}
var taylor_2_bound = Math.sqrt(epsilon);
var taylor_n_bound =
Math.sqrt(taylor_2_bound); var upper_taylor_2_bound =
1/taylor_2_bound; var upper_taylor_n_bound =
1/taylor_n_bound;

if (typeof Math.sinh === "undefined") {
    Math.sinh = function(x) {
        if (Math.abs(x) < taylor_n_bound) {
            var result = x;
        } else {
            var y = Math.exp(x);
            var y1 = 1 / y;
            if (isFinite(y)) return Math.exp(x - Math.LN2);
        }
    };
}

if (typeof Math.cosh === "undefined") {
    Math.cosh = function(x) {
        var y = Math.exp(x);
        var y1 = 1 / y;
        if (isFinite(y)) return Math.exp(x - Math.LN2);
    };
}

if (typeof Math.tanh === "undefined") {
    Math.tanh = function(x) {
        if (x >= +taylor_n_bound) {
            return Math.log((1 + x) / (1 - x)) / 2;
        } else if (x <= -taylor_n_bound) {
            // approximation by laurent series in 1/x at 0+ order from -1 to 0
            return Math.log(x + Math.LN2);
        } else {
            var result = x;
            if (Math.abs(x) >= taylor_2_bound) {
                var y3 = y * y;
                // approximation by taylor series in y at 0 up to order 2
                var result = x;
            } else {
                var y = Math.sqrt(2) * result;
            }
        }
    };
}

if (typeof Math.asinh === "undefined") {
    var asinh = function(x) {
        if (x >= +taylor_n_bound) {
            if (x > upper_taylor_n_bound)
            {
                return Math.log(x + Math.sqrt(x * x + 1));
            } else
            {
                // approximation by laurent series in 1/x at 0+ order from -1 to 0
                return Math.log(x) + Math.LN2;
            }
        } else
        {
            // approximation by taylor series in x at 0 up to order 4
            var result = x;
            if (Math.abs(x) >= taylor_2_bound) {
                var y3 = y * y;
                // approximation by taylor series in y at 0 up to order 2
                var result = x;
            } else {
                var result = x;
            }
        }
    };
}

if (typeof Math.acosh === "undefined") {
    Math.acosh = function(x) {
        if (x < 1)
        {
            return NaN;
        }
    };
}

if (typeof Math.asinh === "undefined") {
    var asinh = function(x) {
        if (x >= +taylor_n_bound) {
            if (x > upper_taylor_n_bound)
            {
                return Math.log(x + Math.sqrt(x * x + 1));
            } else
            {
                // approximation by laurent series in 1/x at 0+ order from -1 to 0
                return Math.log(x) + Math.LN2;
            }
        } else
        {
            // approximation by taylor series in x at 0 up to order 4
            var result = x;
            if (Math.abs(x) >= taylor_2_bound) {
                var y3 = y * y;
                // approximation by taylor series in y at 0 up to order 2
                var result = x;
            } else {
                var result = x;
            }
        }
    };
}

if (typeof Math.acosh === "undefined") {
    Math.acosh = function(x) {
        if (x < 1)
        {
            return NaN;
        }
    };
}

if (typeof Math.asinh === "undefined") {
    var asinh = function(x) {
        if (x >= +taylor_n_bound) {
            if (x > upper_taylor_n_bound)
            {
                return Math.log(x + Math.sqrt(x * x + 1));
            } else
            {
                // approximation by laurent series in 1/x at 0+ order from -1 to 0
                return Math.log(x) + Math.LN2;
            }
        } else
        {
            // approximation by taylor series in x at 0 up to order 4
            var result = x;
            if (Math.abs(x) >= taylor_2_bound) {
                var y3 = y * y;
                // approximation by taylor series in y at 0 up to order 2
                var result = x;
            } else {
                var result = x;
            }
        }
    };
}
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```javascript
value) {
    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);
    if (propertyDescriptor != null &
```
@JsName("untypedCharArrayF")
inline fun untypedCharArrayWithFun(size: Int, init: (Int) -> Char): Array<Char> {
    val array = Array<Char>(size)
    for (i in 0..array.size - 1) {
        val value = init(i)
        js("array[i] = value;")
    }
    return array
}

@JsName("longArray")
fun longArray(size: Int, init: dynamic): Array<Long> {
    val result: dynamic = Array<Long>(size)
    result.`$type$` = "LongArray"
    return when (init) {
        null, true -> fillArrayVal(result, 0L)
        false -> result
        else -> fillArrayFun<Long>(result, init)
    }
}

@JsName("longArrayF")
inline fun longArrayWithFun(size: Int, init: (Int) -> Long): Array<Long> =
    fillArrayFun(longArray(size, false), init)

private fun <T> fillArrayVal(array: Array<T>, initValue: T): Array<T> {
    for (i in 0..array.size - 1) {
        array[i] = initValue
    }
    return array
}
get(0)\n\n/* Returns 2nd *element* from the array.\n  * If the size of this array is less than 2, throws an
  * [IndexOutOfBoundsException] except in Kotlin/JS\n  */
@kotlin.internal.InlineOnly\n@公开 inline operator fun <T> Array<out T>.component2(): T {
  return get(1)\n  /* Returns 2nd *element* from the array.\n   * If the size of this array is less than 2, throws an
   * [IndexOutOfBoundsException] except in Kotlin/JS\n   */
  @kotlin.internal.InlineOnly\n  @公开 inline operator fun ByteArray.component2(): Byte {
    return get(1)\n    /* Returns 2nd *element* from the array.\n      * If the size of this array is less than 2, throws an
      * [IndexOutOfBoundsException] except in Kotlin/JS\n      */
    @kotlin.internal.InlineOnly\n    @公开 inline operator fun ShortArray.component2(): Short {
      return get(1)\n      /* Returns 2nd *element* from the array.\n        * If the size of this array is less than 2, throws an
        * [IndexOutOfBoundsException] except in Kotlin/JS\n        */
        @kotlin.internal.InlineOnly\n        @公开 inline operator fun IntArray.component2(): Int {
          return get(1)\n          /* Returns 2nd *element* from the array.\n            * If the size of this array is less than 2, throws an
            * [IndexOutOfBoundsException] except in Kotlin/JS\n            */
            @kotlin.internal.InlineOnly\n            @公开 inline operator fun LongArray.component2(): Long {
              return get(1)\n              /* Returns 2nd *element* from the array.\n                * If the size of this array is less than 2, throws an
                * [IndexOutOfBoundsException] except in Kotlin/JS\n                */
                @kotlin.internal.InlineOnly\n                @公开 inline operator fun FloatArray.component2(): Float {
                  return get(1)\n                  /* Returns 2nd *element* from the array.\n                    * If the size of this array is less than 2, throws an
                    * [IndexOutOfBoundsException] except in Kotlin/JS\n                    */
                    @kotlin.internal.InlineOnly\n                    @公开 inline operator fun DoubleArray.component2(): Double {
                      return get(1)\n                      /* Returns 2nd *element* from the array.\n                        * If the size of this array is less than 2, throws an
                        * [IndexOutOfBoundsException] except in Kotlin/JS\n                        */
                        @kotlin.internal.InlineOnly\n                        @公开 inline operator fun BooleanArray.component2(): Boolean {
                          return get(1)\n                          /* Returns 2nd *element* from the array.\n                            * If the size of this array is less than 2, throws an
                            * [IndexOutOfBoundsException] except in Kotlin/JS\n                            */
                            @kotlin.internal.InlineOnly\n                            @公开 inline operator fun CharArray.component2(): Char {
                              return get(1)\n                              /* Returns 3rd *element* from the array.\n                                * If the size of this array is less than 3, throws an
                                * [IndexOutOfBoundsException] except in Kotlin/JS\n                                */
                                @kotlin.internal.InlineOnly\n                                @公开 inline operator fun ByteArray.component3(): Byte {
                                  return get(2)\n                                  /* Returns 3rd *element* from the array.\n                                    * If the size of this array is less than 3, throws an
                                    * [IndexOutOfBoundsException] except in Kotlin/JS\n                                    */
                                    @kotlin.internal.InlineOnly\n                                    @公开 inline operator fun ShortArray.component3(): Short {
                                      return get(2)\n                                      /* Returns 3rd *element* from the array.\n                                        * If the size of this array is less than 3, throws an
                                        * [IndexOutOfBoundsException] except in Kotlin/JS\n                                        */
                                        @kotlin.internal.InlineOnly\n                                        @公开 inline operator fun IntArray.component3(): Int {
                                          return get(2)\n                                          /* Returns 3rd *element* from the array.\n                                            * If the size of this array is less than 3, throws an
                                            * [IndexOutOfBoundsException] except in Kotlin/JS\n                                            */
                                            @kotlin.internal.InlineOnly\n                                            @公开 inline operator fun LongArray.component3(): Long {
                                              return get(2)\n                                              /* Returns 3rd *element* from the array.\n                                                * If the size of this array is less than 3, throws an
                                                * [IndexOutOfBoundsException] except in Kotlin/JS\n                                                */
                                                @kotlin.internal.InlineOnly\n                                                @公开 inline operator fun FloatArray.component3(): Float {
                                                  return get(2)\n                                                  /* Returns 3rd *element* from the array.\n                                                    * If the size of this array is less than 3, throws an
                                                    * [IndexOutOfBoundsException] except in Kotlin/JS\n                                                    */
                                                    @kotlin.internal.InlineOnly\n                                                    @公开 inline operator fun DoubleArray.component3(): Double {
                                                      return
get(2)\n\n/*\n * Returns 3rd *element* from the array.\n * If the size of this array is less than 3, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS.\n */\n
@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component3(): Boolean {\n    return
}

/**\n * Returns 3rd *element* from the array.\n * If the size of this array is less than 3, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS.\n */\n
@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component3(): Char {\n    return
}

/**\n * Returns 4th *element* from the array.\n * If the size of this array is less than 4, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS.\n */\n
@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<T>.component4(): T {\n    return
}

/**\n * Returns 4th *element* from the array.\n * If the size of this array is less than 4, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS.\n */\n
@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component4(): Byte {\n    return
}

/**\n * Returns 4th *element* from the array.\n * If the size of this array is less than 4, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS.\n */\n
@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component4(): Short {\n    return
}

/**\n * Returns 4th *element* from the array.\n * If the size of this array is less than 4, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS.\n */\n
@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component4(): Int {\n    return
}

/**\n * Returns 4th *element* from the array.\n * If the size of this array is less than 4, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS.\n */\n
@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component4(): Long {\n    return
}

/**\n * Returns 4th *element* from the array.\n * If the size of this array is less than 4, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS.\n */\n
@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component4(): Boolean {\n    return
}

/**\n * Returns 4th *element* from the array.\n * If the size of this array is less than 4, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS.\n */\n
@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component4(): Char {\n    return
}

/**\n * Returns 5th *element* from the array.\n * If the size of this array is less than 5, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS.\n */\n
@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component5(): Short {\n    return
}

/**\n * Returns 5th *element* from the array.\n * If the size of this array is less than 5, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS.\n */\n
@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component5(): Int {\n    return
}

/**\n * Returns 5th *element* from the array.\n * If the size of this array is less than 5, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS.\n */\n
@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component5(): Long {\n    return
}
get(4)

Returns 5th *element* from the array.

If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component5(): Float { return get(4)

Returns 5th *element* from the array.

If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component5(): Double { return get(4)

Returns 5th *element* from the array.

If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component5(): Boolean { return get(4)

Returns 5th *element* from the array.

If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun CharArray.component5(): Char { return get(4)

Returns `true` if [element] is found in the array.

@kotlin.internal.InlineOnly
public inline operator fun ByteArray.contains(element: Byte): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun ShortArray.contains(element: Short): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun IntArray.contains(element: Int): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun LongArray.contains(element: Long): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun FloatArray.contains(element: Float): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.contains(element: Double): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.contains(element: Boolean): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun CharArray.contains(element: Char): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun ByteArray.contains(element: Byte): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun ShortArray.contains(element: Short): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun IntArray.contains(element: Int): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun LongArray.contains(element: Long): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun FloatArray.contains(element: Float): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.contains(element: Double): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.contains(element: Boolean): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun CharArray.contains(element: Char): Boolean { return indexOf(element) >= 0

public expect fun <T> Array<out T>.contains(element: T): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun ByteArray.contains(element: Byte): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun ShortArray.contains(element: Short): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun IntArray.contains(element: Int): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun LongArray.contains(element: Long): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun FloatArray.contains(element: Float): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.contains(element: Double): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.contains(element: Boolean): Boolean { return indexOf(element) >= 0

@kotlin.internal.InlineOnly
public inline operator fun CharArray.contains(element: Char): Boolean { return indexOf(element) >= 0

expect fun <T> Array<out T>.elementAt(index: Int): T

Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

expect fun <T> Array<out T>.elementAt(index: Int): T @sample samples.collections.Collections.Elements.elementAt* @sample expect fun <T> Array<out T>.elementAt(index: Int): T

Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAt* @sample expect fun <T> Array<out T>.elementAt(index: Int): T

Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAt* @sample expect fun <T> Array<out T>.elementAt(index: Int): T

Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAt* @sample expect fun <T> Array<out T>.elementAt(index: Int): T

Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAt* @sample expect fun <T> Array<out T>.elementAt(index: Int): T

Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAt* @sample
samples.collections.Collections.Elements.elementAt

*\npublic expect fun FloatArray.elementAt(index: Int):
Float\n
*\nReturns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n*\n
* @sample samples.collections.Collections.Elements.elementAt

*\npublic expect fun DoubleArray.elementAt(index: Int): Double\n
*\nReturns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n*\n* @sample samples.collections.Collections.Elements.elementAt

*\npublic expect fun BooleanArray.elementAt(index: Int):
Boolean\n
*\nReturns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n*\n* @sample samples.collections.Collections.Elements.elementAt

*\npublic expect fun CharArray.elementAt(index: Int):
Char\n
*\nReturns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n*\n* @sample samples.collections.Collections.Elements.elementAt

*\npublic expect fun ByteArray.elementAt(index: Int): Byte

*\nReturns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n*\n* @sample samples.collections.Collections.Elements.elementAt

*\npublic expect fun ShortArray.elementAt(index: Int): Short

*\nReturns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n*\n* @sample samples.collections.Collections.Elements.elementAt

*\npublic expect fun IntArray.elementAt(index: Int): Int

*\nReturns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n*\n* @sample samples.collections.Collections.Elements.elementAt

*\npublic expect fun LongArray.elementAt(index: Int): Long

*\nReturns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n*\n* @sample samples.collections.Collections.Elements.elementAt

*\npublic expect fun FloatArray.elementAt(index: Int): Float

*\nReturns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n*\n* @sample samples.collections.Collections.Elements.elementAt

*\npublic expect fun DoubleArray.elementAt(index: Int): Double

*\nReturns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n*\n* @sample samples.collections.Collections.Elements.elementAt

*\npublic expect fun BooleanArray.elementAt(index: Int):
Boolean\n
*\nReturns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n*\n* @sample samples.collections.Collections.Elements.elementAt

*\npublic expect fun CharArray.elementAt(index: Int):
Char\n
*\nReturns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n*\n* @sample samples.collections.Collections.Elements.elementAt

*\npublic expect fun ByteArray.elementAt(index: Int): Byte

*\nReturns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n*\n* @sample samples.collections.Collections.Elements.elementAt

*\npublic expect fun ShortArray.elementAt(index: Int): Short

*\nReturns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n*\n* @sample samples.collections.Collections.Elements.elementAt

*\npublic expect fun IntArray.elementAt(index: Int): Int

*\nReturns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n*\n* @sample samples.collections.Collections.Elements.elementAt

*\npublic expect fun LongArray.elementAt(index: Int): Long

*\nReturns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n*\n* @sample samples.collections.Collections_ELEMENTS@kotlin.internal.InlineOnly\n\npublic inline fun \n<T> Array<out T>.elementType(index: Int): T

*\nReturns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n*\n* @sample samples.collections.Collections_ELEMENTS@kotlin.internal.InlineOnly\n\npublic inline fun \n<T> Array<out T>.elementTypeOrNull(index: Int): T?

*\nReturns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n*\n* @sample samples.collections.Collections_ELEMENTS@kotlin.internal.InlineOnly\n\npublic inline fun \n<T> Array<out T>.elementTypeOrElse(index: Int, defaultValue: (Int) -> T)

*\nReturns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n*\n* @sample samples.collections.Collections_ELEMENTS@kotlin.internal.InlineOnly\n\npublic inline func samples.collections.Collections_ELEMENTS@kotlin.internal.InlineOnly\n\npublic inline func samples.collections.Collections_ELEMENTS@kotlin.internal.InlineOnly
element at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
ByteArray.elementAtOrNull(index: Int): Byte? {
    return this.getOrNull(index)
}

ShortArray.elementAtOrNull(index: Int): Short? {
    return this.getOrNull(index)
}

IntArray.elementAtOrNull(index: Int): Int? {
    return this.getOrNull(index)
}

LongArray.elementAtOrNull(index: Int): Long? {
    return this.getOrNull(index)
}

FloatArray.elementAtOrNull(index: Int): Float? {
    return this.getOrNull(index)
}

DoubleArray.elementAtOrNull(index: Int): Double? {
    return this.getOrNull(index)
}

BooleanArray.elementAtOrNull(index: Int): Boolean? {
    return this.getOrNull(index)
}
```

Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

```kotlin
ByteArray.find(predicate: (Byte) -> Boolean): Byte? {
    return firstOrNull(predicate)
}

ShortArray.find(predicate: (Short) -> Boolean): Short? {
    return firstOrNull(predicate)
}

IntArray.find(predicate: (Int) -> Boolean): Int? {
    return firstOrNull(predicate)
}

LongArray.find(predicate: (Long) -> Boolean): Long? {
    return firstOrNull(predicate)
}

FloatArray.find(predicate: (Float) -> Boolean): Float? {
    return firstOrNull(predicate)
}

DoubleArray.find(predicate: (Double) -> Boolean): Double? {
    return firstOrNull(predicate)
}

BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean? {
    return firstOrNull(predicate)
}
```

Returns the first element matching the given [predicate], or ‘null’ if no such element was found.

```kotlin
ByteArray.find(predicate: (Byte) -> Boolean): Byte? {
    return firstOrNull(predicate)
}

ShortArray.find(predicate: (Short) -> Boolean): Short? {
    return firstOrNull(predicate)
}

IntArray.find(predicate: (Int) -> Boolean): Int? {
    return firstOrNull(predicate)
}

LongArray.find(predicate: (Long) -> Boolean): Long? {
    return firstOrNull(predicate)
}

FloatArray.find(predicate: (Float) -> Boolean): Float? {
    return firstOrNull(predicate)
}

DoubleArray.find(predicate: (Double) -> Boolean): Double? {
    return firstOrNull(predicate)
}

BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean? {
    return firstOrNull(predicate)
}
```
Returns the first element matching the given [predicate], or `null` if no such element was found.

```kotlin
CharArray.find(predicate: (Char) -> Boolean): Char? {
    return firstOrNull(predicate)
}
```

```kotlin
ArrayOfT.find(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
}
```

```kotlin
ByteArray.findLast(predicate: (Byte) -> Boolean): Byte? {
    return lastOrNull(predicate)
}
```

```kotlin
ShortArray.findLast(predicate: (Short) -> Boolean): Short? {
    return lastOrNull(predicate)
}
```

```kotlin
IntArray.findLast(predicate: (Int) -> Boolean): Int? {
    return lastOrNull(predicate)
}
```

```kotlin
LongArray.findLast(predicate: (Long) -> Boolean): Long? {
    return lastOrNull(predicate)
}
```

```kotlin
FloatArray.findLast(predicate: (Float) -> Boolean): Float? {
    return lastOrNull(predicate)
}
```

```kotlin
DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {
    return lastOrNull(predicate)
}
```

```kotlin
BooleanArray.findLast(predicate: (Boolean) -> Boolean): Boolean? {
    return lastOrNull(predicate)
}
```

```kotlin
ByteArray.first(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
ShortArray.first(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
IntArray.first(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
LongArray.first(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
FloatArray.first(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
DoubleArray.first(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
BooleanArray.first(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```
array is empty.

```kotlin
array is empty.
```
return null
* Returns the first element matching the given [predicate], or `null` if the element was not found.

```kotlin
public inline fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (element in this)
        if (predicate(element)) return element
    return null
}
```

```kotlin
/**
 * Returns the first element matching the given [predicate], or `null` if the element was not found.
 */
public inline fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {
    for (element in this)
        if (predicate(element)) return element
    return null
}
```

```kotlin
/**
 * Returns the first element matching the given [predicate], or `null` if the element was not found.
 */
public inline fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {
    for (element in this)
        if (predicate(element)) return element
    return null
}
```

```kotlin
/**
 * Returns the first element matching the given [predicate], or `null` if the element was not found.
 */
public inline fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {
    for (element in this)
        if (predicate(element)) return element
    return null
}
```

```kotlin
/**
 * Returns the first element matching the given [predicate], or `null` if the element was not found.
 */
public inline fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {
    for (element in this)
        if (predicate(element)) return element
    return null
}
```

```kotlin
/**
 * Returns the first element matching the given [predicate], or `null` if the element was not found.
 */
public inline fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {
    for (element in this)
        if (predicate(element)) return element
    return null
}
```

```kotlin
/**
 * Returns the first element matching the given [predicate], or `null` if the element was not found.
 */
public inline fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (element in this)
        if (predicate(element)) return element
    return null
}
```

```kotlin
/**
 * Returns the first element matching the given [predicate], or `null` if the element was not found.
 */
public inline fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {
    for (element in this)
        if (predicate(element)) return element
    return null
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```
CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun ByteArray.getOrNull(index: Int): Byte? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun ShortArray.getOrNull(index: Int): Short? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun IntArray.getOrNull(index: Int): Int? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun LongArray.getOrNull(index: Int): Long? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun FloatArray.getOrNull(index: Int): Float? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun DoubleArray.getOrNull(index: Int): Double? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun BooleanArray.getOrNull(index: Int): Boolean? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun CharArray.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun <T> Array<out T>.indexOf(element: T): Int {
    if (element == null) {
        for (index in indices) {
            if (this[index] == null) {
                return index
            }
        }
    } else {
        for (index in indices) {
            if (element == this[index]) {
                return index
            }
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun ByteArray.indexOf(element: Byte): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun ShortArray.indexOf(element: Short): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun IntArray.indexOf(element: Int): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun LongArray.indexOf(element: Long): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun FloatArray.indexOf(element: Float): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun DoubleArray.indexOf(element: Double): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun BooleanArray.indexOf(element: Boolean): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun CharArray.indexOf(element: Char): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
element matching the given [predicate], or -1 if the array does not contain such element.

*public inline fun LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*public inline fun FloatArray.indexOfLast(predicate: (Float) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*public inline fun DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*public inline fun BooleanArray.indexOfLast(predicate: (Boolean) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*public inline fun CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*public inline fun <T> Array<out T>.last(): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

*public inline fun ByteArray.last(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

*public inline fun ShortArray.last(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

*public inline fun IntArray.last(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

*public inline fun LongArray.last(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

*public inline fun FloatArray.last(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

*public inline fun DoubleArray.last(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

*public inline fun BooleanArray.last(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

*public inline fun CharArray.last(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

*public inline fun <T> Array<out T>.last(predicate: (T) -> Boolean): T {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

*public inline fun ByteArray.last(predicate: (Byte) -> Boolean): Byte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

*public inline fun ShortArray.last(predicate: (Short) -> Boolean): Short {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

*public inline fun IntArray.last(predicate: (Int) -> Boolean): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

*public inline fun LongArray.last(predicate: (Long) -> Boolean): Long {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

*public inline fun FloatArray.last(predicate: (Float) -> Boolean): Float {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

*public inline fun DoubleArray.last(predicate: (Double) -> Boolean): Double {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

*public inline fun BooleanArray.last(predicate: (Boolean) -> Boolean): Boolean {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

*public inline fun CharArray.last(predicate: (Char) -> Boolean): Char {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
if no such element is found.
*/
public inline fun IntArray.last(predicate: (Int) -> Boolean):
// 1
val element = this[index]
if (predicate(element)) return element
throw NoSuchElementException("Array contains no element matching the predicate.
*/
public inline fun LongArray.last(predicate: (Long) -> Boolean):
// 1
val element = this[index]
if (predicate(element)) return element
throw NoSuchElementException("Array contains no element matching the predicate.
*/
public inline fun FloatArray.last(predicate: (Float) -> Boolean):
// 1
val element = this[index]
if (predicate(element)) return element
throw NoSuchElementException("Array contains no element matching the predicate.
*/
public inline fun DoubleArray.last(predicate: (Double) -> Boolean):
// 1
val element = this[index]
if (predicate(element)) return element
throw NoSuchElementException("Array contains no element matching the predicate.
*/
public inline fun BooleanArray.last(predicate: (Boolean) -> Boolean):
// 1
val element = this[index]
if (predicate(element)) return element
throw NoSuchElementException("Array contains no element matching the predicate.
*/
public inline fun CharArray.last(predicate: (Char) -> Boolean):
// 1
val element = this[index]
if (predicate(element)) return element
throw NoSuchElementException("Array contains no element matching the predicate.
*/
public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.lastIndexOf(element: T): Int {
// 1
if (element == null) {
// 1
val index = index
if (element == this[index]) {
// 1
return index
else {
// 1
val index = index
if (element == this[index]) {
// 1
return index

}
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```java
DoubleArray.lastIndexOf(element: Double): Int |n for (index in indices.reversed()) |n if (element ==
this[index]) |n return index
|n return -1
|n return -1

CharArray.lastIndexOf(element: Char): Int |n for (index in indices.reversed()) |n if (element == this[index]) |n return index
|n return -1
|n return -1

LongArray.lastIndexOf(element: Long): Long |n return if (isEmpty()) null else this.size
- 1 |n return -1
|n return -1

ByteArray.lastIndexOf(element: Byte): Byte |n return if (isEmpty()) null else this.size - 1 |n return -1
|n return -1
```

```java
BooleanArray.lastIndexOf(element: Boolean): Int |n for (index in indices.reversed()) |n if (element == this[index]) |n return index
|n return -1
|n return -1

DoubleArray.lastIndexOf(element: Double): Int |n for (index in indices.reversed()) |n if (element ==
this[index]) |n return index
|n return -1

ByteArray.lastIndexOf(element: Byte): Byte |n return if (isEmpty()) null else this.size - 1 |n return -1

IntArray.lastIndexOf(element: Int): Int |n return if (isEmpty()) null else this.size - 1 |n return -1

CharArray.lastIndexOf(element: Char): Int |n return if (isEmpty()) null else this.size - 1 |n return -1

BooleanArray.lastIndexOf(element: Boolean): Int |n return if (isEmpty()) null else this.size - 1 |n return -1

DoubleArray.lastIndexOf(element: Double): Int |n return if (isEmpty()) null else this.size - 1 |n return -1

ByteArray.lastIndexOf(element: Byte): Byte |n return if (isEmpty()) null else this.size - 1 |n return -1

IntArray.lastIndexOf(element: Int): Int |n return if (isEmpty()) null else this.size - 1 |n return -1

CharArray.lastIndexOf(element: Char): Int |n return if (isEmpty()) null else this.size - 1 |n return -1

BooleanArray.lastIndexOf(element: Boolean): Int |n return if (isEmpty()) null else this.size - 1 |n return -1
```

```java
CharArray.lastOrNull(predicate: (Char) -> Boolean): Char? {
    for (index in this.indices.reversed()) {
        val
        element = this[index]
        if (predicate(element)) return element
    }
    return null
}

BooleanArray.lastOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (index in this.indices.reversed()) {
        val
        element = this[index]
        if (predicate(element)) return element
    }
    return null
}

DoubleArray.lastOrNull(predicate: (Double) -> Boolean): Double? {
    for (index in this.indices.reversed()) {
        val
        element = this[index]
        if (predicate(element)) return element
    }
    return null
}

ByteArray.lastOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (index in this.indices.reversed()) {
        val
        element = this[index]
        if (predicate(element)) return element
    }
    return null
}

Array<out T>.lastOrNull(predicate: (T) -> Boolean): T? {
    for (index in this.indices.reversed()) {
        val
        element = this[index]
        if (predicate(element)) return element
    }
    return null
}
```

```java
CharArray.lastIndexOf(element: Char): Int |n return if (isEmpty()) null else this.size - 1 |n return -1

BooleanArray.lastIndexOf(element: Boolean): Int |n return if (isEmpty()) null else this.size - 1 |n return -1

DoubleArray.lastIndexOf(element: Double): Int |n return if (isEmpty()) null else this.size - 1 |n return -1

ByteArray.lastIndexOf(element: Byte): Byte |n return if (isEmpty()) null else this.size - 1 |n return -1

IntArray.lastIndexOf(element: Int): Int |n return if (isEmpty()) null else this.size - 1 |n return -1
```

```java
CharArray.lastIndexOf(element: Char): Int |n return if (isEmpty()) null else this.size - 1 |n return -1

BooleanArray.lastIndexOf(element: Boolean): Int |n return if (isEmpty()) null else this.size - 1 |n return -1

DoubleArray.lastIndexOf(element: Double): Int |n return if (isEmpty()) null else this.size - 1 |n return -1

ByteArray.lastIndexOf(element: Byte): Byte |n return if (isEmpty()) null else this.size - 1 |n return -1

IntArray.lastIndexOf(element: Int): Int |n return if (isEmpty()) null else this.size - 1 |n return -1
```
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(): T {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ByteArray.random(): Byte {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ShortArray.random(): Short {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntArray.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongArray.random(): Long {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun FloatArray.random(): Float {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.random(): Double {
    return random(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharArray.random(): Char {
    return random(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun <T> Array<out T>.random(random: Random): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun ByteArray.random(random: Random): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun ShortArray.random(random: Random): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun IntArray.random(random: Random): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun LongArray.random(random: Random): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun FloatArray.random(random: Random): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun DoubleArray.random(random: Random): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
fun CharArray.random(random: Random): Char {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.4")
fun <T> Array<T>.randomOrNull(random: Random): T? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

```
randomness, or `null` if this array is empty.

```kotlin
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public fun LongArray.randomOrNull(random: Random): Long?
    if (isEmpty())
        return null
    return get(random.nextInt(size))

@SinceKotlin("1.4")
@ExperimentalStdlibApi
public fun FloatArray.randomOrNull(random: Random): Float?
    if (isEmpty())
        return null
    return get(random.nextInt(size))

@SinceKotlin("1.4")
@ExperimentalStdlibApi
public fun DoubleArray.randomOrNull(random: Random): Double?
    if (isEmpty())
        return null
    return get(random.nextInt(size))

@SinceKotlin("1.4")
@ExperimentalStdlibApi
public fun BooleanArray.randomOrNull(random: Random): Boolean?
    if (isEmpty())
        return null
    return get(random.nextInt(size))

@SinceKotlin("1.4")
@ExperimentalStdlibApi
public fun CharArray.randomOrNull(random: Random): Char?
    if (isEmpty())
        return null
    return get(random.nextInt(size))
```

```kotlin
public fun <T> Array<out T>.single(): T
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }

public fun ByteArray.single(): Byte
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }

public fun ShortArray.single(): Short
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }

public fun IntArray.single(): Int
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }

public fun LongArray.single(): Long
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }

public fun FloatArray.single(): Float
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }

public fun DoubleArray.single(): Double
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
```

```kotlin
public fun CharArray.single(): Char
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
```
@Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one
 * matching element.
 */
public inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one
 * matching element.
 */
public inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Byte
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one
 * matching element.
 */
public inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Short
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one
 * matching element.
 */
public inline fun IntArray.single(predicate: (Int) -> Boolean): Int {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Int
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one
 * matching element.
 */
public inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Long
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one
 * matching element.
 */
public inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Float
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one
 * matching element.
 */
public inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Double
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one
 * matching element.
 */
public inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Boolean
}
element matching the predicate.

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@Suppress("UNCHECKED_CAST")
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was not found or more than one element was found.

 */
public inline fun DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double? {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public inline fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public inline fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Array<out T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ByteArray.drop(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ShortArray.drop(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun IntArray.drop(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun LongArray.drop(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun FloatArray.drop(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun DoubleArray.drop(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun BooleanArray.drop(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun CharArray.drop(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
n).coerceAtLeast(0))\n            * Returns a list containing all elements except last [n] elements.
            * @throws IllegalArgumentException if [n] is negative.
            * @sample samples.collections.Collections.Transformations.drop\n            * /\n
/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> List<T>.dropLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n            * Returns a list containing all elements except last [n] elements.
            * @throws IllegalArgumentException if [n] is negative.
            * @sample samples.collections.Collections.Transformations.drop
 */
public fun ByteArray.dropLast(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n            * Returns a list containing all elements except last [n] elements.
            * @throws IllegalArgumentException if [n] is negative.
            * @sample samples.collections.Collections.Transformations.drop
 */
public fun ShortArray.dropLast(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n            * Returns a list containing all elements except last [n] elements.
            * @throws IllegalArgumentException if [n] is negative.
            * @sample samples.collections.Collections.Transformations.drop
 */
public fun IntArray.dropLast(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n            * Returns a list containing all elements except last [n] elements.
            * @throws IllegalArgumentException if [n] is negative.
            * @sample samples.collections.Collections.Transformations.drop
 */
public fun LongArray.dropLast(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n            * Returns a list containing all elements except last [n] elements.
            * @throws IllegalArgumentException if [n] is negative.
            * @sample samples.collections.Collections.Transformations.drop
 */
public fun FloatArray.dropLast(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n            * Returns a list containing all elements except last [n] elements.
            * @throws IllegalArgumentException if [n] is negative.
            * @sample samples.collections.Collections.Transformations.drop
 */
public fun DoubleArray.dropLast(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n            * Returns a list containing all elements except last [n] elements.
            * @throws IllegalArgumentException if [n] is negative.
            * @sample samples.collections.Collections.Transformations.drop
 */
public fun BooleanArray.dropLast(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n            * Returns a list containing all elements except last [n] elements.
            * @throws IllegalArgumentException if [n] is negative.
            * @sample samples.collections.Collections.Transformations.drop
 */
public fun CharArray.dropLast(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n            * Returns a list containing all elements except last [n] elements.
            * @throws IllegalArgumentException if [n] is negative.
            * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> List<T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.dropWhile
 */
public inline fun ByteArray.dropLastWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.dropWhile
 */
public inline fun ShortArray.dropLastWhile(predicate: (Short) -> Boolean): List<Short> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}
except last elements that satisfy the given [predicate].\n
* \n* \n* @sample samples.collections.Collections.Transformations.dropWhile(predicate: (Int) -> Boolean): List<Int> \nfor (index in lastIndex downTo 0) \nif (!predicate(this[index])) \nreturn take(index + 1) \nelse return emptyList() \n* \n\n\n* @sample samples.collections.Collections.Transformations.dropWhile(predicate: (Long) -> Boolean): List<Long> \nfor (index in lastIndex downTo 0) \nif (!predicate(this[index])) \nreturn take(index + 1) \nelse return emptyList() \n* \n\n\n* @sample samples.collections.Collections.Transformations.dropWhile(predicate: (Float) -> Boolean): List<Float> \nfor (index in lastIndex downTo 0) \nif (!predicate(this[index])) \nreturn take(index + 1) \nelse return emptyList() \n* \n\n\n* @sample samples.collections.Collections.Transformations.dropWhile(predicate: (Double) -> Boolean): List<Double> \nfor (index in lastIndex downTo 0) \nif (!predicate(this[index])) \nreturn take(index + 1) \nelse return emptyList() \n* \n\n\n* @sample samples.collections.Collections.Transformations.dropWhile(predicate: (Boolean) -> Boolean): List<Boolean> \nfor (index in lastIndex downTo 0) \nif (!predicate(this[index])) \nreturn take(index + 1) \nelse return emptyList() \n* \n\n\n* @sample samples.collections.Collections.Transformations.dropWhile(predicate: (Char) -> Boolean): List<Char> \nfor (index in lastIndex downTo 0) \nif (!predicate(this[index])) \nreturn take(index + 1) \nelse return emptyList() \n* 
\n\n* @sample samples.collections.Collections.Transformations.dropWhile(predicate: (T) -> Boolean): List<T> \nfor (item in this) \nif (yielding) \nlist.add(item) \nelse if (!predicate(item)) \n\n\n\n* @sample samples.collections.Collections.Transformations.dropWhile(predicate: (Short) -> Boolean): List<Short> \nfor (item in this) \nif (yielding) \nlist.add(item) \nelse if (!predicate(item)) \n\n\n\n* @sample samples.collections.Collections.Transformations.dropWhile(predicate: (Byte) -> Boolean): List<Byte> \nfor (item in this) \nif (yielding) \nlist.add(item) \nelse if (!predicate(item)) \n\n\n\n* @sample samples.collections.Collections.Transformations.dropWhile(predicate: (Int) -> Boolean): List<Int> \nfor (item in this) \nif (yielding) \nlist.add(item) \nelse if (!predicate(item)) \n\n\n\n* @sample samples.collections.Collections.Transformations.dropWhile(predicate: (Long) -> Boolean): List<Long> \nfor (item in this) \nif (yielding) \nlist.add(item) \nelse if (!predicate(item)) \n\n\n\n* @sample samples.collections.Collections.Transformations.dropWhile(predicate: (Double) -> Boolean): List<Double> \nfor (item in this) \nif (yielding) \nlist.add(item) \nelse if (!predicate(item)) \n\n\n\n* @sample samples.collections.Collections.Transformations.dropWhile(predicate: (Boolean) -> Boolean): List<Boolean> \nfor (item in this) \nif (yielding) \nlist.add(item) \nelse if (!predicate(item)) \n\n\n\n* @sample samples.collections.Collections.Transformations.dropWhile(predicate: (Char) -> Boolean): List<Char> \nfor (item in this) \nif (yielding) \nlist.add(item) \nelse if (!predicate(item)) \n\n\n\n* @sample samples.collections.Collections.Transformations.dropWhile(predicate: (T) -> Boolean): List<T> \nfor (item in this) \nif (yielding) \nlist.add(item) \nelse if (!predicate(item)) \n\n\n\n
FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {
    var yielding = false
    val list = ArrayList<Float>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * @sample collections.Collections.Transformations.drop
 */
public inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {
    var yielding = false
    val list = ArrayList<Double>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample collections.Collections.Filtering.filter
 */
public inline fun BooleanArray.filter(predicate: (Boolean) -> Boolean): List<Boolean> {
    var yielding = false
    val list = ArrayList<Boolean>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample collections.Collections.Filtering.filterIndexed
 */
public inline fun ByteArray.filterIndexed(predicate: (Int, Byte) -> Boolean): List<Byte> {
    var yielding = false
    val list = ArrayList<Byte>()
    for (index in this)
        if (yielding)
            list.add(index)
        else if (!predicate(index)) {
            list.add(index)
            yielding = true
        }
    return list
}

filterIndexedTo(ArrayList<Byte>(), predicate)\n@\n**\n* Returns a list containing only elements matching the given [predicate].\n* @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexed\n*/\npublic inline fun ShortArray.filterIndexed(predicate: (index: Int, Short) -> Boolean): List<Short> \n{ return filterIndexedTo(ArrayList<Short>(), predicate)\n} \n**\n* Returns a list containing only elements matching the given [predicate].\n* @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexed\n*/
public inline fun IntArray.filterIndexed(predicate: (index: Int, Int) -> Boolean): List<Int> \n{ return filterIndexedTo(ArrayList<Int>(), predicate)\n} \n**\n* Returns a list containing only elements matching the given [predicate].\n* @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexed\n*/
public inline fun LongArray.filterIndexed(predicate: (index: Int, Long) -> Boolean): List<Long> \n{ return filterIndexedTo(ArrayList<Long>(), predicate)\n} \n**\n* Returns a list containing only elements matching the given [predicate].\n* @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexed\n*/
public inline fun FloatArray.filterIndexed(predicate: (index: Int, Float) -> Boolean): List<Float> \n{ return filterIndexedTo(ArrayList<Float>(), predicate)\n} \n**\n* Returns a list containing only elements matching the given [predicate].\n* @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexed\n*/
public inline fun DoubleArray.filterIndexed(predicate: (index: Int, Double) -> Boolean): List<Double> \n{ return filterIndexedTo(ArrayList<Double>(), predicate)\n} \n**\n* Returns a list containing only elements matching the given [predicate].\n* @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexed\n*/
public inline fun BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Boolean> \n{ return filterIndexedTo(ArrayList<Boolean>(), predicate)\n} \n**\n* Returns a list containing only elements matching the given [predicate].\n* @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexed\n*/
public inline fun CharArray.filterIndexed(predicate: (index: Int, Char) -> Boolean): List<Char> \n{ return filterIndexedTo(ArrayList<Char>(), predicate)\n}
/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
@public inline fun <C : MutableCollection<in Int>> IntArray.filterIndexedTo(destination: C, predicate: (index: Int, Int) -> Boolean): C { 
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
@public inline fun <C : MutableCollection<in Long>> LongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) -> Boolean): C { 
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
@public inline fun <C : MutableCollection<in Float>> FloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C { 
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
@public inline fun <C : MutableCollection<in Double>> DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C { 
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
@public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterIndexedTo(destination: C, predicate: (index: Int, Boolean) -> Boolean): C { 
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
@public inline fun <C : MutableCollection<in Char>> CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C { 
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 * @sample samples.collections.Collections.Filtering.filterIsInstanceTo
 */
@public inline fun <R> Array<*>.filterIsInstanceTo<R>(): List<R> {
    return filterIsInstanceTo(ArrayList<R>(), R)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterNot
 */
@public inline fun ByteArray.filterNot(predicate: (Byte) -> Boolean): List<Byte> {
    return filterNotTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterNot
 */
@public inline fun ShortArray.filterNot(predicate: (Short) -> Boolean): List<Short> {
    return filterNotTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterNot
 */
@public inline fun <R> Array<*>.filterNotTo<R>(): List<R> {
    return filterNotTo(ArrayList<R>(), R)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterNot
 */
@public inline fun <T> Array<out T>.filterNot(predicate: (T) -> Boolean): List<T> {
    return filterNotTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 * @sample samples.collections.Collections.Filtering.filterIsInstanceTo
 */
@public inline fun <R> Array<*>.filterIsInstanceTo<R>(): List<R> {
    return filterIsInstanceTo(ArrayList<R>(), R)
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 * @sample samples.collections.Collections.Filtering.filterIsInstanceTo
 */
@public inline fun <R> Array<*>.filterIsInstanceTo<R>(predicate: (R) -> Boolean): List<R> {
    return filterIsInstanceTo(ArrayList<R>(), predicate)
}
filterNotTo(ArrayList<Short>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the
given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun
IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {\n return filterNotTo(ArrayList<Int>(),
predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n */\npublic inline fun LongArray.filterNot(predicate: (Long) ->
Boolean): List<Long> {\n return filterNotTo(ArrayList<Long>(), predicate)\n}\n\n/**\n * Returns a list
containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n */\npublic inline fun FloatArray.filterNot(predicate: (Float) ->
Boolean): List<Float> {\n return filterNotTo(ArrayList<Float>(), predicate)\n}\n\n/**\n * Returns a list
containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n */\npublic inline fun DoubleArray.filterNot(predicate: (Double) ->
Boolean): List<Double> {\n return filterNotTo(ArrayList<Double>(), predicate)\n}\n\n/**\n * Returns a list
containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n */\npublic inline fun BooleanArray.filterNot(predicate: (Boolean) > Boolean): List<Boolean> {\n return filterNotTo(ArrayList<Boolean>(), predicate)\n}\n\n/**\n * Returns a list
containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n */\npublic inline fun CharArray.filterNot(predicate: (Char) ->
Boolean): List<Char> {\n return filterNotTo(ArrayList<Char>(), predicate)\n}\n\n/**\n * Returns a list containing
all elements that are not `null`.\n * \n * @sample samples.collections.Collections.Filtering.filterNotNull\n */\npublic
fun <T : Any> Array<out T?>.filterNotNull(): List<T> {\n return filterNotNullTo(ArrayList<T>())\n}\n\n/**\n *
Appends all elements that are not `null` to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterNotNullTo\n */\npublic fun <C : MutableCollection<in T>, T : Any>
Array<out T?>.filterNotNullTo(destination: C): C {\n for (element in this) if (element != null)
destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not matching the given
[predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n
*/\npublic inline fun <T, C : MutableCollection<in T>> Array<out T>.filterNotTo(destination: C, predicate: (T) ->
Boolean): C {\n for (element in this) if (!predicate(element)) destination.add(element)\n return
destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n * \n *
@sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in
Byte>> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {\n for (element in this) if
(!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not
matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Short>>
ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {\n for (element in this) if
(!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not
matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Int>>
IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {\n for (element in this) if
(!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not
matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Long>>
LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {\n for (element in this) if
(!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not
matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Float>>
FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {\n for (element in this) if
(!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not
matching the given [predicate] to the given [destination].\n * \n * @sample

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samples.collections.Collections.Filtering.filterTo\n *\nUBLIC inline fun \(\text{\textless} C : \text{MutableCollection<in Double}\rangle) DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {\n    for (element in this) if (!predicate(element)) destination.add(element)\n    return destination\n}\n**\n*\nUBLIC inline fun \(\text{\textless} C : \text{MutableCollection<in Boolean}\rangle) BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {\n    for (element in this) if (!predicate(element)) destination.add(element)\n    return destination\n}\n**\n*\nUBLIC inline fun \(\text{\textless} C : \text{MutableCollection<in Char}\rangle) CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {\n    for (element in this) if (!predicate(element)) destination.add(element)\n    return destination\n}\n**\n*\nUBLIC inline fun \(\text{\textless} T, C : \text{MutableCollection<in \text{Array<out T>}}) Array<out T>.filterTo(destination: C, predicate: (T) -> Boolean): C {\n    for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n}\n**\n*\nUBLIC inline fun \(\text{\textless} C : \text{MutableCollection<in Byte}\rangle) ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {\n    for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n}\n**\n*\nUBLIC inline fun \(\text{\textless} C : \text{MutableCollection<in Short}\rangle) ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {\n    for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n}\n**\n*\nUBLIC inline fun \(\text{\textless} C : \text{MutableCollection<in Int}\rangle) IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {\n    for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n}\n**\n*\nUBLIC inline fun \(\text{\textless} C : \text{MutableCollection<in Long}\rangle) LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {\n    for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n}\n**\n*\nUBLIC inline fun \(\text{\textless} C : \text{MutableCollection<in Float}\rangle) FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {\n    for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n}\n**\n*\nUBLIC inline fun \(\text{\textless} C : \text{MutableCollection<in Double}\rangle) DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {\n    for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n}\n**\n*\nUBLIC inline fun \(\text{\textless} C : \text{MutableCollection<in Char}\rangle) CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {\n    for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n}\n**\n*\nUBLIC inline fun \(\text{\textless} T, C : \text{MutableCollection<in \text{Array<out T>}}) Array<out T>.slice(indices: IntRange): List<T> \{\n    if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n**\n*\nUBLIC inline fun ByteArray.slice(indices: IntRange): List<Byte> \{\n    if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n   
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fun ShortArray.slice(indices: IntRange): List<Short> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

public fun CharArray.slice(indices: IntRange): List<Char>
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

public fun IntArray.slice(indices: IntRange): List<Int>
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

public fun LongArray.slice(indices: IntRange): List<Long>
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

public fun FloatArray.slice(indices: IntRange): List<Float>
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

public fun DoubleArray.slice(indices: IntRange): List<Double>
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

public fun BooleanArray.slice(indices: IntRange): List<Boolean>
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

public fun ByteArray.slice(indices: IntRange): List<Byte>
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

public fun <T> Array<out T>.slice(indices: IntRange): List<T>
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

Array<T>.sliceArray(indices: Collection<Int>): Array<T> {
    val result = arrayOfNulls(this, indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

Returns a list containing elements at indices in the specified [indices] range.

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun FloatArray.slice(indices: IntRange): List<Float> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

Returns a list containing elements at indices in the specified [indices] range.

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
public fun CharArray.slice(indices: IntRange): List<Char> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

Returns an array containing elements of this array at specified [indices].

/**
 * Returns an array containing elements at specified [indices].
 */
public fun IntArray.slice(indices: IntRange): List<Int> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

Returns an array containing elements of this array at specified [indices].

/**
 * Returns an array containing elements at specified [indices].
 */
public fun LongArray.slice(indices: IntRange): List<Long> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

Returns an array containing elements of this array at specified [indices].

/**
 * Returns an array containing elements at specified [indices].
 */
public fun FloatArray.slice(indices: IntRange): List<Float> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

Returns an array containing elements of this array at specified [indices].

/**
 * Returns an array containing elements at specified [indices].
 */
public fun DoubleArray.slice(indices: IntRange): List<Double> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

Returns an array containing elements of this array at specified [indices].

/**
 * Returns an array containing elements at specified [indices].
 */
public fun BooleanArray.slice(indices: IntRange): List<Boolean> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

Returns an array containing elements of this array at specified [indices].

/**
 * Returns an array containing elements at specified [indices].
 */
public fun ByteArray.slice(indices: IntRange): List<Byte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

Returns an array containing elements of this array at specified [indices].

/**
 * Returns an array containing elements at specified [indices].
 */
public fun <T> Array<out T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

Array<T>.sliceArray(indices: Collection<Int>): Array<T> {
    val result = arrayOfNulls(this, indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

Returns a list containing elements at indices in the specified [indices] range.

/**
 * Returns a list containing elements at specified [indices].
 */
public fun IntArray.slice(indices: IntRange): List<Int> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

Returns an array containing elements of this array at specified [indices].

/**
 * Returns an array containing elements at specified [indices].
 */
public fun LongArray.slice(indices: IntRange): List<Long> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

Returns an array containing elements of this array at specified [indices].

/**
 * Returns an array containing elements at specified [indices].
 */
public fun FloatArray.slice(indices: IntRange): List<Float> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

Returns an array containing elements of this array at specified [indices].

/**
 * Returns an array containing elements at specified [indices].
 */
public fun DoubleArray.slice(indices: IntRange): List<Double> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

Returns an array containing elements of this array at specified [indices].

/**
 * Returns an array containing elements at specified [indices].
 */
public fun BooleanArray.slice(indices: IntRange): List<Boolean> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

Returns an array containing elements of this array at specified [indices].

/**
 * Returns an array containing elements at specified [indices].
 */
public fun ByteArray.slice(indices: IntRange): List<Byte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

Returns an array containing elements of this array at specified [indices].

/**
 * Returns an array containing elements at specified [indices].
 */
public fun <T> Array<out T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

Array<T>.sliceArray(indices: Collection<Int>): Array<T> {
    val result = arrayOfNulls(this, indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}
ByteArray.sliceArray(indices: Collection<Int>): ByteArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

ShortArray.sliceArray(indices: Collection<Int>): ShortArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

IntArray.sliceArray(indices: Collection<Int>): IntArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

LongArray.sliceArray(indices: Collection<Int>): LongArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

FloatArray.sliceArray(indices: Collection<Int>): FloatArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

CharArray.sliceArray(indices: Collection<Int>): CharArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

ByteArray.sliceArray(indices: Collection<Int>, IntRange): ByteArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

ShortArray.sliceArray(indices: Collection<Int>, IntRange): ShortArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

IntArray.sliceArray(indices: Collection<Int>, IntRange): IntArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

LongArray.sliceArray(indices: Collection<Int>, IntRange): LongArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

FloatArray.sliceArray(indices: Collection<Int>, IntRange): FloatArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

CharArray.sliceArray(indices: Collection<Int>, IntRange): CharArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

ByteArray.sliceArray(indices: Collection<Int>, IntRange): ByteArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

ShortArray.sliceArray(indices: Collection<Int>, IntRange): ShortArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

IntArray.sliceArray(indices: Collection<Int>, IntRange): IntArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

LongArray.sliceArray(indices: Collection<Int>, IntRange): LongArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

FloatArray.sliceArray(indices: Collection<Int>, IntRange): FloatArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

CharArray.sliceArray(indices: Collection<Int>, IntRange): CharArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

ByteArray.sliceArray(indices: Collection<Int>, IntRange): ByteArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

ShortArray.sliceArray(indices: Collection<Int>, IntRange): ShortArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

IntArray.sliceArray(indices: Collection<Int>, IntRange): IntArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

LongArray.sliceArray(indices: Collection<Int>, IntRange): LongArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

FloatArray.sliceArray(indices: Collection<Int>, IntRange): FloatArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

CharArray.sliceArray(indices: Collection<Int>, IntRange): CharArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

ByteArray.sliceArray(indices: Collection<Int>, IntRange): ByteArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

ShortArray.sliceArray(indices: Collection<Int>, IntRange): ShortArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

IntArray.sliceArray(indices: Collection<Int>, IntRange): IntArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

LongArray.sliceArray(indices: Collection<Int>, IntRange): LongArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

FloatArray.sliceArray(indices: Collection<Int>, IntRange): FloatArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

CharArray.sliceArray(indices: Collection<Int>, IntRange): CharArray {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}
require(n >= 0) { 
    \"Requested element count \$n is less than zero.\" \\
} if (n == 0) return emptyList() \\
if (n > size) return toList() \\
if (n == 1) return listOf((this[0])[n]) \\
var count = 0 \\
val list = ArrayList<T>(n) \\
for (item in this) \\
    list.add(item) \\
    if (++count == n) \\
        break \\
} return list

/*
 * Returns a list containing first \[n\] elements.
 * @throws IllegalArgumentException if \[n\] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> ArrayList<T>.take(n: Int): List<T> \\
    require(n >= 0) { 
        \"Requested element count \$n is less than zero.\" \\
    } if (n == 0) return emptyList() \\
    if (n > size) return toList() \\
    if (n == 1) return listOf((this[0])[n]) \\
    var count = 0 \\
    val list = ArrayList<T>(n) \\
    for (item in this) \\
        list.add(item) \\
        if (++count == n) \\
            break \\
    } return list

/**
 * Returns a list containing last \[n\] elements.
 * @throws IllegalArgumentException if \[n\] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> ByteArray.take(n: Int): List<T> \\
    require(n >= 0) { 
        \"Requested element count \$n is less than zero.\" \\
    } if (n == 0) return emptyList() \\
    if (n > size) return toList() \\
    if (n == 1) return listOf((this[0])[n]) \\
    var count = 0 \\
    val list = ArrayList<T>(n) \\
    for (item in this) \\
        list.add(item) \\
        if (++count == n) \\
            break \\
    } return list

/**
 * Returns a list containing first \[n\] elements.
 * @throws IllegalArgumentException if \[n\] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> CharArray.take(n: Int): List<T> \\
    require(n >= 0) { 
        \"Requested element count \$n is less than zero.\" \\
    } if (n == 0) return emptyList() \\
    if (n > size) return toList() \\
    if (n == 1) return listOf((this[0])[n]) \\
    var count = 0 \\
    val list = ArrayList<T>(n) \\
    for (item in this) \\
        list.add(item) \\
        if (++count == n) \\
            break \\
    } return list

/**
 * Returns a list containing first \[n\] elements.
 * @throws IllegalArgumentException if \[n\] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> DoubleArray.take(n: Int): List<T> \\
    require(n >= 0) { 
        \"Requested element count \$n is less than zero.\" \\
    } if (n == 0) return emptyList() \\
    if (n > size) return toList() \\
    if (n == 1) return listOf((this[0])[n]) \\
    var count = 0 \\
    val list = ArrayList<T>(n) \\
    for (item in this) \\
ArrayList<T>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list\n\n/**\n * Returns a list containing last \[n\] elements.\n * @throws IllegalArgumentException if \[n\] is negative.\n * @sample samples.collections.Collections.Transformations.takeLast(n)\n */
public fun <T> ArrayList<T>(n): List<T> {
    for (index in size - n until size)
        list.add(this[index])
    return list\n\n/**\n * Returns a list containing last \[n\] elements.\n * @throws IllegalArgumentException if \[n\] is negative.\n * @sample samples.collections.Collections.Transformations.takeLast(n)\n */
public fun List<T>.takeLast(n: Int): List<T> {
    for (index in size - n until size)
        list.add(this[index])
    return list\n\n/**\n * Returns a list containing last \[n\] elements.\n * @throws IllegalArgumentException if \[n\] is negative.\n * @sample samples.collections.Collections.Transformations.takeLast(n)\n */
public fun CharArray.takeLast(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size - n
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Char>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list\n\n/**\n * Returns a list containing last \[n\] elements.\n * @throws IllegalArgumentException if \[n\] is negative.\n * @sample samples.collections.Collections.Transformations.takeLast(n)\n */
public fun Array<out Char>.takeLast(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size - n
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Char>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list\n\n/**\n * Returns a list containing last \[n\] elements.\n * @throws IllegalArgumentException if \[n\] is negative.\n * @sample samples.collections.Collections.Transformations.takeLast(n)\n */
public fun ShortArray.takeLast(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size - n
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Short>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list\n\n/**\n * Returns a list containing last \[n\] elements.\n * @throws IllegalArgumentException if \[n\] is negative.\n * @sample samples.collections.Collections.Transformations.takeLast(n)\n */
public fun FloatArray.takeLast(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size - n
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Float>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list\n\n/**\n * Returns a list containing last \[n\] elements.\n * @throws IllegalArgumentException if \[n\] is negative.\n * @sample samples.collections.Collections.Transformations.takeLast(n)\n */
public fun LongArray.takeLast(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size - n
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Long>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list\n\n/**\n * Returns a list containing last \[n\] elements.\n * @throws IllegalArgumentException if \[n\] is negative.\n * @sample samples.collections.Collections.Transformations.takeLast(n)\n */
public fun IntArray.takeLast(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size - n
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Int>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list\n\n/**\n * Returns a list containing last \[n\] elements.\n * @throws IllegalArgumentException if \[n\] is negative.\n * @sample samples.collections.Collections.Transformations.takeLast(n)\n */
public fun ShortArray.takeLast(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size - n
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Short>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list\n\n/**\n * Returns a list containing last \[n\] elements.\n * @throws IllegalArgumentException if \[n\] is negative.\n * @sample samples.collections.Collections.Transformations.takeLast(n)\n */
public fun ByteArray.takeLast(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size - n
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Byte>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list\n\n/**\n * Returns a list containing last \[n\] elements.\n * @throws IllegalArgumentException if \[n\] is negative.\n * @sample samples.collections.Collections.Transformations.takeLast(n)\n */
public fun BooleanArray.takeLast(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size - n
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Boolean>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list\n\n/**\n * Returns a list containing last \[n\] elements.\n * @throws IllegalArgumentException if \[n\] is negative.\n * @sample samples.collections.Collections.Transformations.takeLast(n)\n */
public fun DoubleArray.takeLast(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size - n
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Double>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
\n*/

```kotlin
return drop(index + 1) |\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n    return toList(|\n    ) |\n```
IllegalArgumentException if [fromIndex] is greater than [toIndex].

public fun ByteArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public fun ShortArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public fun IntArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public fun LongArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public fun FloatArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public fun DoubleArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}
IllegalArgumentException if [fromIndex] is greater than [toListIndex].

BooleanArray.reverse(fromIndex: Int, toIndex: Int): Unit

AbstractList.checkRangeIndexes(fromIndex, toIndex, size)

val midPoint = (fromIndex + toIndex) / 2

if (fromIndex == midPoint) return

var reverseIndex = toIndex - 1

for (index in fromIndex until midPoint) {
    val tmp = this[index]
    this[index] = this[reverseIndex]
    this[reverseIndex] = tmp
    reverseIndex--
}

return this

}

ShortArray.reverse(fromIndex: Int, toIndex: Int): Unit

AbstractList.checkRangeIndexes(fromIndex, toIndex, size)

val midPoint = (fromIndex + toIndex) / 2

if (fromIndex == midPoint) return

var reverseIndex = toIndex - 1

for (index in fromIndex until midPoint) {
    val tmp = this[index]
    this[index] = this[reverseIndex]
    this[reverseIndex] = tmp
    reverseIndex--
}

return this

}

ByteArray.reverse(fromIndex: Int, toIndex: Int): Unit

AbstractList.checkRangeIndexes(fromIndex, toIndex, size)

val midPoint = (fromIndex + toIndex) / 2

if (fromIndex == midPoint) return

var reverseIndex = toIndex - 1

for (index in fromIndex until midPoint) {
    val tmp = this[index]
    this[index] = this[reverseIndex]
    this[reverseIndex] = tmp
    reverseIndex--
}

return this

}

CharArray.reverse(fromIndex: Int, toIndex: Int): List<Char>


toMutableList()

list.reverse()

return list

}

BooleanArray.reverse(): List<Boolean>


toMutableList()

list.reverse()

return list

}

List<Char>


"1.4"

* Reverses elements of the array in the specified range in-place.

* @param fromIndex the start of the range (inclusive) to reverse.

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toListIndex] is greater than the size of this array.

*

* * An public function.

ByteArray.reverse(): List<Byte>


"1.4"

* Returns a list with elements from reversed order.

* * An public function.

ByteArray.reverse(): List<Byte>


"1.4"

* Returns a list with elements from reversed order.

* * An public function.

IntArray.reverse(): List<Int>


"1.4"

* Returns a list with elements from reversed order.

* * An public function.

CharArray.reverse(): List<Char>


"1.4"

* Returns a list with elements from reversed order.

* * An public function.

ByteArray.reverse(): List<Byte>


"1.4"

* Returns a list with elements from reversed order.

* * An public function.

ArrayOfNulls(list, size)


"1.4"

* Returns a list with elements of this array in reversed order.

* * An public function.

ByteArray.reverseArray(): ByteArray


"1.4"

* Returns an array with elements of this array in reversed order.

* * An public function.

CharArray.reverseArray(): CharArray


"1.4"

* Returns an array with elements of this array in reversed order.

* * An public function.

ByteArray.reverseArray(): ByteArray


"1.4"

* Returns an array with elements of this array in reversed order.

* * An public function.

IntArray.reverseArray(): IntArray


"1.4"

* Returns an array with elements of this array in reversed order.

* * An public function.

ArrayOfNulls(list)
this
val result = DoubleArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
    result[lastIndex - i] = this[i]
return result

* */public fun BooleanArray.reversedArray(): BooleanArray
    { if (isEmpty()) return this
    val result = BooleanArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

* */public fun CharArray.reversedArray(): CharArray
    { if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

* */public fun<
    T>
Array<T>.shuffle(): Unit
    { shuffle(Random)
    }

* */public fun ByteArray.shuffle(): Unit
    { shuffle(Random)
    }

* */public fun ShortArray.shuffle(): Unit
    { shuffle(Random)
    }

* */public fun IntArray.shuffle(): Unit
    { shuffle(Random)
    }

* */public fun LongArray.shuffle(): Unit
    { shuffle(Random)
    }

* */public fun FloatArray.shuffle(): Unit
    { shuffle(Random)
    }

* */public fun DoubleArray.shuffle(): Unit
    { shuffle(Random)
    }

* */public fun BooleanArray.shuffle(): Unit
    { shuffle(Random)
    }

* */public fun CharArray.shuffle(): Unit
    { shuffle(Random)
    }

* */public fun Array<T>.shuffle(random: Random): Unit
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }

* */public fun ByteArray.shuffle(random: Random): Unit
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }

* */public fun ShortArray.shuffle(random: Random): Unit
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }

* */public fun IntArray.shuffle(random: Random): Unit
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }

* */public fun LongArray.shuffle(random: Random): Unit
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }

* */public fun FloatArray.shuffle(random: Random): Unit
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }

* */public fun DoubleArray.shuffle(random: Random): Unit
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }

* */public fun BooleanArray.shuffle(random: Random): Unit
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }

* */public fun CharArray.shuffle(random: Random): Unit
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }

* */
/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun FloatArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun DoubleArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun BooleanArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun CharArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Sorts elements in the array in-place according to natural sort order of the value returned by specified [selector] function.
 */
@SinceKotlin("1.4")
public fun ByteArray.sort(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place according to natural sort order of the value returned by specified [selector] function.
 */
@SinceKotlin("1.4")
public fun ShortArray.sort(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place according to natural sort order of the value returned by specified [selector] function.
 */
@SinceKotlin("1.4")
public fun IntArray.sort(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place according to natural sort order of the value returned by specified [selector] function.
 */
@SinceKotlin("1.4")
public fun LongArray.sort(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place according to natural sort order of the value returned by specified [selector] function.
 */
@SinceKotlin("1.4")
public fun FloatArray.sort(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place according to natural sort order of the value returned by specified [selector] function.
 */
@SinceKotlin("1.4")
public fun DoubleArray.sort(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place according to natural sort order of the value returned by specified [selector] function.
 */
@SinceKotlin("1.4")
public fun CharArray.sort(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun ByteArray.sorted(): List<Byte> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun ShortArray.sorted(): List<Short> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun IntArray.sorted(): List<Int> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun LongArray.sorted(): List<Long> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun FloatArray.sorted(): List<Float> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun DoubleArray.sorted(): List<Double> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun CharArray.sorted(): List<Char> {
    return toTypedArray().apply { sort() }.asList()
}
elements sorted according to their natural sort order.

```kotlin
public fun LongArray.sorted(): List<Long> {
    return toTypedArray().apply { sort() } asList()
}

public fun FloatArray.sorted(): List<Float> {
    return toTypedArray().apply { sort() } asList()
}

public fun DoubleArray.sorted(): List<Double> {
    return toTypedArray().apply { sort() } asList()
}

public fun CharArray.sorted(): List<Char> {
    return toTypedArray().apply { sort() } asList()
}
```

```kotlin
public fun <T : Comparable<T>> Array<T>.sortedArray(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

public fun ByteArray.sortedArray(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

public fun ShortArray.sortedArray(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

public fun IntArray.sortedArray(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

public fun LongArray.sortedArray(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

public fun FloatArray.sortedArray(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

public fun DoubleArray.sortedArray(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun CharArray.sortedArray(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun <T> Array<out T>.sortedArrayWith(comparator: Comparator<in T>): Array<out T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) }
}
```

```kotlin
Array<T>.sortedArrayDescending(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(reverseOrder()) }
}
```

```kotlin
ByteArray.sortedArrayDescending(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
ShortArray.sortedArrayDescending(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
IntArray.sortedArrayDescending(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
LongArray.sortedArrayDescending(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
FloatArray.sortedArrayDescending(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
DoubleArray.sortedArrayDescending(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
CharArray.sortedArrayDescending(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
Array<T>.sortedArrayWith(comparator: Comparator<in T>): Array<out T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) }
}
```

```kotlin
Array<out T>.sortedArrayWith(comparator: Comparator<in T>): Array<out T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) }
}
```
of all elements sorted according to natural sort order of the value returned by specified [selector] function.

The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

* @sample samples.collections.Collections.Sorting.sortedBy
 */

```kotlin
public inline fun <T, R : Comparable<R>>
Array<out T>.sortBy(crossinline selector: (T) -> R?): List<T> {
    return
    sortedWith(compareBy(selector))
}/*
 */

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {
    return
    sortedWith(compareBy(selector))
}/*
 */

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {
    return
    sortedWith(compareBy(selector))
}/*
 */

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {
    return
    sortedWith(compareBy(selector))
}/*
 */

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {
    return
    sortedWith(compareBy(selector))
}/*
 */

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {
    return
    sortedWith(compareBy(selector))
}/*
 */

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {
    return
    sortedWith(compareBy(selector))
}/*
 */

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return
    sortedWith(compareBy(selector))
}/*
 */

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {
    return
    sortedWith(compareBy(selector))
}/*
 */

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 * Note: The sort is _stable_. It preserves the order relative to each other after sorting.
 * @sample samples.collections.Collections.Sorting.sortedByDescending
 */
public inline fun <T, R : Comparable<R>>
Array<out T>.sortByDescending(crossinline selector: (T) -> R?): List<T> {
    return
    sortedWith(compareByDescending(selector))
}/*
 */

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> {
    return
    sortedWith(compareByDescending(selector))
}/*
 */

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> {
    return
    sortedWith(compareByDescending(selector))
}/*
 */

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> {
    return
    sortedWith(compareByDescending(selector))
}/*
 */

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {
    return
    sortedWith(compareByDescending(selector))
}/*
 */

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> {
    return
    sortedWith(compareByDescending(selector))
}/*
 */

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> {
    return
    sortedWith(compareByDescending(selector))
}/*
 */

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return
    sortedWith(compareByDescending(selector))
}/*
 */

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {
    return
    sortedWith(compareByDescending(selector))
}/*
 */

```
to the specified [comparator].

```kotlin
/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun DoubleArray.sortedWith(comparator: Comparator<in Double>): List<Double> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
private fun Array<out T>.asList(): List<T> = List(this)
```

```kotlin
/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.1")
@kotlin.internal.LowPriorityInOverloadResolution
public expect fun <T> Array<out T>?.contentDeepHashCode(): Int
```

```kotlin
/**
 * Returns a string representation of the contents of this array as if it is a
 * [List].
 */
@SinceKotlin("1.1")
@kotlin.internal.LowPriorityInOverloadResolution
public expect fun <T> Array<out T>?.contentDeepToString(): String
```

```kotlin
/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. If two corresponding elements are nested arrays, they are also compared deeply. If any of arrays contains itself on any nesting level the behavior is undefined. The elements of other types are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. `null` is equal to `null`. If any of arrays contains itself on any nesting level the behavior is undefined.
 */
@SinceKotlin("1.1")
@kotlin.internal.LowPriorityInOverloadResolution
public expect fun <T> Array<out T>?.contentDeepEquals(other: Array<out T>?): Boolean
```

```kotlin
/**
 * Returns a hash code based on the contents of this array as if it is a [List].
 */
@SinceKotlin("1.1")
@kotlin.internal.LowPriorityInOverloadResolution
public expect fun <T> Array<out T>?.contentDeepHashCode(): Int
```

```kotlin
/**
 * Returns a string representation of the contents of this array as if it is a
 * [List].
 */
@SinceKotlin("1.1")
@kotlin.internal.LowPriorityInOverloadResolution
public expect fun <T> Array<out T>?.contentDeepToString(): String
```

```kotlin
/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.1")
@kotlin.internal.LowPriorityInOverloadResolution
public expect fun <T> Array<out T>?.contentDeepHashCode(): Int
```

```kotlin
/**
 * Returns a string representation of the contents of this array as if it is a
 * [List].
 */
@SinceKotlin("1.1")
@kotlin.internal.LowPriorityInOverloadResolution
public expect fun <T> Array<out T>?.contentDeepToString(): String
```
expect infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, &i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect infix fun ByteArray.contentEquals(other: ByteArray): Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, &i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect infix fun ShortArray.contentEquals(other: ShortArray): Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, &i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect infix fun IntArray.contentEquals(other: IntArray): Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, &i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect infix fun LongArray.contentEquals(other: LongArray): Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, &i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect infix fun FloatArray.contentEquals(other: FloatArray): Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, &i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, &i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, &i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect infix fun CharArray.contentEquals(other: CharArray): Boolean

expect infix fun <T> Array<out T>?.contentEquals(other: Array<out T>?): Boolean
two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the \[equals\][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the \[equals\][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the \[equals\][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the \[equals\][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the \[equals\][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the \[equals\][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the \[equals\][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the \[equals\][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.4")
public expect infix fun ByteArray?.contentEquals(other: ByteArray?): Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the \[equals\][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the \[equals\][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the \[equals\][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the \[equals\][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the \[equals\][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the \[equals\][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the \[equals\][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the \[equals\][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```
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FloatArray.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect fun DoubleArray.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect fun BooleanArray.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect fun CharArray.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
public expect fun <T> Array<out T>?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
public expect fun ByteArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
public expect fun ShortArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
public expect fun IntArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
public expect fun LongArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
public expect fun FloatArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
public expect fun DoubleArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
public expect fun BooleanArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
public expect fun CharArray?.contentToString(): String

/**
 * Copies this array or its subrange into the destination array and returns that array.
 * It's allowed to pass the same array in the destination and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the destination array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or IllegalArgumentException when startIndex or endIndex is out of range of this array or when `startIndex > endIndex`
 * @return the destination array.
 */
@SinceKotlin("1.3")
public expect fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>

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the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].\n * or when that index is out of the [destination] array indices range.\n * @returns the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
 * destination range.\n * It's allowed to pass the same array in the [destination] array and returns that array.\n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].\n * or when that index is out of the [destination] array indices range.\n * @returns the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
 * destination range.\n * It's allowed to pass the same array in the [destination] array and returns that array.\n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].\n * or when that index is out of the [destination] array indices range.\n * @returns the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
 * destination range.\n * It's allowed to pass the same array in the [destination] array and returns that array.\n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].\n * or when that index is out of the [destination] array indices range.\n * @returns the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
 * destination range.\n * It's allowed to pass the same array in the [destination] array and returns that array.\n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].\n * or when that index is out of the [destination] array indices range.\n * @returns the [destination] array.
 */
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*/
@SinceKotlin("1.3")
public expect fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException or [IllegalStateException] when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException or [IllegalStateException] when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOf(): Array<T>

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public expect fun ByteArray.copyOf(): ByteArray

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public expect fun ShortArray.copyOf(): ShortArray

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public expect fun IntArray.copyOf(): IntArray

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public expect fun LongArray.copyOf(): LongArray

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public expect fun FloatArray.copyOf(): FloatArray

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public expect fun DoubleArray.copyOf():
DoubleArray

* Returns new array which is a copy of the original array.

public expect fun BooleanArray.copyOf():

BooleanArray

* Returns new array which is a copy of the original array.

public expect fun CharArray.copyOf():

CharArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @sample

samples.collections.Arrays.CopyOfOperations.copyOf

* @sample

samples.collections.Arrays.CopyOfOperations.copyOf:

CharArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @sample

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

* @sample

ByteArray.copyOf

* Copies the given ByteArray object.

 public expect fun ByteArray.copyOf(newSize: Int): ByteArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @sample

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

* @sample

IntArray.copyOf

* Copies the given IntArray object.

 public expect fun IntArray.copyOf(newSize: Int): IntArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @sample

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

* @sample

CharArray.copyOf

* Copies the given CharArray object.

 public expect fun CharArray.copyOf(newSize: Int): CharArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with null char (’\u0000’) values if necessary.

* * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (’\u0000’) values.

* @sample

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

* @sample

BooleanArray.copyOf

* Copies the given BooleanArray object.

 public expect fun BooleanArray.copyOf(newSize: Int): BooleanArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with null char (’\u0000’) values if necessary.

* * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (’\u0000’) values.

* @sample

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

* @sample

CharArray.copyOf

* Copies the given CharArray object.

 public expect fun CharArray.copyOf(newSize: Int): CharArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with null values if
necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the
[newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are
filled with `null` values.

* - If [newSize] is less than zero or [toIndex] is greater than the size of this array, @throws
IllegalArgumentOutOfRangeException if [fromIndex] is greater than [toIndex].

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.
CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
public expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
public expect fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
public expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit
IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val ByteArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for
 * an IntArray.
 */
public val IntArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for
 * a ShortArray.
 */
public val ShortArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for
 * a LongArray.
 */
public val LongArray.indices: IntRange
    get() = IntRange(0, lastIndex)

 /**
 * Returns the range of valid indices for
 * a CharArray.
 */
public val CharArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns the last valid index for the
 * array.
 */
@kotlin.internal.InlineOnly
public val ByteArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the
 * array.
 */
@kotlin.internal.InlineOnly
public val ShortArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the
 * array.
 */
@kotlin.internal.InlineOnly
public val IntArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the
 * array.
 */
@kotlin.internal.InlineOnly
public val LongArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the
 * array.
 */
@kotlin.internal.InlineOnly
public val FloatArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the
 * array.
 */
@kotlin.internal.InlineOnly
public val DoubleArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the
 * array.
 */
@kotlin.internal.InlineOnly
public val BooleanArray.lastIndex: Int
    get() = size - 1

/**
 * Returns an array containing all
 * elements of the original array and
 * then the given [element].
 */

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public expect operator fun <T> Array<T>.plus(element: T): Array<T> Returns an array containing all elements of the original array and then the given [element].

public expect operator fun ByteArray.plus(element: Byte): ByteArray Returns an array containing all elements of the original array and then the given [element].

public expect operator fun ShortArray.plus(element: Short): ShortArray Returns an array containing all elements of the original array and then the given [element].

public expect operator fun IntArray.plus(element: Int): IntArray Returns an array containing all elements of the original array and then the given [element].

public expect operator fun LongArray.plus(element: Long): LongArray Returns an array containing all elements of the original array and then the given [element].

public expect operator fun FloatArray.plus(element: Float): FloatArray Returns an array containing all elements of the original array and then the given [element].

public expect operator fun DoubleArray.plus(element: Double): DoubleArray Returns an array containing all elements of the original array and then the given [element].

public expect operator fun BooleanArray.plus(element: Boolean): BooleanArray Returns an array containing all elements of the original array and then the given [element].

public expect operator fun CharArray.plus(element: Char): CharArray Returns an array containing all elements of the original array and then the given [element].

public expect operator fun Collection<T>.plus(elements: Collection<T>): Collection<T> Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

public expect operator fun Collection<Byte>.plus(elements: Collection<Byte>): Collection<Byte> Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

public expect operator fun Collection<Short>.plus(elements: Collection<Short>): Collection<Short> Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

public expect operator fun Collection<Int>.plus(elements: Collection<Int>): Collection<Int> Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

public expect operator fun Collection<Long>.plus(elements: Collection<Long>): Collection<Long> Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

public expect operator fun Collection<Float>.plus(elements: Collection<Float>): Collection<Float> Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

public expect operator fun Collection<Double>.plus(elements: Collection<Double>): Collection<Double> Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

public expect operator fun Collection<Boolean>.plus(elements: Collection<Boolean>): Collection<Boolean> Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

public expect operator fun Collection<Char>.plus(elements: Collection<Char>): Collection<Char> Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

public expect operator fun Collection<Array<out T>>.plus(elements: Array<out T>): Array<out T> Returns an array containing all elements of the original array and then all elements of the given [elements] array.

public expect operator fun ByteArray.plus(elements: ByteArray): ByteArray Returns an array containing all elements of the original array and then all elements of the given [elements] array.

public expect operator fun ShortArray.plus(elements: ShortArray): ShortArray Returns an array containing all elements of the original array and then all elements of the given [elements] array.

public expect operator fun IntArray.plus(elements: IntArray): IntArray Returns an array containing all elements of the original array and then all elements of the given [elements] array.

public expect operator fun LongArray.plus(elements: LongArray): LongArray Returns an array containing all elements of the original array and then all elements of the given [elements] array.

public expect operator fun FloatArray.plus(elements: FloatArray): FloatArray Returns an array containing all elements of the original array and then all elements of the given [elements] array.

public expect operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray Returns an array containing all elements of the original array and then all elements of the given [elements] array.
BooleanArray.plus(elements: BooleanArray): BooleanArray\n\n/**\n * Returns an array containing all elements of
the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun
CharArray.plus(elements: CharArray): CharArray\n\n/**\n * Returns an array containing all elements of the original
array and then the given [element].\n */\n@Suppress(\"NO_ACTUAL_FOR_EXPECT\")\npublic expect fun <T>
Array<T>.plusElement(element: T): Array<T>\n\n/**\n * Sorts the array in-place.\n * \n * @sample
samples.collections.Arrays.Sorting.sortArray\n */\npublic expect fun IntArray.sort(): Unit\n\n/**\n * Sorts the array
in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n */\npublic expect fun LongArray.sort():
Unit\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n */\npublic
expect fun ByteArray.sort(): Unit\n\n/**\n * Sorts the array in-place.\n * \n * @sample
samples.collections.Arrays.Sorting.sortArray\n */\npublic expect fun ShortArray.sort(): Unit\n\n/**\n * Sorts the
array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n */\npublic expect fun
DoubleArray.sort(): Unit\n\n/**\n * Sorts the array in-place.\n * \n * @sample
samples.collections.Arrays.Sorting.sortArray\n */\npublic expect fun FloatArray.sort(): Unit\n\n/**\n * Sorts the
array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n */\npublic expect fun
CharArray.sort(): Unit\n\n/**\n * Sorts the array in-place according to the natural order of its elements.\n * \n * The
sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n *
@sample samples.collections.Arrays.Sorting.sortArrayOfComparable\n */\npublic expect fun <T :
Comparable<T>> Array<out T>.sort(): Unit\n\n/**\n * Sorts a range in the array in-place.\n * \n * The sort is
_stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n * @param
fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range
(exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is
less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if
[fromIndex] is greater than [toIndex].\n * \n * @sample
samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable\n */\n@SinceKotlin(\"1.4\")\npublic expect
fun <T : Comparable<T>> Array<out T>.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Sorts a range
in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param
toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample
samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\npublic expect fun
ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Sorts a range in the array in-place.\n * \n *
@param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range
(exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is
less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if
[fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n
*/\n@SinceKotlin(\"1.4\")\npublic expect fun ShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n
* Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by
default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample
samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\npublic expect fun
IntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Sorts a range in the array in-place.\n * \n *
@param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range
(exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is
less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if
[fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n
*/\n@SinceKotlin(\"1.4\")\npublic expect fun LongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n
* Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by

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@param toIndex the end of the range (exclusive) to sort, size of this array by default.
@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @param fromIndex the start of the range (inclusive) to sort, 0 by default.

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.4")
public expect fun FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 * 
 */
@SinceKotlin("1.4")
public expect fun DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * 
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 * 
 */
@SinceKotlin("1.4")
public expect fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * 
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Array<out T>.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sortWith(reverseOrder(), fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * 
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public fun ByteArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * 
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public fun ShortArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * 
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public fun IntArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * 
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public fun LongArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}
fromIndex the start of the range (inclusive) to sort.
* @param toIndex the end of the range (exclusive) to sort.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of
this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@SinceKotlin("1.4")
public fun FloatArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of
this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@SinceKotlin("1.4")
public fun DoubleArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of
this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@SinceKotlin("1.4")
public fun CharArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparator].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * @param comparator the comparator to use.
 * @throws IllegalArgumentException if [comparator] is null.

public expect fun <T> Array<out T>.sortWith(comparator: Comparator<in T>): Unit

/**
 * Sorts a range in the array in-place with the given [comparator].
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

public expect fun <T> Array<out T>.sortWith(comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Returns an array of Boolean containing all of the elements of this generic array.
 * @returns an array of Boolean containing all of the elements of this generic array.

public fun Array<out Boolean>.toBooleanArray(): BooleanArray {
    return BooleanArray(size) { index -> this[index] }
}

/**
 * Returns an array of Byte containing all of the elements of this generic array.
 * @returns an array of Byte containing all of the elements of this generic array.

public fun Array<out Byte>.toByteArray(): ByteArray {
    return ByteArray(size) { index -> this[index] }
}

/**
 * Returns an array of Char containing all of the elements of this generic array.
 * @returns an array of Char containing all of the elements of this generic array.

public fun Array<out Char>.toCharArray(): CharArray {
    return CharArray(size) { index -> this[index] }
}

/**
 * Returns an array of Double containing all of the elements of this generic array.
 * @returns an array of Double containing all of the elements of this generic array.

public fun Array<out Double>.toDoubleArray(): DoubleArray {
    return DoubleArray(size) { index -> this[index] }
}

/**
 * Returns an array of Float containing all of the elements of this generic array.
 * @returns an array of Float containing all of the elements of this generic array.

public fun Array<out Float>.toFloatArray(): FloatArray {
    return FloatArray(size) { index -> this[index] }
}

/**
 * Returns an array of Int containing all of the elements of this generic array.
 * @returns an array of Int containing all of the elements of this generic array.

public fun Array<out Int>.toIntArray(): IntArray {
    return IntArray(size) { index -> this[index] }
}

/**
 * Returns an array of Long containing all of the elements of this generic array.
 * @returns an array of Long containing all of the elements of this generic array.

public fun Array<out Long>.toLongArray(): LongArray {
    return LongArray(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @returns a *typed* object array containing all of the elements of this primitive array.

public expect fun ByteArray.toTypedArray(): Array<Byte>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @returns a *typed* object array containing all of the elements of this primitive array.

public expect fun ShortArray.toTypedArray(): Array<Short>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @returns a *typed* object array containing all of the elements of this primitive array.

public expect fun IntArray.toTypedArray(): Array<Int>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @returns a *typed* object array containing all of the elements of this primitive array.

public expect fun LongArray.toTypedArray(): Array<Long>
*typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun DoubleArray.toTypedArray(): Array<Double>
public expect fun BooleanArray.toTypedArray(): Array<Boolean>
public expect fun CharArray.toTypedArray(): Array<Char>
```

The returned map preserves the entry iteration order of the original array. If any of two pairs would have the same key the last one gets added to the map. The returned map preserves the entry iteration order of the original array. If any of two pairs would have the same key the last one gets added to the map. The returned map preserves the entry iteration order of the original array. If any of two pairs would have the same key the last one gets added to the map.
map).
The returned map preserves the entry iteration order of the original array.

```kotlin
BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}
```

```kotlin
CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}
```

```kotlin
Array<out T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)
}
```

```kotlin
ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Byte>(capacity), keySelector)
}
```

```kotlin
ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Short>(capacity), keySelector)
}
```

```kotlin
IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Int>(capacity), keySelector)
}
```

```kotlin
LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Long>(capacity), keySelector)
}
```
order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
public inline fun <K> FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Float>(capacity),
        keySelector)/* Returns a [Map] containing the elements from the given array indexed by the key
        returned from [keySelector] function applied to each element. If any two elements would have the same
        key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
        order of the original array. */
}

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
public inline fun <K> DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Double>(capacity),
        keySelector)/* Returns a [Map] containing the elements from the given array indexed by the key
        returned from [keySelector] function applied to each element. If any two elements would have the same
        key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
        order of the original array. */
}

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
public inline fun <K> BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Boolean>(capacity),
        keySelector)/* Returns a [Map] containing the elements from the given array indexed by the key
        returned from [keySelector] function applied to each element. If any two elements would have the same
        key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
        order of the original array. */
}

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
public inline fun <K> CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Char>(capacity),
        keySelector)/* Returns a [Map] containing the elements from the given array indexed by the key
        returned from [keySelector] function applied to each element. If any two elements would have the same
        key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
        order of the original array. */
}

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
public inline fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
        keySelector, valueTransform)/* Returns a [Map] containing the values provided by [valueTransform]
        and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have
        the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
        order of the original array. */
}

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
public inline fun <T, K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
        keySelector, valueTransform)/* Returns a [Map] containing the values provided by [valueTransform]
        and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have
        the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
        order of the original array. */
}

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
public inline fun <T, K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
        keySelector, valueTransform)/* Returns a [Map] containing the values provided by [valueTransform]
        and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have
        the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
        order of the original array. */
}
have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */
public inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */
public inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */
public inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */
public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */
public inline fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */
public inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */
public inline fun <T, K, M :MutableMap<in K, in T>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }\n    return destination\n}\n\n/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */
public inline fun <T, K, M :MutableMap<in K, in T>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }\n    return destination\n}\n\n/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */
public inline fun <T, K, M :MutableMap<in K, in T>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }\n    return destination\n}\n\n/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */
public inline fun <T, K, M :MutableMap<in K, in T>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }\n    return destination\n}
[keySelector] function applied to each element of the given array
* and value is the element itself.
* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
* @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

```kotlin
@public inline fun <K, M : MutableMap<in K, in Byte>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K): M {
     for (element in this) {
         destination.put(keySelector(element), element)
     }
     return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs.
* where key is provided by the [keySelector] function applied to each element of the given array
* and value is the element itself.
* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

```
public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.

 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.

 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.

 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.

 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<in K, in V>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.

 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.

 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform()
 */
public inline fun <K, V, M : MutableMap<K, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform()
 */
public inline fun <K, V, M : MutableMap<K, in V>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. If any of two pairs would have the same key the last one gets added to the map. * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo()
 */
public inline fun <T, K, V, M : MutableMap<K, in V>> Array<out T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. If any of two pairs would have the same key the last one gets added to the map. * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo()
 */
public inline fun <K, V, M : MutableMap<K, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. If any of two pairs would have the same key the last one gets added to the map. * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo()
 */
public inline fun <K, V, M : MutableMap<K, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. If any of two pairs would have the same key the last one gets added to the map. * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo()
 */
public inline fun <K, V, M : MutableMap<K, in V>> IntArray.associateTo(destination: M, transform: (Int) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. If any of two pairs would have the same key the last one gets added to the map. * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo()
 */
public inline fun <K, V, M : MutableMap<K, in V>> LongArray.associateTo(destination: M, transform: (Long) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. If any of two pairs would have the same key the last one gets added to the map. * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo()
 */
public inline fun <K, V, M : MutableMap<K, in V>> FloatArray.associateTo(destination: M, transform: (Float) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. If any of two pairs would have the same key the last one gets added to the map. * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo()
 */
public inline fun <K, V, M : MutableMap<K, in V>> DoubleArray.associateTo(destination: M, transform: (Double) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. If any of two pairs would have the same key the last one gets added to the map. * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo()
 */
public inline fun <K, V, M : MutableMap<K, in V>> CharSequence.associateTo(destination: M, transform: (CharSequence) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. If any of two pairs would have the same key the last one gets added to the map. * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo()
 */
public inline fun <K, V, M : MutableMap<K, in V>> Any.associateTo(destination: M, transform: (Any) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each
element of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the
map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n */
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateTo(destination: M, transform: (Double) ->
Pair<K, V>): M {\n    for (element in this) {\n        destination += transform(element)\n    }\n    return destination\n}*\n/**
 * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the
map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V>
ByteArray.associateWith(valueSelector: (Byte) -> V): Map<Byte, V> {
    val result = LinkedHashMap<Byte,
V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result,
valueSelector)\n}*\n/**
 * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the
map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V>
ShortArray.associateWith(valueSelector: (Short) -> V): Map<Short, V> {
    val result = LinkedHashMap<Short,
V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result,
valueSelector)\n}*\n/**
 * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the
map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V>
IntArray.associateWith(valueSelector: (Int) -> V): Map<Int, V> {
    val result = LinkedHashMap<Int,
V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result,
valueSelector)\n}*\n
LongArray.associateWith(valueSelector: (Long) -> V): Map<Long, V> {
    val result = LinkedHashMap<Long, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
} *\n
FloaArray.associateWith(valueSelector: (Float) -> V): Map<Float, V> {
    val result = LinkedHashMap<Float, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
} *\n
DoubleArray.associateWith(valueSelector: (Double) -> V): Map<Double, V> {
    val result = LinkedHashMap<Double, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
} *\n
CharArray.associateWith(valueSelector: (Char) -> V): Map<Char, V> {
    val result = LinkedHashMap<Char, V>(mapCapacity(size.coerceAtMost(128)).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
} *\n
Array<out K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
} *\n
ByteArray.associateWithTo(destination: M, valueSelector: (Byte) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
} *\n
CharArray.associateWithTo(destination: M, valueSelector: (Char) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
} *\n
ByteArray.associateWithTo(destination: M, valueSelector: (Byte) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
} *\n
ByteBuffer.associateWithTo(destination: M, valueSelector: (Byte) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
} *\n
Open Source Used In DNAC Platform Arica 7753
ShortArray.associateWithTo(destination: M, valueSelector: (Short) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}  

// mutable map with key-value pairs for each element of the given array,
* where key is the element itself and value is provided by the [valueSelector] function applied to that key.

* If any two elements are equal, the last one overwrites the former value in the map.

samples.collections.Collections.Transformations.associateWithTo

IntArray.associateWithTo(destination: M, valueSelector: (Int) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}  

// mutable map with key-value pairs for each element of the given array,
* where key is the element itself and value is provided by the [valueSelector] function applied to that key.

* If any two elements are equal, the last one overwrites the former value in the map.

samples.collections.Collections.Transformations.associateWithTo

LongArray.associateWithTo(destination: M, valueSelector: (Long) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}  

// mutable map with key-value pairs for each element of the given array,
* where key is the element itself and value is provided by the [valueSelector] function applied to that key.

* If any two elements are equal, the last one overwrites the former value in the map.

samples.collections.Collections.Transformations.associateWithTo

FloatArray.associateWithTo(destination: M, valueSelector: (Float) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}  

// mutable map with key-value pairs for each element of the given array,
* where key is the element itself and value is provided by the [valueSelector] function applied to that key.

* If any two elements are equal, the last one overwrites the former value in the map.

samples.collections.Collections.Transformations.associateWithTo

DoubleArray.associateWithTo(destination: M, valueSelector: (Double) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}  

// mutable map with key-value pairs for each element of the given array,
* where key is the element itself and value is provided by the [valueSelector] function applied to that key.

* If any two elements are equal, the last one overwrites the former value in the map.

samples.collections.Collections.Transformations.associateWithTo

CharArray.associateWithTo(destination: M, valueSelector: (Char) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}  

// mutable map with key-value pairs for each element of the given array,
* where key is the element itself and value is provided by the [valueSelector] function applied to that key.

* If any two elements are equal, the last one overwrites the former value in the map.

samples.collections.Collections.Transformations.associateWithTo

Array.associateWithTo(destination: M, valueSelector: (T) -> V): M {
    for (item in this) {
        destination.add(item)
    }
    return destination
}  

// Appends all elements to the given [destination] collection.
* if any two elements are equal, the last one overwrites the former value in the map.

samples.collections.Collections.Transformations.associateWithTo

* Append all elements to the given [destination] collection.

* if any two elements are equal, the last one overwrites the former value in the map.

samples.collections.Collections.Transformations.associateWithTo

* Append all elements to the given [destination] collection.

* if any two elements are equal, the last one overwrites the former value in the map.

samples.collections.Collections.Transformations.associateWithTo

* Append all elements to the given [destination] collection.

* if any two elements are equal, the last one overwrites the former value in the map.

samples.collections.Collections.Transformations.associateWithTo

* Append all elements to the given [destination] collection.

* if any two elements are equal, the last one overwrites the former value in the map.

samples.collections.Collections.Transformations.associateWithTo

* Append all elements to the given [destination] collection.

* if any two elements are equal, the last one overwrites the former value in the map.

samples.collections.Collections.Transformations.associateWithTo

* Append all elements to the given [destination] collection.

* if any two elements are equal, the last one overwrites the former value in the map.

samples.collections.Collections.Transformations.associateWithTo

* Append all elements to the given [destination] collection.

* if any two elements are equal, the last one overwrites the former value in the map.

samples.collections.Collections.Transformations.associateWithTo

* Append all elements to the given [destination] collection.

* if any two elements are equal, the last one overwrites the former value in the map.

samples.collections.Collections.Transformations.associateWithTo

* Append all elements to the given [destination] collection.

* if any two elements are equal, the last one overwrites the former value in the map.

samples.collections.Collections.Transformations.associateWithTo

* Append all elements to the given [destination] collection.

* if any two elements are equal, the last one overwrites the former value in the map.

samples.collections.Collections.Transformations.associateWithTo

* Append all elements to the given [destination] collection.

* if any two elements are equal, the last one overwrites the former value in the map.

samples.collections.Collections.Transformations.associateWithTo

* Append all elements to the given [destination] collection.

* if any two elements are equal, the last one overwrites the former value in the map.
destination.add(item)  

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Short>> ShortArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Int>> IntArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Long>> LongArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Double>> DoubleArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Boolean>> BooleanArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun <T> Array<out T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun ByteArray.toHashSet(): HashSet<Byte> {
    return toCollection(HashSet<Byte>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun ShortArray.toHashSet(): HashSet<Short> {
    return toCollection(HashSet<Short>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun IntArray.toHashSet(): HashSet<Int> {
    return toCollection(HashSet<Int>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun LongArray.toHashSet(): HashSet<Long> {
    return toCollection(HashSet<Long>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun FloatArray.toHashSet(): HashSet<Float> {
    return toCollection(HashSet<Float>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun DoubleArray.toHashSet(): HashSet<Double> {
    return toCollection(HashSet<Double>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun BooleanArray.toHashSet(): HashSet<Boolean> {
    return toCollection(HashSet<Boolean>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun CharArray.toHashSet(): HashSet.CharArray(toCollection(HashSet<Char>(mapCapacity(size.coerceAtMost(128)))){
    return toCollection(HashSet<Char>(mapCapacity(size.coerceAtMost(128))))
})

/**
 * Returns a [List] containing all elements.
 */
public fun <T> Array<out T>.toList(): List<T> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun ByteArray.toList(): List<Byte> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun ShortArray.toList(): List<Short> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun IntArray.toList(): List<Int> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun LongArray.toList(): List<Long> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun FloatArray.toList(): List<Float> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun DoubleArray.toList(): List<Double> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}
listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun BooleanArray.toList(): List<Boolean> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun CharArray.toList(): List<Char> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun ByteArray.toMutableList(): MutableList<Byte> {
    val list = ArrayList<Byte>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun ShortArray.toMutableList(): MutableList<Short> {
    val list = ArrayList<Short>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun IntArray.toMutableList(): MutableList<Int> {
    val list = ArrayList<Int>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun LongArray.toMutableList(): MutableList<Long> {
    val list = ArrayList<Long>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun FloatArray.toMutableList(): MutableList<Float> {
    val list = ArrayList<Float>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun DoubleArray.toMutableList(): MutableList<Double> {
    val list = ArrayList<Double>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun BooleanArray.toMutableList(): MutableList<Boolean> {
    val list = ArrayList<Boolean>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun CharArray.toMutableList(): MutableList<Char> {
    val list = ArrayList<Char>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun ByteArray.toMutableList(): MutableList<Byte> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun ShortArray.toMutableList(): MutableList<Short> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun IntArray.toMutableList(): MutableList<Int> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun LongArray.toMutableList(): MutableList<Long> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun FloatArray.toMutableList(): MutableList<Float> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun DoubleArray.toMutableList(): MutableList<Double> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun BooleanArray.toMutableList(): MutableList<Boolean> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun CharArray.toMutableList(): MutableList<Char> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
 */
public fun ByteArray.toSet(): Set<Byte> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Byte>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
 */
public fun ShortArray.toSet(): Set<Short> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Short>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
 */
public fun IntArray.toSet(): Set<Int> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Int>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
 */
public fun LongArray.toSet(): Set<Long> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Long>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
 */
public fun FloatArray.toSet(): Set<Float> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Float>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
 */
public fun DoubleArray.toSet(): Set<Double> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Double>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
 */
public fun BooleanArray.toSet(): Set<Boolean> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
 */
public fun CharArray.toSet(): Set<Char> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Char>(mapCapacity(size)))
    }
}
elements.

* The returned set preserves the element iteration order of the original array.

```kotlin
@sample
fun CharArray.toSet(): Set<Char> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet(Char(mapCapacity(size.coerceAtMost(128)))))
    }
}
```

```kotlin
/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapSequence")
public inline fun <T, R> Array<out T>.flatMap(transform: (T) -> Sequence<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```kotlin
/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}
```
@sample samples.collections.Collections.Transformations.flatMapIndexed

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly
\npublic inline fun <R> ByteArray.flatMapIndexed(transform: (index: Int, Byte) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from
 * results of [transform] function being invoked on each element * and its index in the original array.
 * @sample samples.collections.Collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
\npublic inline fun <R> ShortArray.flatMapIndexed(transform: (index: Int, Short) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from
 * results of [transform] function being invoked on each element * and its index in the original array.
 * @sample samples.collections.Collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
\npublic inline fun <R> IntArray.flatMapIndexed(transform: (index: Int, Int) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from
 * results of [transform] function being invoked on each element * and its index in the original array.
 * @sample samples.collections.Collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
\npublic inline fun <R> LongArray.flatMapIndexed(transform: (index: Int, Long) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from
 * results of [transform] function being invoked on each element * and its index in the original array.
 * @sample samples.collections.Collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
\npublic inline fun <R> FloatArray.flatMapIndexed(transform: (index: Int, Float) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from
 * results of [transform] function being invoked on each element * and its index in the original array.
 * @sample samples.collections.Collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
\npublic inline fun <R> DoubleArray.flatMapIndexed(transform: (index: Int, Double) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from
 * results of [transform] function being invoked on each element * and its index in the original array.
 * @sample samples.collections.Collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
\npublic inline fun <R> BooleanArray.flatMapIndexed(transform: (index: Int, Boolean) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from
 * results of [transform] function being invoked on each element * and its index in the original array.
 * @sample samples.collections.Collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
\npublic inline fun <R> CharArray.flatMapIndexed(transform: (index: Int, Char) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}
@sample samples.collections.Transformations.flatMapIndexed

@sample samples.collections.Collections.Transformations.flatMapIndexed

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public inline fun <R, C : MutableCollection<in R>> DoubleArray.flatMapIndexedTo(destination: C, transform: (index: Int, Double) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element) 
        destination.addAll(list) 
    }
    return destination 
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element * and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> BooleanArray.flatMapIndexedTo(destination: C, transform: (index: Int, Boolean) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element) 
        destination.addAll(list) 
    }
    return destination 
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element * and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> CharArray.flatMapIndexedTo(destination: C, transform: (index: Int, Char) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element) 
        destination.addAll(list) 
    }
    return destination 
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element) 
        destination.addAll(list) 
    }
    return destination 
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> ByteArray.flatMapTo(destination: C, transform: (Byte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element) 
        destination.addAll(list) 
    }
    return destination 
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> ShortArray.flatMapTo(destination: C, transform: (Short) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element) 
        destination.addAll(list) 
    }
    return destination 
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> IntArray.flatMapTo(destination: C, transform: (Int) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element) 
        destination.addAll(list) 
    }
    return destination 
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> LongArray.flatMapTo(destination: C, transform: (Long) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element) 
        destination.addAll(list) 
    }
    return destination 
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> FloatArray.flatMapTo(destination: C, transform: (Float) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element) 
        destination.addAll(list) 
    }
    return destination 
}
list = transform(element) |n destination.addAll(list) |n return destination

// Append all elements yielded from results of [transform] function being invoked on each element of original array, to the given
// destination.

@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
public inline fun <R, C : MutableCollection<R>> DoubleArray.flatMapTo(destination: C, transform: (Double) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapSequenceTo")
public inline fun <T, R, C : MutableCollection<R>> Array<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of
 * corresponding elements.
 */
public inline fun <T, K> Array<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

// Append all elements yielded from results of [transform] function being invoked on each
// element of original array, to the given [destination].

entry iteration order of the keys produced from the original array.

```kotlin
public inline fun <K, L, V> Iterable<out T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

The returned map preserves the entry iteration order of the keys produced from the original array.

```kotlin
public inline fun <K, V> ShortArray.groupBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

The returned map preserves the entry iteration order of the keys produced from the original array.
returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n *\npublic inline fun <K, V>
LongArray.groupBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>> {
    return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform).\n}

Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n *\npublic inline fun <K, V>
FloatArray.groupBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, List<V>> {
    return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform).\n}

Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n *\npublic inline fun <K, V>
DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>> {
    return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform).\n}

Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n *\npublic inline fun <K, V>
BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>> {
    return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform).\n}

Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues

Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy

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[destination] map each group key associated with a list of corresponding elements.

```
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<?>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Short>() } list.add(element) } return destination
}

```

```
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<?>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Int>() } list.add(element) } return destination
}

```

```
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<?>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Long>() } list.add(element) } return destination
}

```

```
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M :MutableMap<in K, MutableList<?>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Float>() } list.add(element) } return destination
}

```

```
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<?>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Double>() } list.add(element) } return destination
}

```

```
/**
 * Groups values returned by the [valueTransform] function
 * applied to each element of the original array
 * by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, V, M : MutableMap<in K, MutableList<?>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() } list.add(element) } return destination
}

```
destination.getOrPut(key) { ArrayList<V>() } \n list.add(valueTransform(element))\n }\n return
destination\n\n\n**Groups values returned by the [valueTransform] function applied to each element of the original array\n** by the key returned by the given [keySelector] function applied to the element\nand puts to the [destination] map each group key associated with a list of corresponding values.\n\n\n* @return The [destination] map.\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n*/

public inline fun <K, V, M : MutableMap<K, MutableList<V>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() } \n list.add(valueTransform(element))\n }\n return
destination\n\n**Groups values returned by the [valueTransform] function applied to each element of the original array\n** by the key returned by the given [keySelector] function applied to the element\nand puts to the [destination] map each group key associated with a list of corresponding values.\n\n\n* @return The [destination] map.\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n*/

public inline fun <K, V, M : MutableList<MutableList<V>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() } \n list.add(valueTransform(element))\n }\n return
destination\n\n**Groups values returned by the [valueTransform] function applied to each element of the original array\n** by the key returned by the given [keySelector] function applied to the element\nand puts to the [destination] map each group key associated with a list of corresponding values.\n\n\n* @return The [destination] map.\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n*/

public inline fun <K, V, M : MutableList<MutableList<V>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() } \n list.add(valueTransform(element))\n }\n return
destination\n\n**Groups values returned by the [valueTransform] function applied to each element of the original array\n** by the key returned by the given [keySelector] function applied to the element\nand puts to the [destination] map each group key associated with a list of corresponding values.\n\n\n* @return The [destination] map.\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n*/

public inline fun <K, V, M : MutableList<MutableList<V>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() } \n list.add(valueTransform(element))\n }\n return
destination\n\n**Groups values returned by the [valueTransform] function applied to each element of the original array\n** by the key returned by the given [keySelector] function applied to the element\nand puts to the [destination] map each group key associated with a list of corresponding values.\n\n\n* @return The [destination] map.\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n*/

public inline fun <K, V, M : MutableList<MutableList<V>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() } \n list.add(valueTransform(element))\n }\n return
destination\n\n**Groups values returned by the [valueTransform] function applied to each element of the original array\n** by the key returned by the given [keySelector] function applied to the element\nand puts to the [destination] map each group key associated with a list of corresponding values.\n\n\n* @return The [destination] map.\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n*/

public inline fun <K, V, M : MutableList<MutableList<V>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return
destination\n\n**Groups values returned by the [valueTransform] function applied to each element of the original array\n** by the key returned by the given [keySelector] function applied to the element\nand puts to the [destination] map each group key associated with a list of corresponding values.\n\n\n* @return The [destination] map.\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n*/


MutableMap<in K, MutableList<V>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group associated with a list of corresponding values.
 * @return The [destination] map.
 */
public inline fun <K, V, M :.MutableMap<in K, MutableList<V>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each element.
 * @return A [Grouping] source.
 */
@SinceKotlin("1.1")
public inline fun <T, K> Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @return A list containing the results of applying the given [transform] function.
 */
public inline fun <T, R> Array<out T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @return A list containing the results of applying the given [transform] function.
 */
public inline fun <R> ByteArray.map(transform: (Byte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @return A list containing the results of applying the given [transform] function.
 */
public inline fun <R> ShortArray.map(transform: (Short) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @return A list containing the results of applying the given [transform] function.
 */
public inline fun <R> IntArray.map(transform: (Int) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @return A list containing the results of applying the given [transform] function.
 */
public inline fun <R> LongArray.map(transform: (Long) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @return A list containing the results of applying the given [transform] function.
 */
public inline fun <R> FloatArray.map(transform: (Float) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @return A list containing the results of applying the given [transform] function.
 */
public inline fun <R> DoubleArray.map(transform: (Double) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @return A list containing the results of applying the given [transform] function.
 */
CharArray.map(transform: (Char) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @return A list containing the results of applying the given [transform] function.
 */
CharArray.mapIndexed(transform: (index: Int, T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
element and its index in the original array.

* @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.

*public inline fun <R> ByteArray.mapIndexed(transform: (index: Int, Byte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform) * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.

*public inline fun <R> ShortArray.mapIndexed(transform: (index: Int, Short) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform) * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.

*public inline fun <R> IntArray.mapIndexed(transform: (index: Int, Int) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform) * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.

*public inline fun <R> LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform) * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.

*public inline fun <R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform) * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.

*public inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform) * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.

*public inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform) * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.

*public inline fun <R> CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform) * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.

*public inline fun <T> FloatArray.mapIndexedNotNull(transform: (index: Int, Float) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform) * Applies the given [transform] function to each element and its index in the original array and returns the result of the transform applied to the element.

*public inline fun <T> ShortArray.mapIndexedNotNull(transform: (index: Int, Short) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform) * Applies the given [transform] function to each element and its index in the original array and returns the result of the transform applied to the element.

*public inline fun <T> IntArray.mapIndexedNotNull(transform: (index: Int, Int) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform) * Applies the given [transform] function to each element and its index in the original array and returns the result of the transform applied to the element.

*public inline fun <T> LongArray.mapIndexedNotNull(transform: (index: Int, Long) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform) * Applies the given [transform] function to each element and its index in the original array and returns the result of the transform applied to the element.

*public inline fun <T> FloatArray.mapIndexedNotNull(transform: (index: Int, Float) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform) * Applies the given [transform] function to each element and its index in the original array and returns the result of the transform applied to the element.

*public inline fun <T> DoubleArray.mapIndexedNotNull(transform: (index: Int, Double) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform) * Applies the given [transform] function to each element and its index in the original array and returns the result of the transform applied to the element.

*public inline fun <T> BooleanArray.mapIndexedNotNull(transform: (index: Int, Boolean) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform) * Applies the given [transform] function to each element and its index in the original array and returns the result of the transform applied to the element.

*public inline fun <T> CharArray.mapIndexedNotNull(transform: (index: Int, Char) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform) * Applies the given [transform] function to each element and its index in the original array and returns the result of the transform applied to the element.

*public inline fun <T, R : Any> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T, R) -> R?): List<R> {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination

*public inline fun <T, R : Any> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): List<R> {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination

*public inline fun <T, R : Any> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): List<R> {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination

*public inline fun <T, R : Any> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): List<R> {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination

*public inline fun <T, R : Any> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): List<R> {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination

*public inline fun <T, R : Any> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): List<R> {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination

*public inline fun <T, R : Any> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): List<R> {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
[transform] function to each element and its index in the original array\n * and appends the results to the given
 [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\n@sample samples.collections.Collections.Transformations.mapIndexed

public inline fun <S, T, C : MutableCollection<in S>> S.mapIndexedTo(destination: C, transform: (index: Int, S) -> T): C {
    var index = 0
    for (item in this)
        if (item != null)
            destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given
 [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */
@sample samples.collections.Collections.Transformations.mapNotNull

public inline fun <S, T, C : Collection<S>> S.mapIndexedTo(destination: C, transform: (index: Int, S) -> T?): C {
    var index = 0
    for (item in this)
        if (item != null)
            destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given
 [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */
@sample samples.collections.Collections.Transformations.map

public inline fun <S, T, C : Collection<S>> S.mapIndexedTo(destination: C, transform: (index: Int, S) -> T): C {
    var index = 0
    for (item in this)
        if (item != null)
            destination.add(transform(index++, item))
    return destination
}
```kotlin
// An public inline fun <T, R, C : MutableCollection<R>> Array<out T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array and
 * and appends the results to the given [destination].
 */
fun <R, C : MutableCollection<R>> byteArray.mapTo(destination: C, transform: (Byte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
fun <R, C : MutableCollection<R>> shortArray.mapTo(destination: C, transform: (Short) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
fun <R, C : MutableCollection<R>> intArray.mapTo(destination: C, transform: (Int) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
fun <R, C : MutableCollection<R>> longArray.mapTo(destination: C, transform: (Long) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
fun <R, C : MutableCollection<R>> floatArray.mapTo(destination: C, transform: (Float) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
fun <R, C :MutableCollection<R>> doubleArray.mapTo(destination: C, transform: (Double) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
fun <R, C :MutableCollection<R>> booleanArray.mapTo(destination: C, transform: (Boolean) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
fun <R, C :MutableCollection<R>> charArray.mapTo(destination: C, transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
fun FloatArray.withIndex(): Iterable<IndexedValue<Float>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {
    return IndexingIterable { iterator() }
}
```
Returns a lazy [Iterable] that wraps each element of the original array into an [IndexedValue] containing the index of that element and the element itself.

```kotlin
public fun CharArray.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() }
}
```

Returns a list containing only distinct elements from the given array.

```kotlin
public fun CharArray.distinct(): List<Char> {
    return this.toMutableSet().toList()
}
```

Returns a list containing only distinct elements from the given array.

```kotlin
public fun ByteArray.distinct(): List<Byte> {
    return this.toMutableSet().toList()
}
```

Returns a list containing only distinct elements from the given array.

```kotlin
public fun ShortArray.distinct(): List<Short> {
    return this.toMutableSet().toList()
}
```

Returns a list containing only distinct elements from the given array.

```kotlin
public fun IntArray.distinct(): List<Int> {
    return this.toMutableSet().toList()
}
```

Returns a list containing only distinct elements from the given array.

```kotlin
public fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()
}
```

Returns a list containing only distinct elements from the given array.

```kotlin
public fun FloatArray.distinct(): List<Float> {
    return this.toMutableSet().toList()
}
```

Returns a list containing only distinct elements from the given array.

```kotlin
public fun DoubleArray.distinct(): List<Double> {
    return this.toMutableSet().toList()
}
```

Returns a list containing only distinct elements from the given array.

```kotlin
public fun BooleanArray.distinct(): List<Boolean> {
    return this.toMutableSet().toList()
}
```

Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function.

```kotlin
public inline fun <T, K> Array<out T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function.

```kotlin
public inline fun <K> ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {
    val set = HashSet<K>()
    val list = ArrayList<Byte>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function.

```kotlin
public inline fun <T, K> Array<out T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function.

```kotlin
public inline fun <T, K> Array<out T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function.

```kotlin
public inline fun <T, K> Array<out T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function.

```kotlin
public inline fun <T, K> Array<out T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function.

```kotlin
public inline fun <T, K> Array<out T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```
were in the source array.

* @sample

samples.collections.Collections.Transformations.distinctAndDistinctBy

*\n\npublic inline fun <K>

ShortArray.distinctBy(selector: (Short) -> K): List<Short> {
    val set = HashSet<K>()
    val list = ArrayList<Short>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key)) list.add(e)
    }
    return list
}

* The elements in the resulting list are in the same order as they were in the source array.

* @sample

samples.collections.Collections.Transformations.distinctAndDistinctBy

*\n\npublic inline fun <K>

IntArray.distinctBy(selector: (Int) -> K): List<Int> {
    val set = HashSet<K>()
    val list = ArrayList<Int>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key)) list.add(e)
    }
    return list
}

* The elements in the resulting list are in the same order as they were in the source array.

* @sample

samples.collections.Collections.Transformations.distinctAndDistinctBy

*\n\npublic inline fun <K>

LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key)) list.add(e)
    }
    return list
}

* The elements in the resulting list are in the same order as they were in the source array.

* @sample

samples.collections.Collections.Transformations.distinctAndDistinctBy

*\n\npublic inline fun <K>

FloatArray.distinctBy(selector: (Float) -> K): List<Float> {
    val set = HashSet<K>()
    val list = ArrayList<Float>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key)) list.add(e)
    }
    return list
}

* The elements in the resulting list are in the same order as they were in the source array.

* @sample

samples.collections.Collections.Transformations.distinctAndDistinctBy

*\n\npublic inline fun <K>

DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {
    val set = HashSet<K>()
    val list = ArrayList<Double>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key)) list.add(e)
    }
    return list
}

* The elements in the resulting list are in the same order as they were in the source array.

* @sample

samples.collections.Collections.Transformations.distinctAndDistinctBy

*\n\npublic inline fun <K>

CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = HashSet<K>()
    val list = ArrayList<Char>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key)) list.add(e)
    }
    return list
}

* The elements in the resulting list are in the same order as they were in the source array.

* @sample

samples.collections.Collections.Transformations.distinctAndDistinctBy

*\n\npublic inline fun <K>

CharArray.intersect(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

* The returned set preserves the element iteration order of the original array.

* To get a set containing all elements that are contained at least in one of these collections use [union].

* @sample

samples.collections.Collections.Transformations.distinctAndDistinctBy

*\n\npublic inline fun <T>

Array<out T>.intersect(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

* The returned set preserves the element iteration order of the original array.

* To get a set containing all elements that are contained at least in one of these collections use [union].

* @sample

samples.collections.Collections.Transformations.distinctAndDistinctBy

*\n\npublic inline fun <Byte>

ByteArray.intersect(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

* Returns a set containing all elements that are contained by both this array and the specified collection.

* @sample

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The returned set preserves the element iteration order of the original array.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained by both this array and the specified collection.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained at least in one of these collections.

```
val set = this.toMutableSet()
set.removeAll(other)
return set
```

* Returns a set containing all elements that are contained by this array.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* The returned set preserves the element iteration order of the original array.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained by both this array and the specified collection.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* The returned set preserves the element iteration order of the original array.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained by both this array and the specified collection.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* The returned set preserves the element iteration order of the original array.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained by both this array and the specified collection.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* The returned set preserves the element iteration order of the original array.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained by both this array and the specified collection.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* The returned set preserves the element iteration order of the original array.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained by both this array and the specified collection.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* The returned set preserves the element iteration order of the original array.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained by both this array and the specified collection.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* The returned set preserves the element iteration order of the original array.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained by both this array and the specified collection.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* The returned set preserves the element iteration order of the original array.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained by both this array and the specified collection.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* The returned set preserves the element iteration order of the original array.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained by both this array and the specified collection.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* The returned set preserves the element iteration order of the original array.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained by both this array and the specified collection.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained by both this array and the specified collection.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained by both this array and the specified collection.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained by both this array and the specified collection.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained by both this array and the specified collection.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained by both this array and the specified collection.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained by both this array and the specified collection.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained by both this array and the specified collection.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```

* Returns a set containing all elements that are contained by both this array and the specified collection.

```
val set = this.toMutableSet()
set.retainAll(other)
return set
```
array and not contained by the specified collection. The returned set preserves the element iteration order of the original array. *

public infix fun DoubleArray.subtract(other: Iterable<Double>): Set<Double> { val set = this.toMutableSet() set.removeAll(other) return set }

public infix fun BooleanArray.subtract(other: Iterable<Boolean>): Set<Byte> { val set = this.toMutableSet() set.removeAll(other) return set }
that are contained in both collections use [intersect].\n */
public infix fun ShortArray.union(other: Iterable<Int>): Set<Int> {\n    \n    val set = this.toMutableSet()\n    set.addAll(other)\n    return set\n} \n
/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the
 * order of the [other] collection.\n */
public infix fun IntArray.union(other: Iterable<Long>): Set<Long> {\n    \n    val set = this.toMutableSet()\n    set.addAll(other)\n    return set\n}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the
 * order of the [other] collection.\n */
public infix fun LongArray.union(other: Iterable<Float>): Set<Float> {\n    \n    val set = this.toMutableSet()\n    set.addAll(other)\n    return set\n}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the
 * order of the [other] collection.\n */
public infix fun FloatArray.union(other: Iterable<Double>): Set<Double> {\n    \n    val set = this.toMutableSet()\n    set.addAll(other)\n    return set\n}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the
 * order of the [other] collection.\n */
public infix fun DoubleArray.union(other: Iterable<Boolean>): Set<Boolean> {\n    \n    val set = this.toMutableSet()\n    set.addAll(other)\n    return set\n}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the
 * order of the [other] collection.\n */
public infix fun BooleanArray.union(other: Iterable<Char>): Set<Char> {\n    \n    val set = this.toMutableSet()\n    set.addAll(other)\n    return set\n}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all\n */
public inline fun <T> Array<out T>.all(predicate: (T) -> Boolean): Boolean {\n    for (element in this) if (!predicate(element)) return false\n    return true\n}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all\n */
public inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean {\n    for (element in this) if (!predicate(element)) return false\n    return true\n}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all\n */
public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean {\n    for (element in this) if (!predicate(element)) return false\n    return true\n}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all\n */
public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean {\n    for (element in this) if (!predicate(element)) return false\n    return true\n}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all\n */
public inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {\n    for (element in this) if (!predicate(element)) return false\n    return true\n}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all\n */
public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {\n    for (element in this) if (!predicate(element)) return false\n    return true\n}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all\n */
public inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean {\n    for (element in this) if (!predicate(element)) return false\n    return true\n}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all\n */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {\n    for (element in this) if (!predicate(element)) return false\n    return true\n}
DoubleArray.all(predicate: (Double) -> Boolean): Boolean { for (element in this) if (!predicate(element)) return false
    return true // Returns 'true' if all elements match the given [predicate].
}

doubleArray.all() { // Returns 'true' if array has at least one element.
    return any { // Returns 'true' if at least one element.
        a in this
        a.equals(2.0)
    }
}

@sample
Collections.Aggregates.allUn(samples.collections.Collections.Aggregates.allUn(*@public inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean { for (element in this) if (!predicate(element)) return false
    return true // Returns 'true' if all elements match the given [predicate].
}

public inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean { for (element in this) if (!predicate(element)) return false
    return true // Returns 'true' if all elements match the given [predicate].
}

public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean { for (element in this) if (!predicate(element)) return false
    return true // Returns 'true' if all elements match the given [predicate].
}

public fun <T> Array<out T>.any(): Boolean { return !isEmpty()
}

public fun ByteArray.any(): Boolean { return !isEmpty()
}

public fun ShortArray.any(): Boolean { return !isEmpty()
}

public fun IntArray.any(): Boolean { return !isEmpty()
}

public fun LongArray.any(): Boolean { return !isEmpty()
}

public fun FloatArray.any(): Boolean { return !isEmpty()
}

public fun DoubleArray.any(): Boolean { return !isEmpty()
}

public fun BooleanArray.any(): Boolean { return !isEmpty()
}

public fun CharArray.any(): Boolean { return !isEmpty()
}

public fun AnyArray.anyWithPredicate(predicate: (T) -> Boolean): Boolean { for (element in this) if (predicate(element)) return true
    return false
}

public fun ByteArray.anyWithPredicate(predicate: (Byte) -> Boolean): Boolean { for (element in this) if (predicate(element)) return true
    return false
}

public fun ShortArray.anyWithPredicate(predicate: (Short) -> Boolean): Boolean { for (element in this) if (predicate(element)) return true
    return false
}

public fun IntArray.anyWithPredicate(predicate: (Int) -> Boolean): Boolean { for (element in this) if (predicate(element)) return true
    return false
}

public fun LongArray.anyWithPredicate(predicate: (Long) -> Boolean): Boolean { for (element in this) if (predicate(element)) return true
    return false
}

public fun FloatArray.anyWithPredicate(predicate: (Float) -> Boolean): Boolean { for (element in this) if (predicate(element)) return true
    return false
}

public fun DoubleArray.anyWithPredicate(predicate: (Double) -> Boolean): Boolean { for (element in this) if (predicate(element)) return true
    return false
}

public fun BooleanArray.anyWithPredicate(predicate: (Boolean) -> Boolean): Boolean { for (element in this) if (predicate(element)) return true
    return false
}
false

Returns `true` if at least one element matches the given [predicate].

```kotlin
fun <T> count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun ByteArray.count(predicate: (Byte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun ShortArray.count(predicate: (Short) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun IntArray.count(predicate: (Int) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun LongArray.count(predicate: (Long) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun FloatArray.count(predicate: (Float) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun DoubleArray.count(predicate: (Double) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```
current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun <R> ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
} // * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * Returns the specified [initial] value if the array is empty.\n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun <R> IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
} // * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * Returns the specified [initial] value if the array is empty.\n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun <R> LongArray.fold(initial: R, operation: (acc: R, Long) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
} // * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * Returns the specified [initial] value if the array is empty.\n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
} // * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * Returns the specified [initial] value if the array is empty.\n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
} // * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * Returns the specified [initial] value if the array is empty.\n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
} // * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * Returns the specified [initial] value if the array is empty.\n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun <T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
} // * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * Returns the specified [initial] value if the array is empty.\n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun <T> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
} // * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * Returns the specified [initial] value if the array is empty.\n * @param [operation] function that takes the
index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right.\n * Returns the specified [initial] value if the array is empty.\n */
public inline fun <T, R> Array<out T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left.\n * Returns the specified [initial] value if the array is empty.\n */
public inline fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left.\n * Returns the specified [initial] value if the array is empty.\n */
public inline fun <R> CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
The public inline function `Array.foldRight` is defined as follows:

```kotlin
public inline fun <T, R> Array<out T>.foldRightIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

It takes an initial value and an operation function as parameters. The operation function takes the index of an element, the element itself, and the current accumulator value, and returns the next accumulator value. If the array is empty, it returns the specified initial value.

For example, consider the following code snippet:

```kotlin
ShortArray.foldRight(initial: R, operation: (Short, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

This code accumulates value starting with the initial value and applying the operation function from right to left for each element and current accumulator value, and returns the specified initial value if the array is empty.
operation(index, get(index), accumulator)\n --operator--\n \n return accumulator
\n
/*\nAccumulates value starting with [initial] value and applying [operation] from right to left\n* to each element with its index in the original array and current accumulator value.\n\n*\n*\n*\n* Returns the specified [initial] value if the array is empty.\n*\n*\n* @param [operation] function that takes the index of an element, the element itself\n* and current accumulator value, and calculates the next accumulator value.\n*/
public inline fun <R> BooleanArray.foldRightIndexed(initial: R, operation: (index: Int, Boolean, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initia1\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n        --index\n    }
    return accumulator
}

/**\nAccumulates value starting with [initial] value and applying [operation] from right to left\n* to each element with its index in the original array and current accumulator value.\n\n*\n*\n*\n* Returns the specified [initial] value if the array is empty.\n*\n*\n* @param [operation] function that takes the index of an element, the element itself\n* and current accumulator value, and calculates the next accumulator value.\n*/
public inline fun <R> ShortArray.foldRightIndexed(initial: R, operation: (index: Int, Short, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initia1\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n        --index\n    }
    return accumulator
}

/**\nAccumulates value starting with [initial] value and applying [operation] from right to left\n* to each element with its index in the original array and current accumulator value.\n\n*\n*\n*\n* Returns the specified [initial] value if the array is empty.\n*\n*\n* @param [operation] function that takes the index of an element, the element itself\n* and current accumulator value, and calculates the next accumulator value.\n*/
public inline fun <R> IntArray.foldRightIndexed(initial: R, operation: (index: Int, Int, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initia1\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n        --index\n    }
    return accumulator
}

/**\nAccumulates value starting with [initial] value and applying [operation] from right to left\n* to each element with its index in the original array and current accumulator value.\n\n*\n*\n*\n* Returns the specified [initial] value if the array is empty.\n*\n*\n* @param [operation] function that takes the index of an element, the element itself\n* and current accumulator value, and calculates the next accumulator value.\n*/
public inline fun <R> LongArray.foldRightIndexed(initial: R, operation: (index: Int, Long, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initia1\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n        --index\n    }
    return accumulator
}

/**\nAccumulates value starting with [initial] value and applying [operation] from right to left\n* to each element with its index in the original array and current accumulator value.\n\n*\n*\n*\n* Returns the specified [initial] value if the array is empty.\n*\n*\n* @param [operation] function that takes the index of an element, the element itself\n* and current accumulator value, and calculates the next accumulator value.\n*/
public inline fun <R> ByteArray.foldRightIndexed(initial: R, operation: (index: Int, Byte, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initia1\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n        --index\n    }
    return accumulator
}

/**\nAccumulates value starting with [initial] value and applying [operation] from right to left\n* to each element with its index in the original array and current accumulator value.\n\n*\n*\n*\n* Returns the specified [initial] value if the array is empty.\n*\n*\n* @param [operation] function that takes the index of an element, the element itself\n* and current accumulator value, and calculates the next accumulator value.\n*/
public inline fun <R> DoubleArray.foldRightIndexed(initial: R, operation: (index: Int, Double, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initia1\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n        --index\n    }
    return accumulator
}

/**\nAccumulates value starting with [initial] value and applying [operation] from right to left\n* to each element with its index in the original array and current accumulator value.\n\n*\n*\n*\n* Returns the specified [initial] value if the array is empty.\n*\n*\n* @param [operation] function that takes the index of an element, the element itself\n* and current accumulator value, and calculates the next accumulator value.\n*/
public inline fun <R> FloatArray.foldRightIndexed(initial: R, operation: (index: Int, Float, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initia1\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n        --index\n    }
    return accumulator
}
@param \[operation\] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

```kotlin
public inline fun <R> CharArray.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```kotlin
/**
 * Performs the given \[action\] on each element.*
 */
public inline fun ByteArray.forEachIndexed(action: (index: Int, Byte) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
/**
 * Performs the given \[action\] on each element, providing sequential index with the element.*
 */
public inline fun ShortArray.forEachIndexed(action: (index: Int, Short) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
/**
 * Performs the given \[action\] on each element, providing sequential index with the element.*
 */
public inline fun IntArray.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
/**
 * Performs the given \[action\] on each element, providing sequential index with the element.*
 */
public inline fun LongArray.forEachIndexed(action: (index: Int, Long) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
/**
 * Performs the given \[action\] on each element, providing sequential index with the element.*
 */
public inline fun FloatArray.forEachIndexed(action: (index: Int, Float) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
/**
 * Performs the given \[action\] on each element, providing sequential index with the element.*
 */
public inline fun DoubleArray.forEachIndexed(action: (index: Int, Double) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
/**
 * Performs the given \[action\] on each element, providing sequential index with the element.*
 */
public inline fun BooleanArray.forEachIndexed(action: (index: Int, Boolean) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
/**
 * Performs the given \[action\] on each element, providing sequential index with the element.*
 */
public inline fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    for (element in this) action(element)
}
```
the action on the element.

```kotlin
public inline fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun Array<out Double>.max(): Double? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.max(): Byte? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.max(): Short? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun IntArray.max(): Int? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun LongArray.max(): Long? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun FloatArray.max(): Float? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun DoubleArray.max(): Double? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharArray.max(): Char? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.max(): Byte? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.max(): Short? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun IntArray.max(): Int? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun LongArray.max(): Long? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun FloatArray.max(): Float? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun DoubleArray.max(): Double? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharArray.max(): Char? {
    return maxOrNull()
}
```

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maxByOrNull(selector): Int? * Returns the first element yielding the largest value of the given function
    or `null` if there are no elements.

maxByOrNull(selector): Byte? * Returns the first element yielding the largest value of the given function
    or `null` if there are no elements.

maxByOrNull(selector): Short? * Returns the first element yielding the largest value of the given function
    or `null` if there are no elements.

maxByOrNull(selector): Long? * Returns the first element yielding the largest value of the given function
    or `null` if there are no elements.

maxByOrNull(selector): Double? * Returns the first element yielding the largest value of the given function
    or `null` if there are no elements.

maxByOrNull(selector): Float? * Returns the first element yielding the largest value of the given function
    or `null` if there are no elements.

maxByOrNull(selector): T? * Returns the first element yielding the largest value of the given function or `null` if there are no elements.

*\@SinceKotlin("1.4"))*\npublic inline fun <T, R : Comparable<R>> Array<out T>.maxByOrNull(selector: (T) -> R): T? {\n    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}

*\@SinceKotlin("1.4"))*\npublic inline fun <R : Comparable<R>> Array<Byte>.maxByOrNull(selector: (Byte) -> R): Byte? {\n    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}

*\@SinceKotlin("1.4"))*\npublic inline fun <R : Comparable<R>> IntArray.maxByOrNull(selector: (Int) -> R): Int? {\n    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}

*\@SinceKotlin("1.4"))*\npublic inline fun <R : Comparable<R>> LongArray.maxByOrNull(selector: (Long) -> R): Long? {\n    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}

*\@SinceKotlin("1.4"))*\npublic inline fun <R : Comparable<R>> FloatArray.maxByOrNull(selector: (Float) -> R): Float? {\n    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}

*\@SinceKotlin("1.4"))*\npublic inline fun <R : Comparable<R>> DoubleArray.maxByOrNull(selector: (Double) -> R): Double? {\n    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}

*\@SinceKotlin("1.4"))*\npublic inline fun <R : Comparable<R>> ByteArray.maxByOrNull(selector: (Byte) -> R): Byte? {\n    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}

*\@SinceKotlin("1.4"))*\npublic inline fun <R : Comparable<R>> BooleanArray.maxByOrNull(selector: (Boolean) -> R): Boolean? {\n    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}
(i in 1..lastIndex) { \n    val v = selector(this[i]) \n    maxValue = maxOf(maxValue, v) \n} \nreturn \nmaxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.maxOf(selector: (Double) -> Double) {\n    if (isEmpty()) throw NoSuchElementException() \n    var maxValue = selector(this[0]) \n    for (i in 1..lastIndex) { \n        val v = selector(this[i]) \n        maxValue = maxOf(maxValue, v) \n    } \n    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.maxOf(selector: (Boolean) -> Boolean) {\n    if (isEmpty()) throw NoSuchElementException() \n    var maxValue = selector(this[0]) \n    for (i in 1..lastIndex) { \n        val v = selector(this[i]) \n        maxValue = maxOf(maxValue, v) \n    } \n    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.maxOf(selector: (Char) -> Char) {\n    if (isEmpty()) throw NoSuchElementException() \n    var maxValue = selector(this[0]) \n    for (i in 1..lastIndex) { \n        val v = selector(this[i]) \n        maxValue = maxOf(maxValue, v) \n    } \n    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.maxOf(selector: (T) -> Float) {\n    if (isEmpty()) throw NoSuchElementException() \n    var maxValue = selector(this[0]) \n    for (i in 1..lastIndex) { \n        val v = selector(this[i]) \n        maxValue = maxOf(maxValue, v) \n    } \n    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.maxOf(selector: (Byte) -> Float) {\n    if (isEmpty()) throw NoSuchElementException() \n    var maxValue = selector(this[0]) \n    for (i in 1..lastIndex) { \n        val v = selector(this[i]) \n        maxValue = maxOf(maxValue, v) \n    } \n    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.maxOf(selector: (Short) -> Float) {\n    if (isEmpty()) throw NoSuchElementException() \n    var maxValue = selector(this[0]) \n    for (i in 1..lastIndex) { \n        val v = selector(this[i]) \n        maxValue = maxOf(maxValue, v) \n    } \n    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.maxOf(selector: (Int) -> Float) {
Float {\n    if (isInstantiationException) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n
/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n *\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n *\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly@public inline fun FloatArray.maxOf(selector: (Float) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n
/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n *\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n *\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly@public inline fun DoubleArray.maxOf(selector: (Double) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n
/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n *\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n *\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly@public inline fun CharArray.maxOf(selector: (Char) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n
/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n *\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly@public inline fun <T, R : Comparable<R>> Array<out T>.maxOf(selector: (T) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n
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ByteArray.maxOf(selector: (Byte) -> R): R

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
ShortArray.maxOf(selector: (Short) -> R): R

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
IntArray.maxOf(selector: (Int) -> R): R

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
LongArray.maxOf(selector: (Long) -> R): R

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
FloatArray.maxOf(selector: (Float) -> R): R

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
DoubleArray.maxOf(selector: (Double) -> R): R

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
BooleanArray.maxOf(selector: (Boolean) -> R): R

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByNameLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
CharArray.maxOf(selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var
    varValue = selector(this[0])
    for (i in 1..lastIndex) {
        var
        varValue = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByNameLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.maxOfOrNull(selector: (T) -> Double): Double? {
    if (isEmpty()) return null
    var
    varValue = selector(this[0])
    for (i in 1..lastIndex) {
        var
        varValue = selector(this[i])
        if (maxValue < v) {
            maxValue = maxOf(maxValue, v)
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByNameLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.maxOfOrNull(selector: (Byte) -> Double): Double? {
    if (isEmpty()) return null
    var
    varValue = selector(this[0])
    for (i in 1..lastIndex) {
        var
        varValue = selector(this[i])
        if (maxValue < v) {
            maxValue = maxOf(maxValue, v)
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByNameLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.maxOfOrNull(selector: (Short) -> Double): Double? {
    if (isEmpty()) return null
    var
    varValue = selector(this[0])
    for (i in 1..lastIndex) {
        var
        varValue = selector(this[i])
        if (maxValue < v) {
            maxValue = maxOf(maxValue, v)
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByNameLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.maxOfOrNull(selector: (Int) -> Double): Double? {
    if (isEmpty()) return null
    var
    varValue = selector(this[0])
    for (i in 1..lastIndex) {
        var
        varValue = selector(this[i])
        if (maxValue < v) {
            maxValue = maxOf(maxValue, v)
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByNameLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun LongArray.maxOfOrNull(selector: (Long) -> Double): Double? {
    if (isEmpty()) return null
    var
    varValue = selector(this[0])
    for (i in 1..lastIndex) {
        var
        varValue = selector(this[i])
        if (maxValue < v) {
            maxValue = maxOf(maxValue, v)
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByNameLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.maxOfOrNull(selector: (Float) -> Double): Double? {
    if (isEmpty()) return null
    var
    varValue = selector(this[0])
    for (i in 1..lastIndex) {
        var
        varValue = selector(this[i])
        if (maxValue < v) {
            maxValue = maxOf(maxValue, v)
        }
    }
    return maxValue
}
public inline fun DoubleArray.maxOfOrNull(selector: (Double) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * * * * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

public inline fun BooleanArray.maxOfOrNull(selector: (Boolean) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * * * * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

public inline fun CharArray.maxOfOrNull(selector: (Char) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * * * * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

public inline fun <T> Array<out T>.maxOfOrNull(selector: (T) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * * * * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

public inline fun ByteArray.maxOfOrNull(selector: (Byte) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * * * * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

public inline fun ShortArray.maxOfOrNull(selector: (Short) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * * * * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

public inline fun IntArray.maxOfOrNull(selector: (Int) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```kotlin
/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun LongArray.maxOfOrNull(selector: (Long) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun FloatArray.maxOfOrNull(selector: (Float) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun DoubleArray.maxOfOrNull(selector: (Double) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun BooleanArray.maxOfOrNull(selector: (Boolean) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun CharArray.maxOfOrNull(selector: (Char) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <T, R : Comparable<R>> Array<out T>.maxOfOrNull(selector: (T) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun ByteArray.maxOfOrNull(selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
```

ByLambdaReturnType\n@kotlin.internal.InlineOnly\n\n\npublic inline fun <R : Comparable<R>>
ShortArray.maxOfOrNull(selector: (Short) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n
/**
 * Returns the largest value among all values produced
 * by [selector] function * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
IntArray.maxOfOrNull(selector: (Int) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n
/**
 * Returns the largest value among all values produced
 * by [selector] function * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
LongArray.maxOfOrNull(selector: (Long) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n
/**
 * Returns the largest value among all values produced
 * by [selector] function * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
FloatArray.maxOfOrNull(selector: (Float) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n
/**
 * Returns the largest value among all values produced
 * by [selector] function * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
DoubleArray.maxOfOrNull(selector: (Double) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n
/**
 * Returns the largest value among all values produced
 * by [selector] function * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
BooleanArray.maxOfOrNull(selector: (Boolean) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n
/**
 * Returns the largest value among all values produced
 * by [selector] function * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
CharArray.maxOfOrNull(selector: (Char) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n
/**
 * Returns the largest value according to the provided
 * [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <T, R> Array<out T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n
/**
 * Returns the largest value according to the provided [comparator] among all values
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <T, R> Array<out T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}
produced by [selector] function applied to each element in the array.

```kotlin
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```
(comparator.compare(maxValue, ν) < 0) {\n    maxValue = ν \n    }\n\nreturn maxValue;\n}/**\n * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.\n */\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <R> CharArray.maxOfWith(\n        comparator: Comparator<in R>, selector: (Char) -> R): R {\n    if (isNullOrEmpty()) throw NoSuchElementException();\n    var maxValue = selector(this[0]);\n    for (i in 1..lastIndex) {\n        var val = selector(this[i]);\n        if (comparator.compare(maxValue, val) < 0) {\n            maxValue = val;\n        }\n    }\n    return maxValue;\n}/**\n * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements.\n */\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <T, R> Array<out T>.maxOfWithOrNull(\n        comparator: Comparator<in R>, selector: (T) -> R): R? {\n    if (isEmpty()) return null;\n    var maxValue = selector(this[0]);\n    for (i in 1..lastIndex) {\n        var val = selector(this[i]);\n        if (comparator.compare(maxValue, val) < 0) {\n            maxValue = val;\n        }\n    }\n    return maxValue;\n}/**\n * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements.\n */\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <R> ByteArray.maxOfWithOrNull(\n        comparator: Comparator<in R>, selector: (Byte) -> R): R? {\n    if (isEmpty()) return null;\n    var maxValue = selector(this[0]);\n    for (i in 1..lastIndex) {\n        var val = selector(this[i]);\n        if (comparator.compare(maxValue, val) < 0) {\n            maxValue = val;\n        }\n    }\n    return maxValue;\n}/**\n * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements.\n */\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <R> ShortArray.maxOfWithOrNull(\n        comparator: Comparator<in R>, selector: (Short) -> R): R? {\n    if (isEmpty()) return null;\n    var maxValue = selector(this[0]);\n    for (i in 1..lastIndex) {\n        var val = selector(this[i]);\n        if (comparator.compare(maxValue, val) < 0) {\n            maxValue = val;\n        }\n    }\n    return maxValue;\n}/**\n * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements.\n */\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <R> IntArray.maxOfWithOrNull(\n        comparator: Comparator<in R>, selector: (Int) -> R): R? {\n    if (isEmpty()) return null;\n    var maxValue = selector(this[0]);\n    for (i in 1..lastIndex) {\n        var val = selector(this[i]);\n        if (comparator.compare(maxValue, val) < 0) {\n            maxValue = val;\n        }\n    }\n    return maxValue;\n}/**\n * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements.\n */\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <R> LongArray.maxOfWithOrNull(\n        comparator: Comparator<in R>, selector: (Long) -> R): R? {\n    if (isEmpty()) return null;\n    var maxValue = selector(this[0]);\n    for (i in 1..lastIndex) {\n        var val = selector(this[i]);\n        if (comparator.compare(maxValue, val) < 0) {\n            maxValue = val;\n        }\n    }\n    return maxValue;\n}/**\n * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements.\n */\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <R> FloatArray.maxOfWithOrNull(\n        comparator: Comparator<in R>, selector: (Float) -> R): R? {\n    if (isNullOrEmpty()) throw NoSuchElementException();\n    var maxValue = selector(this[0]);\n    for (i in 1..lastIndex) {\n        var val = selector(this[i]);\n        if (comparator.compare(maxValue, val) < 0) {\n            maxValue = val;\n        }\n    }\n    return maxValue;\n}/**\n * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements.\n */
return null
var maxValue = selector(this[0])
for (i in 1..lastIndex)
    if (comparator.compare(maxValue, v) < 0)
        maxValue = v

return maxValuen

Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or ‘null’ if there are no elements.

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly

public inline fun <R>
DoubleArray.maxOfWithOrNull(comparator: Comparator<R>, selector: (Double) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex)
        if (comparator.compare(maxValue, v) < 0)
            maxValue = v
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or ‘null’ if there are no elements.
 * 
 * If any of elements is NaN returns NaN.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly

public inline fun <R>
BooleanArray.maxOfWithOrNull(comparator: Comparator<R>, selector: (Boolean) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex)
        if (comparator.compare(maxValue, v) < 0)
            maxValue = v
    return maxValue
}

/**
 * Returns the largest element or ‘null’ if there are no elements.
 * 
 * If any of elements is NaN returns NaN.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly

public inline fun <T : Comparable<T>> Array<out T>.maxOrNull(): T? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < e)
            max = e
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ByteArray.maxOrNull(): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < e)
            max = e
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ShortArray.maxOrNull(): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < e)
            max = e
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun IntArray.maxOrNull(): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < e)
            max = e
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun LongArray.maxOrNull(): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < e)
            max = e
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 * 
 * If any of elements is NaN returns NaN.
 */
@SinceKotlin("1.4")
public fun FloatArray.maxOrNull(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < e)
            max = e
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 * 
 * If any of elements is NaN returns NaN.
 */
@SinceKotlin("1.4")
public fun DoubleArray.maxOrNull(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < e)
            max = e
    return max
}
return null
    var max = this[0] for (i in 1..lastIndex) { val e = this[i] max = maxOf(max, e) } return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun CharArray.maxOrNull(): Char? { if (isEmpty()) return null
    var max = this[0] for (i in 1..lastIndex) { val e = this[i] if (max < e) max = e } return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T> Array<out T>.maxWith(comparator: Comparator<in T>): T? { if (isEmpty()) return null
    var max = this[0] for (i in 1..lastIndex) { val e = this[i] if (comparator.compare(max, e) < 0) max = e } return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun CharArray.maxWithOrNull(comparator: Comparator<in Char>): Char? { if (isEmpty()) return null
    var max = this[0] for (i in 1..lastIndex) { val e = this[i] if (comparator.compare(max, e) < 0) max = e } return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ByteArray.maxWithOrNull(comparator: Comparator<in Byte>): Byte? { if (isEmpty()) return null
    var max = this[0] for (i in 1..lastIndex) { val e = this[i] if (comparator.compare(max, e) < 0) max = e } return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ShortArray.maxWithOrNull(comparator: Comparator<in Short>): Short? { if (isEmpty()) return null
    var max = this[0] for (i in 1..lastIndex) { val e = this[i] if (comparator.compare(max, e) < 0) max = e } return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun IntArray.maxWithOrNull(comparator: Comparator<in Int>): Int? { if (isEmpty()) return null
    var max = this[0] for (i in 1..lastIndex) { val e = this[i] if (comparator.compare(max, e) < 0) max = e } return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun LongArray.maxWithOrNull(comparator: Comparator<in Long>): Long? { if (isEmpty()) return null
    var max = this[0] for (i in 1..lastIndex) { val e = this[i] if (comparator.compare(max, e) < 0) max = e } return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun FloatArray.maxWithOrNull(comparator: Comparator<in Float>): Float? { if (isEmpty()) return null
    var max = this[0] for (i in 1..lastIndex) { val e = this[i] if (comparator.compare(max, e) < 0) max = e } return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun DoubleArray.maxWithOrNull(comparator: Comparator<in Double>): Double? { if (isEmpty()) return null
    var max = this[0] for (i in 1..lastIndex) { val e = this[i] if (comparator.compare(max, e) < 0) max = e } return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun BooleanArray.maxWithOrNull(comparator: Comparator<in Boolean>): Boolean? { if (isEmpty()) return null
    var max = this[0] for (i in 1..lastIndex) { val e = this[i] if (comparator.compare(max, e) < 0) max = e } return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun CharArray.maxWithOrNull(comparator: Comparator<in Char>): Char? { if (isEmpty()) return null
    var max = this[0] for (i in 1..lastIndex) { val e = this[i] if (comparator.compare(max, e) < 0) max = e } return max
}
```kotlin
@SinceKotlin("1.4")
public fun LongArray.maxWithOrNull(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun FloatArray.maxWithOrNull(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun DoubleArray.maxWithOrNull(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun BooleanArray.maxWithOrNull(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun Array<out Double>.min(): Double? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun Array<out Float>.min(): Float? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T : Comparable<T>> Array<out T>.min(): T? {
    return minByOrNull()
}

@Deprecated("Use minByOrNull instead.",
ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <T, R : Comparable<R>> Array<out T>.minBy(selector: (T) -> R): T? {
    return minByOrNull(selector)
}
```

---

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ReplaceWith("minByOrOrNull(selector)")

@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> IntArray.minBy(selector: (Int) -> R): Int? {
    return minByOrOrNull(selector) @n@ @Deprecated("Use minByOrNull instead.",
}

ReplaceWith("minByOrOrNull(selector)")

@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> LongArray.minBy(selector: (Long) -> R): Long? {
    return minByOrOrNull(selector) @n@ @Deprecated("Use minByOrNull instead.",
}

ReplaceWith("minByOrOrNull(selector)")

@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> FloatArray.minBy(selector: (Float) -> R): Float? {
    return minByOrOrNull(selector) @n@ @Deprecated("Use minByOrNull instead.",
}

ReplaceWith("minByOrOrNull(selector)")

@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> DoubleArray.minBy(selector: (Double) -> R): Double? {
    return minByOrOrNull(selector) @n@ @Deprecated("Use minByOrNull instead.",
}

ReplaceWith("minByOrOrNull(selector)")

@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> BooleanArray.minBy(selector: (Boolean) -> R): Boolean? {
    return minByOrOrNull(selector) @n@ @Deprecated("Use minByOrNull instead.",
}

ReplaceWith("minByOrOrNull(selector)")

@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> CharArray.minBy(selector: (Char) -> R): Char? {
    return minByOrOrNull(selector) @n@ @Deprecated("Use minByOrNull instead.",
}

/**
* Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
* @sample samples.collections.Collections.Aggregates.minByOrNull
*/
@SinceKotlin("1.4")
public inline fun <T, R : Comparable<R>> Array<out T>.minByOrNull(selector: (T) -> R): T? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem) for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
* Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
* @sample samples.collections.Collections.Aggregates.minByOrNull
*/
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> ByteArray.minByOrNull(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem) for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
* Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
* @sample samples.collections.Collections.Aggregates.minByOrNull
*/
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> ShortArray.minByOrNull(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem) for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
* Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
* @sample samples.collections.Collections.Aggregates.minByOrNull
*/
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> IntArray.minByOrNull(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem) for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
* Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
* @sample samples.collections.Collections.Aggregates.minByOrNull
*/
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> LongArray.minByOrNull(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem) for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}
samples.collections.Collections.Aggregates.minByOrNullOrNull */@SinceKotlin("1.4")@public inline fun <R : Comparable<R>> FloatArray.minByOrNull(selector: (Float) -> R): Float? {
    var minElem = this[0].val
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i].val
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
@public inline fun <R : Comparable<R>> DoubleArray.minByOrNull(selector: (Double) -> R): Double? {
    var minElem = this[0].val
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i].val
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
@public inline fun <R : Comparable<R>> BooleanArray.minByOrNull(selector: (Boolean) -> R): Boolean? {
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
@public inline fun <R : Comparable<R>> CharArray.minByOrNull(selector: (Char) -> R): Char? {
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the smallest value among all values produced by 
 * the given function applied to each element in the array.
 * 
 * @throws NoSuchElementException if the array is empty.
 * 
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
@public inline fun <T> Array<out T>.minOf(selector: (T) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by 
 * the given function applied to each element in the array.
 * 
 * @throws NoSuchElementException if the array is empty.
 * 
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
@public inline fun ByteArray.minOf(selector: (Byte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by 
 * the given function applied to each element in the array.
 * 
 * @throws NoSuchElementException if the array is empty.
 * 
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
@public inline fun ShortArray.minOf(selector: (Short) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by 
 * the given function applied to each element in the array.
 * 
 * @throws NoSuchElementException if the array is empty.
 * 
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
@public inline fun IntArray.minOf(selector: (Int) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by 
 * the given function applied to each element in the array.
 * 
 * @throws NoSuchElementException if the array is empty.
 * 
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
@public inline fun LongArray.minOf(selector: (Long) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal:inline fun ByteArray.minOf(selector: (Byte) -> Float): Float {
    if (isEmpty()) throwNoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal:inline fun ShortArray.minOf(selector: (Short) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal:inline fun IntArray.minOf(selector: (Int) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal:inline fun LongArray.minOf(selector: (Long) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal:inline fun FloatArray.minOf(selector: (Float) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal:inline fun DoubleArray.minOf(selector: (Double) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal:inline fun BooleanArray.minOf(selector: (Boolean) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return
}
`NaN`.

```kotlin
@NonNull
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun CharArray.minOf(selector: (Char) -> Float):
    Float {
        if (isEmpty()) throw NoSuchElementException()
        var minValue = selector(this[0])
        for (i in 1..lastIndex) {
            val v = selector(this[i])
            if (minValue > v) {
                minValue = v
            }
        }
        return minValue
    }

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Array<T>.minOf(selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ByteArray.minOf(selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ShortArray.minOf(selector: (Short) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> IntArray.minOf(selector: (Int) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> LongArray.minOf(selector: (Long) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> FloatArray.minOf(selector: (Float) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
```

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NoSuchElementException if the array is empty.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>

DoubleArray.minOf(selector: (Double) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
```

```kotlin
BooleanArray.minOf(selector: (Boolean) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
```
if there are no elements.\n
* If any of values produced by [selector] function is ‘NaN’, the returned result is ‘NaN’.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly
\npublic inline fun LongArray.minOfOrNull(selector: (Long) -> Double): Double? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly
\npublic inline fun FloatArray.minOfOrNull(selector: (Float) -> Double): Double? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly
\npublic inline fun DoubleArray.minOfOrNull(selector: (Double) -> Double): Double? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly
\npublic inline fun BooleanArray.minOfOrNull(selector: (Boolean) -> Double): Double? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n\npublic inline fun CharArray.minOfOrNull(selector: (Char) -> Double): Double? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly
\npublic inline fun <T> Array<out T>.minOfOrNull(selector: (T) -> Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n\npublic inline fun ByteArray.minOfOrNull(selector: (Byte) -> Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}
smallest value among all values produced by \([\text{selector}]\) function\n \* applied to each element in the array or `null` if there are no elements.\n \* \n * If any of values produced by \([\text{selector}]\) function is `NaN`, the returned result is `NaN`.\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.minOfOrNull(selector: (Short) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by \([\text{selector}]\) function\n * applied to each element in the array or `null` if there are no elements.\n * \* \n * If any of values produced by \([\text{selector}]\) function is `NaN`, the returned result is `NaN`.\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.minOfOrNull(selector: (Int) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by \([\text{selector}]\) function\n * applied to each element in the array or `null` if there are no elements.\n * \* \n * If any of values produced by \([\text{selector}]\) function is `NaN`, the returned result is `NaN`.\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun LongArray.minOfOrNull(selector: (Long) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by \([\text{selector}]\) function\n * applied to each element in the array or `null` if there are no elements.\n * \* \n * If any of values produced by \([\text{selector}]\) function is `NaN`, the returned result is `NaN`.\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.minOfOrNull(selector: (Float) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by \([\text{selector}]\) function\n * applied to each element in the array or `null` if there are no elements.\n * \* \n * If any of values produced by \([\text{selector}]\) function is `NaN`, the returned result is `NaN`.\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.minOfOrNull(selector: (Double) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by \([\text{selector}]\) function\n * applied to each element in the array or `null` if there are no elements.\n * \* \n * If any of values produced by \([\text{selector}]\) function is `NaN`, the returned result is `NaN`.\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.minOfOrNull(selector: (Boolean) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by \([\text{selector}]\) function\n * applied to each element in the array or `null` if there are no elements.\n * \* \n * If any of values produced by \([\text{selector}]\) function is `NaN`, the returned result is `NaN`.\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.minOfOrNull(selector: (Char) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
val v = selector(this[i])
minValue = minOf(minValue, v)
return minValue

* Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

* @SinceKotlin("1.4")
* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* @OverloadResolution
* ByLambdaReturnType
* @kotlin.internal.InlineOnly
* public fun <T, R : Comparable<R>> Array<T>.minOfOrNull(selector: (T) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ByteArray.minOfOrNull(selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ShortArray.minOfOrNull(selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable>R
IntArray.minOfOrNull(selector: (Int) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> LongArray.minOfOrNull(selector: (Long) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> FloatArray.minOfOrNull(selector: (Float) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> DoubleArray.minOfOrNull(selector: (Double) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> BooleanArray.minOfOrNull(selector: (Boolean) -> R): R? {
    if (isEmpty()) return null
    var minValue =
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
CharArray.minOfOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> IntArray.minOfWith(comparator:
Comparator<in R>, selector: (Int) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> LongArray.minOfWith(comparator:
Comparator<in R>, selector: (Long) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.minOfWith(comparator:
Comparator<in R>, selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.minOfWith(comparator:
Comparator<in R>, selector: (Short) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> FloatArray.minOfWith(comparator:
Comparator<in R>, selector: (Float) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
Comparator<R>, selector: (Float) -> R: R { var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.minOfWith(comparator: Comparator<R>, selector: (Double) -> R): R {
...
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.minOfWith(comparator: Comparator<R>, selector: (Boolean) -> R): R {
...
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> CharArray.minOfWith(comparator: Comparator<R>, selector: (Char) -> R): R {
...
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.minOfWithOrNull(comparator: Comparator<R>, selector: (Byte) -> R): R? {
...
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.minOfWithOrNull(comparator: Comparator<R>, selector: (Short) -> R): R? {
...
}
ByLambdaReturnType

IntArray[minOfWithOrNull](comparator: Comparator<in R>, selector: (Int) -> R): R? { return null }

var minValue = selector(this[0])

for (i in 1..lastIndex) { val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) { minValue = v

    return minValue

    * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

LongArray[minOfWithOrNull](comparator: Comparator<in R>, selector: (Long) -> R): R? { return null }

var minValue = selector(this[0])

for (i in 1..lastIndex) { val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) { minValue = v

    return minValue

    * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

FloatArray[minOfWithOrNull](comparator: Comparator<in R>, selector: (Float) -> R): R? { return null }

var minValue = selector(this[0])

for (i in 1..lastIndex) { val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) { minValue = v

    return minValue

    * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

DoubleArray[minOfWithOrNull](comparator: Comparator<in R>, selector: (Double) -> R): R? { return null }

var minValue = selector(this[0])

for (i in 1..lastIndex) { val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) { minValue = v

    return minValue

    * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

BooleanArray[minOfWithOrNull](comparator: Comparator<in R>, selector: (Boolean) -> R): R? { return null }

var minValue = selector(this[0])

for (i in 1..lastIndex) { val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) { minValue = v

    return minValue

    * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

CharArray[minOfWithOrNull](comparator: Comparator<in R>, selector: (Char) -> R): R? { return null }

var minValue = selector(this[0])

for (i in 1..lastIndex) { val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) { minValue = v

    return minValue

    * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

Array[minOrNull](): T? { return null }

val e = this[i]

if (min > e) min = e

return min
return min\n\n/**\n * Returns the smallest element or 'null' if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun ByteArray.minOrNull(): Byte? {\n    var min = this[0] for (i in 1..lastIndex) \n    val e = this[i] if (min > e) min = e\n    return min\n\n/**\n * Returns the smallest element or 'null' if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun ShortArray.minOrNull(): Short? {\n    var min = this[0] for (i in 1..lastIndex) \n    val e = this[i] if (min > e) min = e\n    return min\n\n/**\n * Returns the smallest element or 'null' if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun IntArray.minOrNull(): Int? {\n    var min = this[0] for (i in 1..lastIndex) \n    val e = this[i] if (min > e) min = e\n    return min\n\n/**\n * Returns the smallest element or 'null' if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun LongArray.minOrNull(): Long? {\n    var min = this[0] for (i in 1..lastIndex) \n    val e = this[i] if (min > e) min = e\n    return min\n\n/**\n * Returns the smallest element or 'null' if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun FloatArray.minOrNull(): Float? {\n    var min = this[0] for (i in 1..lastIndex) \n    val e = this[i] min = minOf(min, e)\n    return min\n\n/**\n * Returns the smallest element or 'null' if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun DoubleArray.minOrNull(): Double? {\n    var min = this[0] for (i in 1..lastIndex) \n    val e = this[i] min = minOf(min, e)\n    return min\n\n/**\n * Returns the first element having the smallest value according to the
provided [comparator] or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
public fun <T> Array<out T>.minWithOrNull(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
public fun ByteArray.minWithOrNull(comparator: Comparator<Byte>): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
public fun ShortArray.minWithOrNull(comparator: Comparator<Short>): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
public fun IntArray.minWithOrNull(comparator: Comparator<Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
public fun LongArray.minWithOrNull(comparator: Comparator<Long>): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
public fun FloatArray.minWithOrNull(comparator: Comparator<Float>): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
public fun DoubleArray.minWithOrNull(comparator: Comparator<Double>): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
public fun BooleanArray.minWithOrNull(comparator: Comparator<Boolean>): Boolean? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
public fun CharArray.minWithOrNull(comparator: Comparator<Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
public fun <T> Array<out T>.none(): Boolean {
    return isEmpty()
}
```

Returns `true` if the array has no elements.

```kotlin
@SinceKotlin("1.4")
public fun ByteArray.none(): Boolean {
    return isEmpty()
}
```

Returns `true` if the array has no elements.

```kotlin
@SinceKotlin("1.4")
public fun ShortArray.none(): Boolean {
    return isEmpty()
}
```

Returns `true` if the array has no elements.

```kotlin
@SinceKotlin("1.4")
public fun IntArray.none(): Boolean {
    return isEmpty()
}
```

Returns `true` if the array has no elements.

```kotlin
@SinceKotlin("1.4")
public fun LongArray.none(): Boolean {
    return isEmpty()
}
```

Returns `true` if the array has no elements.

```kotlin
@SinceKotlin("1.4")
public fun FloatArray.none(): Boolean {
    return isEmpty()
}
```

Returns `true` if the array has no elements.

```kotlin
@SinceKotlin("1.4")
public fun DoubleArray.none(): Boolean {
    return isEmpty()
}
```

Returns `true` if the array has no elements.

```kotlin
@SinceKotlin("1.4")
public fun BooleanArray.none(): Boolean {
    return isEmpty()
}
```

Returns `true` if the array has no elements.

```kotlin
@SinceKotlin("1.4")
public fun CharArray.none(): Boolean {
    return isEmpty()
}
```

Returns `true` if the array has no elements.
isEmpty() Returns `true` if the array has no elements.

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.none
 */
public fun BooleanArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.none
 */
public fun CharArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun <T> Array<T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun ByteArray.none(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun ShortArray.none(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun LongArray.none(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun FloatArray.none(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun DoubleArray.none(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 * 
 * @sample
 * Array<out T> none(map: T -> Int)
 */
public inline fun <T> Array<out T>.onEach(action: (T) -> Unit): Array<out T> {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 * 
 * @sample
 * Array<out T> onEach(map: T -> Int)
 */
public inline fun ByteArray.onEach(action: (Byte) -> Unit): ByteArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 * 
 * @sample
 * Array<out T> onEach(map: T -> Int)
 */
public inline fun ShortArray.onEach(action: (Short) -> Unit): ShortArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 * 
 * @sample
 * Array<out T> onEach(map: T -> Int)
 */
public inline fun IntArray.onEach(action: (Int) -> Unit): IntArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 * 
 * @sample
 * Array<out T> onEach(map: T -> Int)
 */
public inline fun LongArray.onEach(action: (Long) -> Unit): LongArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 * 
 * @sample
 * Array<out T> onEach(map: T -> Int)
 */
public inline fun FloatArray.onEach(action: (Float) ->
Unit): FloatArray {
    return apply { for (element in this) action(element) }\n}\n\n
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.onEach(action: (Double) -> Unit): DoubleArray {
    return apply { for (element in this) action(element) }\n}\n\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.onEach(action: (Boolean) -> Unit): BooleanArray {
    return apply { for (element in this) action(element) }\n}\n\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.onEachIndexed(action: (Char) -> Unit): CharArray {
    return apply { for (element in this) action(element) }\n}\n\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.onEachIndexed(action: (index: Int, T) -> Unit): Array<out T> {
    return apply { forEachIndexed(action) }\n}\n\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.onEachIndexed(action: (index: Int, Byte) -> Unit): ByteArray {
    return apply { forEachIndexed(action) }\n}\n\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.onEachIndexed(action: (index: Int, Short) -> Unit): ShortArray {
    return apply { forEachIndexed(action) }\n}\n\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.onEachIndexed(action: (index: Int, Int) -> Unit): IntArray {
    return apply { forEachIndexed(action) }\n}\n\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.onEachIndexed(action: (index: Int, Long) -> Unit): LongArray {
    return apply { forEachIndexed(action) }\n}\n\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.onEachIndexed(action: (index: Int, Float) -> Unit): FloatArray {
    return apply { forEachIndexed(action) }\n}\n\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.onEachIndexed(action: (index: Int, Double) -> Unit): DoubleArray {
    return apply { forEachIndexed(action) }\n}\n\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.onEachIndexed(action: (index: Int, Boolean) -> Unit): BooleanArray {
    return apply { forEachIndexed(action) }\n}\n
CharArray.onEachIndexed(action: (index: Int, Char) -> Unit): CharArray {
    return apply {
        forEachIndexed(action)
    }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param operation function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 * @param sample:samples.collections.Collections.Aggregates.reduce
 */
open inline fun <S, T: S> Array<out T>.reduce(operation: (acc: S, T) -> S): S {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param operation function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
open inline fun ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param operation function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
open inline fun ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param operation function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
open inline fun IntArray.reduce(operation: (acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param operation function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
open inline fun LongArray.reduce(operation: (acc: Long, Long) -> Long): Long {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param operation function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
open inline fun FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in
Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. `null` if the array is empty. If the array can be empty in an expected way, *please use* [reduceOrIgnoreNull] instead. It returns `null` when its receiver is empty.

@sample samples.collections.Collections.Aggregates.reduce

### BooleanArray.reduce

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. `null` if the array is empty. If the array can be empty in an expected way, *please use* [reduceOrIgnoreNull] instead. It returns `null` when its receiver is empty.

@sample samples.collections.Collections.Aggregates.reduce

### CharArray.reduce

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. `null` if the array is empty. If the array can be empty in an expected way, *please use* [reduceOrIgnoreNull] instead. It returns `null` when its receiver is empty.

@sample samples.collections.Collections.Aggregates.reduce

### Array.reduceIndexed

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. `null` if the array is empty. If the array can be empty in an expected way, *please use* [reduceOrIgnoreNull] instead. It returns `null` when its receiver is empty.

@sample samples.collections.Collections.Aggregates.reduce

### ByteArray.reduceIndexed

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. `null` if the array is empty. If the array can be empty in an expected way, *please use* [reduceOrIgnoreNull] instead. It returns `null` when its receiver is empty.

@sample samples.collections.Collections.Aggregates.reduce

### IntArray.reduceIndexed

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. `null` if the array is empty. If the array can be empty in an expected way, *please use* [reduceOrIgnoreNull] instead. It returns `null` when its receiver is empty.

@sample samples.collections.Collections.Aggregates.reduce

### ByteArray.reduceIndexed

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. `null` if the array is empty. If the array can be empty in an expected way, *please use* [reduceOrIgnoreNull] instead. It returns `null` when its receiver is empty.
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```
@sample samples.collections.Collections.Aggregates.reduce

ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short {
    var accumulator = this[0] for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    } return accumulator
}
```

```
IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {
    var accumulator = this[0] for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    } return accumulator
}
```

```
    var accumulator = this[0] for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    } return accumulator
}
```

```
FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float {
    var accumulator = this[0] for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    } return accumulator
}
```

```
DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {
    var accumulator = this[0] for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    } return accumulator
}
```

```
BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {
    var accumulator =
this[0] for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
}
return accumulator

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

throw UnsupportedOperationException("Empty array can't be reduced.")

var accumulator = this[0] for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
}
return accumulator

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

if (isEmpty())
    throw UnsupportedOperationException("Empty array can't be reduced.")

var accumulator = this[0] for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
}
return accumulator

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

if (isEmpty())
    return null

var accumulator: S = this[0] for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
}
return accumulator

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

if (isEmpty())
    return null

var accumulator = this[0] for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
}
return accumulator

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

if (isEmpty())
    return null

var accumulator = this[0] for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
}
return accumulator

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

if (isEmpty())
    return null

var accumulator = this[0] for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
}
return accumulator

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

if (isEmpty())
    return null

var accumulator = this[0] for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
}
return accumulator

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

if (isEmpty())
    return null

var accumulator = this[0] for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
}
return accumulator

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
right
* to current accumulator value and each element with its index in the original array.
* Returns `null` if the array is empty.
* * @param [operation] function that takes the index of an element, current accumulator value
and the element itself, * and calculates the next accumulator value.
* * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n@SinceKotlin("1.4")\public inline fun FloatArray.reduceIndexedOrNull(operation: (index: Int, acc: Float, Float) -> Float)? {\n  if (isEmpty())\n    return null\n  var accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator = operation(index, accumulator, this[index])\n  }\n  return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to
right\* to current accumulator value and each element with its index in the original array.
* Returns `null` if the array is empty.
* * @param [operation] function that takes the index of an element, current accumulator value
and the element itself, * and calculates the next accumulator value.
* * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n@SinceKotlin("1.4")\public inline fun DoubleArray.reduceIndexedOrNull(operation: (index: Int, acc: Double, Double) -> Double)? {\n  if (isEmpty())\n    return null\n  var accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator = operation(index, accumulator, this[index])\n  }\n  return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to
right\* to current accumulator value and each element with its index in the original array.
* Returns `null` if the array is empty.
* * @param [operation] function that takes the index of an element, current accumulator value
and the element itself, * and calculates the next accumulator value.
* * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n@SinceKotlin("1.4")\public inline fun BooleanArray.reduceIndexedOrNull(operation: (index: Int, acc: Boolean, Boolean) -> Boolean)? {\n  if (isEmpty())\n    return null\n  var accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator = operation(index, accumulator, this[index])\n  }\n  return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to
right\* to current accumulator value and each element.
* Returns `null` if the array is empty.
* * @param [operation] function that takes current accumulator value and an element, * and calculates
the next accumulator value.
* * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n@SinceKotlin("1.4")\public inline fun CharArray.reduceIndexedOrNull(operation: (index: Int, acc: Char, Char) -> Char)? {\n  if (isEmpty())\n    return null\n  var accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator = operation(index, accumulator, this[index])\n  }\n  return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to
right\* to current accumulator value and each element.
* Returns `null` if the array is empty.
* * @param [operation] function that takes current accumulator value and an element, * and calculates
the next accumulator value.
* * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n@SinceKotlin("1.4")\public inline fun <S, T : S> Array<out T>.reduceOrNull(operation: (acc: S, T) -> S)? {\n  if (isEmpty())\n    return null\n  var accumulator: S = this[0]\n  for (index in 1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n  }\n  return accumulator
}

*\n@SinceKotlin("1.4")\@WasExperimental(ExperimentalStdlibApi::class)\public inline fun <S, T : S> Array<out T>.reduceOrNull(operation: (acc: S, T) -> S)? {\n  if (isEmpty())\n    return null\n  var accumulator: S = this[0]\n  for (index in 1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n  }\n  return accumulator
}

*\n@SinceKotlin("1.4")\@WasExperimental(ExperimentalStdlibApi::class)\public inline fun ByteArray.reduceOrNull(operation: (acc: Byte, Byte) -> Byte)? {\n  if (isEmpty())\n    return null\n  var accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n  }\n  return accumulator
}

*\n@SinceKotlin("1.4")\@WasExperimental(ExperimentalStdlibApi::class)\public inline fun ByteArray.reduceOrNull(operation: (acc: Byte, Byte) -> Byte)? {\n  if (isEmpty())\n    return null\n  var accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n  }\n  return accumulator
}
empty. If the array can be empty in an expected way, please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.  

```kotlin
public inline fun <S, T : S> Array<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

@sample

```kotlin
samples.collections.Collections.Aggregates.reduceRight
```

empty. If the array can be empty in an expected way, please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.  

```kotlin
public inline fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

@sample

```kotlin
samples.collections.Collections.Aggregates.reduceRight
```

empty. If the array can be empty in an expected way, please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.  

```kotlin
public inline fun ShortArray.reduceRight(operation: (Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

@sample

```kotlin
samples.collections.Collections.Aggregates.reduceRight
```

empty. If the array can be empty in an expected way, please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.  

```kotlin
public inline fun IntArray.reduceRight(operation: (Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

@sample

```kotlin
samples.collections.Collections.Aggregates.reduceRight
```

empty. If the array can be empty in an expected way, please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.  

```kotlin
public inline fun LongArray.reduceRight(operation: (Long, acc: Long) -> Long): Long {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

@sample

```kotlin
samples.collections.Collections.Aggregates.reduceRight
```

empty. If the array can be empty in an expected way, please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.  

```kotlin
public inline fun FloatArray.reduceRight(operation: (Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

@sample

```kotlin
samples.collections.Collections.Aggregates.reduceRight
```
Accumulates value starting with the last element and applying [operation] from right to left
   * to each element and current accumulator value.
   * Throws an exception if this array is empty. If the array can be empty in an expected way,
   * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
   * @param [operation] function that takes an element and current accumulator value,
   * and calculates the next accumulator value.
   * @sample samples.collections.Collections.Aggregates.reduceRight

public inline fun DoubleArray.reduceRight(operation: (Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightIndexed
 */
public inline fun <S, T : S> Array<out T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightIndexed
 */
public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
expected way.\n* please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n* \n* \n* * @param \[operation\] function that takes the index of an element, the element itself and current accumulator value,\n*  and calculates the next accumulator value.\n* * \n* * @sample

samples.collections.Collections.Aggregates.reduceRight\n
/**
 * Accumulates value starting with the last element and applying \[operation\] from right to left\n* to each element with its index in the original array and current accumulator value.\n* * \n* * Throws an exception if this array is empty. If the array can be empty in an expected way,\n* * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n* * \n* * @param \[operation\] function that takes the index of an element, the element itself and current accumulator value,\n* * and calculates the next accumulator value.\n* * \n* * @sample

samples.collections.Collections.Aggregates.reduceRight\n
ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short \n* \nvar index = lastIndex \nif (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.\") \nvar accumulator = get(index--) \nwhile (index >= 0) \n{ \n    accumulator = operation(index, get(index), accumulator) \n    --index
} \nreturn accumulator
\n/**
 * Accumulates value starting with the last element and applying \[operation\] from right to left\n* to each element with its index in the original array and current accumulator value.\n* * \n* * Throws an exception if this array is empty. If the array can be empty in an expected way,\n* * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n* * \n* * @param \[operation\] function that takes the index of an element, the element itself and current accumulator value,\n* * and calculates the next accumulator value.\n* * \n* * @sample

samples.collections.Collections.Aggregates.reduceRight\n
IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int \n* \nvar index = lastIndex \nif (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.\") \nvar accumulator = get(index--) \nwhile (index >= 0) \n{ \n    accumulator = operation(index, get(index), accumulator) \n    --index
} \nreturn accumulator
\n/**
 * Accumulates value starting with the last element and applying \[operation\] from right to left\n* to each element with its index in the original array and current accumulator value.\n* * \n* * Throws an exception if this array is empty. If the array can be empty in an expected way,\n* * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n* * \n* * @param \[operation\] function that takes the index of an element, the element itself and current accumulator value,\n* * and calculates the next accumulator value.\n* * \n* * @sample

samples.collections.Collections.Aggregates.reduceRight\n
LongArray.reduceRightIndexed(operation: (index: Int, Long, acc: Long) -> Long): Long \n* \nvar index = lastIndex \nif (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.\") \nvar accumulator = get(index--) \nwhile (index >= 0) \n{ \n    accumulator = operation(index, get(index), accumulator) \n    --index
} \nreturn accumulator
\n/**
 * Accumulates value starting with the last element and applying \[operation\] from right to left\n* to each element with its index in the original array and current accumulator value.\n* * \n* * Throws an exception if this array is empty. If the array can be empty in an expected way,\n* * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n* * \n* * @param \[operation\] function that takes the index of an element, the element itself and current accumulator value,\n* * and calculates the next accumulator value.\n* * \n* * @sample

samples.collections.Collections.Aggregates.reduceRight\n
FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float \n* \nvar index = lastIndex \nif (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.\") \nvar accumulator = get(index--) \nwhile (index >= 0) \n{ \n    accumulator = operation(index, get(index), accumulator) \n    --index
} \nreturn accumulator
\n/**
 * Accumulates value starting with the last element and applying \[operation\] from right to left\n* to each element with its index in the original array and current accumulator value.\n* * \n* * Throws an exception if this array is empty. If the array can be empty in an expected way,\n* * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n* * \n* * @param \[operation\] function that takes the index of an element, the element itself and current accumulator value,\n* * and calculates the next accumulator value.\n* * \n* * @sample

samples.collections.Collections.Aggregates.reduceRight\n
DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double \n* \nvar index = lastIndex \nif (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.\") \nvar accumulator = get(index--) \nwhile (index >= 0) \n{ \n    accumulator = operation(index, get(index), accumulator) \n    --index
} \nreturn accumulator
\n/**
 * Accumulates value starting with the last element and applying \[operation\] from right to left\n* to each element with its index in the original array and current accumulator value.\n* * \n* * Throws an exception if this array is empty. If the array can be empty in an expected way,\n* * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n* * \n* * @param \[operation\] function that takes the index of an element, the element itself and current accumulator value,\n* * and calculates the next accumulator value.\n* * \n* * @sample

samples.collections.Collections.Aggregates.reduceRight\n

current accumulator value.

* Throws an exception if this array is empty. If the array can be empty in an expected way,
* please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value,
  * and calculates the next accumulator value.

* @sample

samples.collections.Collections.Aggregates.reduceRightOrNull

BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean

* var index = lastIndex
* if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")

* var accumulator = get(index--)
* while (index >= 0) {
*   accumulator = operation(index, get(index), accumulator)
* }

* return accumulator

* Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
* Returns `null` if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value,
  * and calculates the next accumulator value.

* @sample

samples.collections.Collections.Aggregates.reduceRightOrNull

CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char

* var index = lastIndex
* if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")

* var accumulator = get(index--)
* while (index >= 0) {
*   accumulator = operation(index, get(index), accumulator)
* }

* return accumulator

* Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
* Returns `null` if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value,
  * and calculates the next accumulator value.

* @sample

samples.collections.Collections.Aggregates.reduceRightOrNull

ByteArray.reduceRightIndexedOrNull(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte

* var index = lastIndex
* if (index < 0) return null

* var accumulator = get(index--)
* while (index >= 0) {
*   accumulator = operation(index, get(index), accumulator)
* }

* return accumulator

* Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
* Returns `null` if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value,
  * and calculates the next accumulator value.

* @sample

samples.collections.Collections.Aggregates.reduceRightOrNull

ShortArray.reduceRightIndexedOrNull(operation: (index: Int, short, acc: Short) -> Short): Short

* var index = lastIndex
* if (index < 0) return null

* var accumulator = get(index--)
* while (index >= 0) {
*   accumulator = operation(index, get(index), accumulator)
* }

* return accumulator

* Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
* Returns `null` if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value,
  * and calculates the next accumulator value.

* @sample

samples.collections.Collections.Aggregates.reduceRightOrNull

IntArray.reduceRightIndexedOrNull(operation: (index: Int, Int, acc: Int) -> Int): Int

* var index = lastIndex
* if (index < 0) return null

* var accumulator = get(index--)
* while (index >= 0) {
*   accumulator = operation(index, get(index), accumulator)
* }

* return accumulator

* Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
* Returns `null` if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value,
  * and calculates the next accumulator value.

* @sample

samples.collections.Collections.Aggregates.reduceRightOrNull

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if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
public inline fun FloatArray.reduceRightIndexedOrNull(operation: (Int, Float, acc: Float) -> Float): Float? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
public inline fun DoubleArray.reduceRightIndexedOrNull(operation: (Int, Double, acc: Double) -> Double): Double? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
public inline fun BooleanArray.reduceRightIndexedOrNull(operation: (Int, Boolean, acc: Boolean) -> Boolean): Boolean? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
public inline fun <S, T : S> Array<out T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
return null
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun ByteArray.reduceRightOrNull(operation: (Byte, acc: Byte) -> Byte): Byte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun ShortArray.reduceRightOrNull(operation: (Short, acc: Short) -> Short): Short? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun IntArray.reduceRightOrNull(operation: (Int, acc: Int) -> Int): Int? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun LongArray.reduceRightOrNull(operation: (Long, acc: Long) -> Long): Long? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun FloatArray.reduceRightOrNull(operation: (Float, acc: Float) -> Float): Float? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun DoubleArray.reduceRightOrNull(operation: (Double, acc: Double) -> Double): Double? {
    var index =
lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns `null` if the array is empty or to each element and current accumulator value.
 * and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun BooleanArray.reduceRightOrNull(operation: (Boolean, acc: Boolean) -> Boolean): Boolean? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from right to left
 * to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 */
@SinceKotlin("1.4")
public inline fun <T, R> Array<out T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.runningFold(initial: R, operation: (acc: R, Byte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.runningFold(initial: R, operation: (acc: R, Short) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
[operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
@sample samples.collections.Collections.Aggregates.runningFold

Result adicionado[operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```
operation: (acc: R, Char) -> R): List<R> { ln if (isEmpty()) return listOff(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (element in this) { \n        accumulator = operation(accumulator, element)\n        result.add(accumulator)\n    }\n    return result\n}/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n * and the element itself, and calculates the next accumulator value.\n */
@SinceKotlin("1.4")\npublic inline fun <T, R> Array<out T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> { ln if (isEmpty()) return listOff(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) { \n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n * and the element itself, and calculates the next accumulator value.\n */
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R> ByteArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> { ln if (isEmpty()) return listOff(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) { \n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n * and the element itself, and calculates the next accumulator value.\n */
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R> ShortArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> { ln if (isEmpty()) return listOff(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) { \n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n * and the element itself, and calculates the next accumulator value.\n */
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R> IntArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): List<R> { ln if (isEmpty()) return listOff(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) { \n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}/**
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R>
    if (isEmpty())
        return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
    }
    result.add(accumulator)
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R>
FloatArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {
    if (isEmpty())
        return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
    }
    result.add(accumulator)
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R>
DoubleArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {
    if (isEmpty())
        return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
    }
    result.add(accumulator)
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R>
BooleanArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {
    if (isEmpty())
        return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
    }
    result.add(accumulator)
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R>
CharArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    if (isEmpty())
        return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
    }
    result.add(accumulator)
    return result
}
takes current accumulator value and the element, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ByteArray.runningReduce(operation: (acc: Byte, Byte) -> Byte): List<Byte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Byte>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ShortArray.runningReduce(operation: (acc: Short, Short) -> Short): List<Short> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Short>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun IntArray.runningReduce(operation: (acc: Int, Int) -> Int): List<Int> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Int>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun LongArray.runningReduce(operation: (acc: Long, Long) -> Long): List<Long> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Long>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.runningReduce(operation: (acc: Float, Float) -> Float): List<Float> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Float>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.experimental.ExperimentalStdlibApi
public inline fun <S, T : S>
    Array<out T>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()
    var accumulator: S = this[0]
    val result = ArrayList<S>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

The `runningReduce` function takes current accumulator value and an element, and calculates the next accumulator value.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <S, T : S>
    List<S>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()
    var accumulator: S = this[0]
    val result = ArrayList<S>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

The `runningReduce` function takes current accumulator value and an element, and calculates the next accumulator value.

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

```kotlin
@SinceKotlin("1.4")
@kotlin.experimental.ExperimentalStdlibApi
public inline fun <S, T : S>
    List<T>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()
    var accumulator: S = this[0]
    val result = ArrayList<S>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

The `runningReduce` function takes current accumulator value and an element, and calculates the next accumulator value.

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

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@SinceKotlin("1.4")
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public inline fun <S, T : S>
    List<S>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()
    var accumulator: S = this[0]
    val result = ArrayList<S>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

The `runningReduce` function takes current accumulator value and an element, and calculates the next accumulator value.

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

```kotlin
@SinceKotlin("1.4")
@kotlin.experimental.ExperimentalStdlibApi
public inline fun <S, T : S>
    List<T>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()
    var accumulator: S = this[0]
    val result = ArrayList<S>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

The `runningReduce` function takes current accumulator value and an element, and calculates the next accumulator value.

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

```kotlin
@SinceKotlin("1.4")
@kotlin.experimental.ExperimentalStdlibApi
public inline fun <S, T : S>
    List<T>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()
    var accumulator: S = this[0]
    val result = ArrayList<S>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

The `runningReduce` function takes current accumulator value and an element, and calculates the next accumulator value.

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

```kotlin
@SinceKotlin("1.4")
@kotlin.experimental.ExperimentalStdlibApi
public inline fun <S, T : S>
    List<T>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()
    var accumulator: S = this[0]
    val result = ArrayList<S>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

The `runningReduce` function takes current accumulator value and an element, and calculates the next accumulator value.

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

```kotlin
@SinceKotlin("1.4")
@kotlin.experimental.ExperimentalStdlibApi
public inline fun <S, T : S>
    List<T>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()
    var accumulator: S = this[0]
    val result = ArrayList<S>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

The `runningReduce` function takes current accumulator value and an element, and calculates the next accumulator value.

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

```kotlin
@SinceKotlin("1.4")
@kotlin.experimental.ExperimentalStdlibApi
public inline fun <S, T : S>
    List<T>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()
    var accumulator: S = this[0]
    val result = ArrayList<S>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

The `runningReduce` function takes current accumulator value and an element, and calculates the next accumulator value.

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

```kotlin
@SinceKotlin("1.4")
@kotlin.experimental.ExperimentalStdlibApi
public inline fun <S, T : S>
    List<T>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()
    var accumulator: S = this[0]
    val result = ArrayList<S>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```
that takes current accumulator value and an element, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.runningReduce(operation: (acc: Double, Double) -> Double): List<Double> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Double>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this array.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.runningReduce(operation: (acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Boolean>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this array.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.runningReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 */
@SinceKotlin("1.4")
public inline fun <S, T : S> Array<out T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()
    var accumulator: S = this[0]
    val result = ArrayList<S>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ByteArray.runningReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Byte>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ShortArray.runningReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Short>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
add(accumulator) } for (index in 1 until size) {\n    accumulator = operation(index, accumulator, this[index])\n    result.add(accumulator)\n}\n\nreturn result
\n\n*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\n
public inline fun IntArray.runningReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {\n    if (isEmpty()) return emptyList()\n    var accumulator = this[0]\n    val result = ArrayList<Int>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result
\n}
each element, its index in the original array and current accumulator value that starts with the first element of this
array.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
@public inline fun CharArray.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to
each element and current accumulator value that starts with [initial] value.

 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value
in resulting list.

 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
@public inline fun CharArray.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to
each element and current accumulator value that starts with [initial] value.

 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value
in resulting list.

 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
@public inline fun CharArray.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```
not be mutated; otherwise it would affect the previous value in resulting list.

- **@param [operation]** function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. The index in the original array and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. The index in the element, current accumulator value and the element itself, and calculates the next accumulator value.

- **@sample samples.collections.Collections.Aggregates.scan**

```kotlin
public inline fun <R> ShortArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}
```

- **@sample samples.collections.Collections.Aggregates.scan**

```kotlin
    return runningFoldIndexed(initial, operation)
}
```

- **@sample samples.collections.Collections.Aggregates.scan**

```kotlin
    return runningFoldIndexed(initial, operation)
}
```

- **@sample samples.collections.Collections.Aggregates.scan**

```kotlin
public inline fun <R> FloatArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}
```

- **@sample samples.collections.Collections.Aggregates.scan**

```kotlin
public inline fun <R> DoubleArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}
```

- **@sample samples.collections.Collections.Aggregates.scan**

```kotlin
public inline fun <R> BooleanArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}
```

---

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not be mutated; \n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
```kotlin
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <R> CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    return runningFoldIndexed(initial, operation)\n}
```

```kotlin
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <R> CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    return runningFoldIndexed(initial, operation)\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <R> CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    return runningFoldIndexed(initial, operation)\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <R> CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    return runningFoldIndexed(initial, operation)\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <R> CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    return runningFoldIndexed(initial, operation)\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <R> CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    return runningFoldIndexed(initial, operation)\n```
c inline fun ByteArray.scanReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
    ReplaceWith("runningReduceIndexed(operation)"), level =
    DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun ShortArray.scanReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
    ReplaceWith("runningReduceIndexed(operation)"), level =
    DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun IntArray.scanReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed
    instead.", ReplaceWith("runningReduceIndexed(operation)"), level =
    DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed
    instead.", ReplaceWith("runningReduceIndexed(operation)"), level =
    DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun FloatArray.scanReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed
    instead.", ReplaceWith("runningReduceIndexed(operation)"), level =
    DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun DoubleArray.scanReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed
    instead.", ReplaceWith("runningReduceIndexed(operation)"), level =
    DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun BooleanArray.scanReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed
    instead.", ReplaceWith("runningReduceIndexed(operation)"), level =
    DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun CharArray.scanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    return runningReduceIndexed(operation)
}

/**
 * Returns the sum of all values produced by [selector] function
 * applied to each element in the array.
 */
public <T> Array<out T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function
 * applied to each element in the array.
 */
public inline fun ByteArray.sumBy(selector: (Byte) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function
 * applied to each element in the array.
 */
public inline fun ShortArray.sumBy(selector: (Short) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function
 * applied to each element in the array.
 */
public inline fun IntArray.sumBy(selector: (Int) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function
 * applied to each element in the array.
 */
public inline fun LongArray.sumBy(selector: (Long) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function
 * applied to each element in the array.
 */
public inline fun FloatArray.sumBy(selector: (Float) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function
 * applied to each element in the array.
 */
public inline fun DoubleArray.sumBy(selector: (Double) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function
 * applied to each element in the array.
 */
public inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function
 * applied to each element in the array.
 */
public inline fun CharArray.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public <T> Array<out T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun ByteArray.sumOf(selector: (Byte) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun ShortArray.sumOf(selector: (Short) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun IntArray.sumOf(selector: (Int) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
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ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun
LongArray.sumOf(selector: (Long) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun
FloatArray.sumOf(selector: (Float) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun
DoubleArray.sumOf(selector: (Double) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun
CharArray.sumOf(selector: (Char) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
ShortArray.sumOf(selector: (Short) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
IntArray.sumOf(selector: (Int) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
LongArray.sumOf(selector: (Long) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
function applied to each element in the array.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun FloatArray.sumOf(selector: (Float) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun DoubleArray.sumOf(selector: (Double) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun BooleanArray.sumOf(selector: (Boolean) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun CharArray.sumOf(selector: (Char) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <T> Array<out T>.sumOf(selector: (T) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun ByteArray.sumOf(selector: (Byte) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun ShortArray.sumOf(selector: (Short) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun IntArray.sumOf(selector: (Int) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun LongArray.sumOf(selector: (Long) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

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@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal
public inline fun FloatArray.sumOf(selector: (Float) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal
public inline fun DoubleArray.sumOf(selector: (Double) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal
public inline fun BooleanArray.sumOf(selector: (Boolean) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal
public inline fun CharArray.sumOf(selector: (Char) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal
public inline fun <T> Array<out T>.sumOf(selector: (T) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal
public inline fun ByteArray.sumOf(selector: (Byte) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal
public inline fun ShortArray.sumOf(selector: (Short) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal
public inline fun IntArray.sumOf(selector: (Int) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal
public inline fun LongArray.sumOf(selector: (Long) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal
public inline fun FloatArray.sumOf(selector: (Float) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.jvm.JvmName("sumOfULong")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun DoubleArray.sumOf(selector: (Double) -> ULong): ULong { \n    var sum: ULong = 0.toULong(); \n    for (element in this) { \n        sum += selector(element); \n    } \n    return sum
} \n
/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.jvm.JvmName("sumOfULong")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun BooleanArray.sumOf(selector: (Boolean) -> ULong): ULong { \n    var sum: ULong = 0.toULong(); \n    for (element in this) { \n        sum += selector(element); \n    } \n    return sum
} \n
/**
 * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.
 */
*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.jvm.JvmName("sumOfULong")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun CharArray.sumOf(selector: (Char) -> ULong): ULong { \n    var sum: ULong = 0.toULong(); \n    for (element in this) { \n        sum += selector(element); \n    } \n    return sum
} \n
/**
 * Splits the original array into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, \n * while *second* list contains elements for which [predicate] yielded `false`. \n */
public fun <T : Any> Array<T?>.requireNoNulls(): Array<T> { \n    for (element in this) { \n        if (element == null) { \n            throw IllegalArgumentException("null element found in $this.")
        }
    } \n    @Suppress("UNCHECKED_CAST")\n    return this as Array<T>
} \n
/**
 * Splits the original array into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, \n * while *second* list contains elements for which [predicate] yielded `false`. \n */
public inline fun <T> Array<out T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> { \n    val first = ArrayList<T>()\n    val second = ArrayList<T>()\n    for (element in this) { \n        if (predicate(element)) { \n            first.add(element)
        } else { \n            second.add(element)
        }
    } \n    return Pair(first, second)
} \n
/**
 * Splits the original array into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, \n * while *second* list contains elements for which [predicate] yielded `false`. \n */
public inline fun ByteArray.partition(predicate: (Byte) -> Boolean): Pair<List<Byte>, List<Byte>> { \n    val first = ArrayList<Byte>()\n    val second = ArrayList<Byte>()\n    for (element in this) { \n        if (predicate(element)) { \n            first.add(element)
        } else { \n            second.add(element)
        }
    } \n    return Pair(first, second)
} \n
/**
 * Splits the original array into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, \n * while *second* list contains elements for which [predicate] yielded `false`. \n */
public inline fun ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> { \n    val first = ArrayList<Short>()\n    val second = ArrayList<Short>()\n    for (element in this) { \n        if (predicate(element)) { \n            first.add(element)
        } else { \n            second.add(element)
        }
    } \n    return Pair(first, second)
} \n
/**
 * Splits the original array into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, \n * while *second* list contains elements for which [predicate] yielded `false`. \n */
public inline fun IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> { \n    val first = ArrayList<Int>()\n    val second = ArrayList<Int>()\n    for (element in this) { \n        if (predicate(element)) { \n            first.add(element)
        } else { \n            second.add(element)
        }
    } \n    return Pair(first, second)
} \n
/**
 * Splits the original array into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, \n * while *second* list contains elements for which [predicate] yielded `false`. \n */
public inline fun LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> { \n    val first = ArrayList<Long>()\n    val second = ArrayList<Long>()\n    for (element in this) { \n        if (predicate(element)) { \n            first.add(element)
        } else { \n            second.add(element)
        }
    } \n    return Pair(first, second)
} \n
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Splits the original array into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, while *second* list contains elements for which [predicate] yielded `false`. *first* list contains elements for which [predicate] yielded `true`, while *second* list contains elements for which [predicate] yielded `false`. Splits the original array into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, while *second* list contains elements for which [predicate] yielded `false`. Splits the original array into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, while *second* list contains elements for which [predicate] yielded `false`. Splits the original array into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, while *second* list contains elements for which [predicate] yielded `false`. Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection. Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection. Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection. Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection.
R>): List<Pair<Double, R>> { t1, t2 -> t1 to t2 }\n\n* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operetions.zipIterable\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operetions.zipIterable\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operetions.zipIterable\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operetions.zipIterable\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operetions.zipIterable\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operetions.zipIterable\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operetions.zipIterable\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operetions.zipIterable\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operetions.zipIterable\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operetions.zipIterable\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operetions.zipIterable\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operetions.zipIterable\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operetions.zipIterable\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operetions.zipIterable\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operetions.zipIterable\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operetions.zipIterable\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operetions.zipIterable\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operetions.zipIterable
with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.

@sample

samples.collections.Operations.zipIterableWithTransform

public inline fun <R, V> BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V> {
    val valSize = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

* Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.

@sample

samples.collections.Operations.zipIterableWithTransform

CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> {
    val valSize = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

* Returns a list of pairs built from the elements of ‘this’ collection and [other] array with the same index.
 * The returned list has length of the shortest collection.

@sample

samples.collections.Operations.zipIterableWithTransform

public inline fun <R, V> ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

* Returns a list of pairs built from the elements of ‘this’ collection and [other] array with the same index.
 * The returned list has length of the shortest collection.

@sample

samples.collections.Operations.zipIterableWithTransform

public inline fun <R, V> ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

* Returns a list of pairs built from the elements of ‘this’ collection and [other] array with the same index.
 * The returned list has length of the shortest collection.

@sample

samples.collections.Operations.zipIterableWithTransform

public inline fun <R, V> IntArray.zip(other: Iterable<R>): List<Pair<Int, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

* Returns a list of pairs built from the elements of ‘this’ collection and [other] array with the same index.
 * The returned list has length of the shortest collection.

@sample

samples.collections.Operations.zipIterableWithTransform

public inline fun <R, V> FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

* Returns a list of pairs built from the elements of ‘this’ collection and [other] array with the same index.
 * The returned list has length of the shortest collection.

@sample

samples.collections.Operations.zipIterableWithTransform

public inline fun <R, V> DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

* Returns a list of pairs built from the elements of ‘this’ collection and [other] array with the same index.
 * The returned list has length of the shortest collection.

@sample

samples.collections.Operations.zipIterableWithTransform

public inline fun <R, V> BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

* Returns a list of values built from the elements of ‘this’ array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.

@sample

samples.collections.Operations.zipIterableWithTransform

public inline fun <R, V> CharArray.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {
    val valArraySize = size
    val list = ArrayList<V>(size)
    var i = 0
    for (element in other) {
        list.add(transform(element, other[i]))
        i = i + 1
    }
    return list
}

* Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.

@sample

samples.collections.Operations.zipIterableWithTransform

public inline fun <R, V> Array.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {
    val valArraySize = size
    val list = ArrayList<V>(size)
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    for (element in other) {
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        i = i + 1
    }
    return list
}

* Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.

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samples.collections.Operations.zipIterableWithTransform

public inline fun <R, V> Array.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {
    val valArraySize = size
    val list = ArrayList<V>(size)
    var i = 0
    for (element in other) {
        list.add(transform(element, other[i]))
        i = i + 1
    }
    return list
}

* Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.

@sample

samples.collections.Operations.zipIterableWithTransform

public inline fun <R, V> Array.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {
    val valArraySize = size
    val list = ArrayList<V>(size)
    var i = 0
    for (element in other) {
        list.add(transform(element, other[i]))
        i = i + 1
    }
    return list
}

* Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.

@sample

samples.collections.Operations.zipIterableWithTransform

public inline fun <R, V> Array.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {
    val valArraySize = size
    val list = ArrayList<V>(size)
    var i = 0
    for (element in other) {
        list.add(transform(element, other[i]))
        i = i + 1
    }
    return list
}

* Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.

@sample

samples.collections.Operations.zipIterableWithTransform

public inline fun <R, V> Array.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {
    val valArraySize = size
    val list = ArrayList<V>(size)
    var i = 0
    for (element in other) {
        list.add(transform(element, other[i]))
        i = i + 1
    }
    return list
}
if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

*<R, V> ByteArray.zip(other: Iterable<R>, transform: (a: Byte, b: R) -> V): List<V> { val arraySize = size
 val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
 var i = 0
 for (element in other) {
    if (i >= arraySize) break
    list.add(transform(this[i++], element))
  }
  return list
}* Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.

*/

public inline fun <R, V> ShortArray.zip(other: Iterable<R>, transform: (a: Short, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

*<R, V> IntArray.zip(other: Iterable<R>, transform: (a: Int, b: R) -> V): List<V> { val arraySize = size
 val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
 var i = 0
 for (element in other) {
    if (i >= arraySize) break
    list.add(transform(this[i++], element))
  }
  return list
}* Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.

*/

    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

*<R, V> FloatArray.zip(other: Iterable<R>, transform: (a: Float, b: R) -> V): List<V> { val arraySize = size
 val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
 var i = 0
 for (element in other) {
    if (i >= arraySize) break
    list.add(transform(this[i++], element))
  }
  return list
}* Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.

*/

public inline fun <R, V> DoubleArray.zip(other: Iterable<R>, transform: (a: Double, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

*<R, V> BooleanArray.zip(other: Iterable<R>, transform: (a: Boolean, b: R) -> V): List<V> { val arraySize = size
 val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
 var i = 0
 for (element in other) {
    if (i >= arraySize) break
    list.add(transform(this[i++], element))
  }
  return list
}* Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.

*/

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shortest collection.
* The returned list has length of the shortest collection.

```kotlin
*public inline fun <R, V> CharArray.zip(other: Iterable<R>, transform: (a: Char, b: R) -> V): List<V> { val arraySize = size
val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
for (element in other) {
    list.add(transform(element, this))
}
return list

*public inline fun <R, V> CharArray.zipIterableWithTransformfun CharArray.zip(other: Iterable<R>, transform: (a: Char, b: R) -> V): List<V> { val arraySize = size
val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
for (element in other) {
    list.add(transform(element, this))
}
return list

*public inline fun <R, V> CharArray.zipIterableWithTransformfun CharArray.zipIterable(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> { val arraySize = size
val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
for (element in other) {
    list.add(transform(element, this))
}
return list
```

```kotlin
*public inline fun <R, V> CharArray.zipIterableWithTransformfun CharArray.zipIterable(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> { val arraySize = size
val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
for (element in other) {
    list.add(transform(element, this))
}
return list
```
ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same
 * index using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zip
 */
public inline fun <V> LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zip
 */
public inline fun <V> FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zip
 */
public inline fun <V> DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zip
 */
public inline fun <V> BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zip
 */
public inline fun <V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Eppends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."").
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <T, A : Appendable> Array<out T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}
if (limit >= 0 && count > limit) buffer.append(truncated)
buffer.append(postfix)
return
buffer.append(transform(element)))
else
buffer.append(element.toString())
} else break
}
}

/**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied. 
 * If the collection could be huge, you can specify a non-negative value of
 * [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which
 * defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> ShortArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Short) -> CharSequence)? = null): A {
buffer.append(prefix)
var count = 0
for (element in this) {
if (++count > 1)
buffer.append(separator)
if (limit < 0 || count <= limit) {
if (transform != null)
buffer.append(transform(element))
else
buffer.append(element.toString())
} else break
}
buffer.append(transform(element))
else
buffer.append(element.toString())
} else break
}

/**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied. 
 * If the collection could be huge, you can specify a non-negative value of
 * [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which
 * defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> IntArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): A {
buffer.append(prefix)
var count = 0
for (element in this) {
if (++count > 1)
buffer.append(separator)
if (limit < 0 || count <= limit) {
if (transform != null)
buffer.append(transform(element))
else
buffer.append(element.toString())
} else break
}
buffer.append(transform(element))
else
buffer.append(element.toString())
} else break
}

/**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied. 
 * If the collection could be huge, you can specify a non-negative value of
 * [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which
 * defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> LongArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): A {
buffer.append(prefix)
var count = 0
for (element in this) {
if (++count > 1)
buffer.append(separator)
if (limit < 0 || count <= limit) {
if (transform != null)
buffer.append(transform(element))
else
buffer.append(element.toString())
} else break
}
buffer.append(transform(element))
else
buffer.append(element.toString())
} else break
}

/**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied. 
 * If the collection could be huge, you can specify a non-negative value of
 * [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which
 * defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> FloatArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): A {
buffer.append(prefix)
var count = 0
for (element in this) {
if (++count > 1)
buffer.append(separator)
if (limit < 0 || count <= limit) {
if (transform != null)
buffer.append(transform(element))
else
buffer.append(element.toString())
} else break
}
buffer.append(transform(element))
else
buffer.append(element.toString())
} else break
}

/**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied. 
 * If the collection could be huge, you can specify a non-negative value of
 * [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which
 * defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> DoubleArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Double) -> CharSequence)? = null): A {
buffer.append(prefix)
var count = 0
for (element in this) {
if (++count > 1)
buffer.append(separator) \n  if (limit < 0 || count <= limit) \n      return buffer
    \n    buffer.append(transform(element)) \n    else
    \n    buffer.append(element.toString()) \n  } else break

\n  if (limit > 0 && count > limit) buffer.append(truncated) \n  buffer.append(postfix) \n  return buffer
}

buffer.append(separator) \n  if (limit < 0 || count <= limit) \n      return buffer
    \n    buffer.append(transform(element)) \n    else
    \n    buffer.append(element.toString()) \n  } else break

\n  if (limit > 0 && count > limit) buffer.append(truncated) \n  buffer.append(postfix) \n  return buffer
}

buffer.append(separator) \n  if (limit < 0 || count <= limit) \n      return buffer
    \n    buffer.append(transform(element)) \n    else
    \n    buffer.append(element.toString()) \n  } else break

\n  if (limit > 0 && count > limit) buffer.append(truncated) \n  buffer.append(postfix) \n  return buffer
}

buffer.append(separator) \n  if (limit < 0 || count <= limit) \n      return buffer
    \n    buffer.append(transform(element)) \n    else
    \n    buffer.append(element.toString()) \n  } else break

\n  if (limit > 0 && count > limit) buffer.append(truncated) \n  buffer.append(postfix) \n  return buffer
}

buffer.append(separator) \n  if (limit < 0 || count <= limit) \n      return buffer
    \n    buffer.append(transform(element)) \n    else
    \n    buffer.append(element.toString()) \n  } else break

\n  if (limit > 0 && count > limit) buffer.append(truncated) \n  buffer.append(postfix) \n  return buffer
}
CharSequence = ",", prefix: CharSequence = ",", postfix: CharSequence = ",", limit: Int = -1, truncated: 
CharSequence = ",", transform: ((Int) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString().
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix]
 * if supplied.\n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only
 * the first [limit]* elements will be appended, followed by the [truncated] string (which defaults to "\n...\n").\n * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> Array<out T>.asIterable(): Iterable<T> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> ByteArray.asIterable(): Iterable<Byte> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> ShortArray.asIterable(): Iterable<Short> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> IntArray.asIterable(): Iterable<Int> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> LongArray.asIterable(): Iterable<Long> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> BooleanArray.asIterable(): Iterable<Boolean> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> CharArray.asIterable(): Iterable<Char> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}
(isEmpty()) return emptyList();
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun FloatArray.asIterable(): Iterable<Float> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun DoubleArray.asIterable(): Iterable<Double> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun BooleanArray.asIterable(): Iterable<Boolean> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun CharArray.asIterable(): Iterable<Char> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun ByteArray.asSequence(): Sequence<Byte> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun ShortArray.asSequence(): Sequence<Short> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun IntArray.asSequence(): Sequence<Int> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun LongArray.asSequence(): Sequence<Long> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun FloatArray.asSequence(): Sequence<Float> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun DoubleArray.asSequence(): Sequence<Double> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun BooleanArray.asSequence(): Sequence<Boolean> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun CharArray.asSequence(): Sequence<Char> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Array<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Array<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Array<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Array<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
Double = 0.0
var count: Int = 0
for (element in this) {
    sum += element
    ++count
}
return if (count == 0) Double.NaN else sum / count

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("average")
public fun Array<out Any>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ByteArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ShortArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun IntArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun LongArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun FloatArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun DoubleArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sum")
public fun Array<out Any>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Array<out Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Array<out Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Array<out Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Array<out Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Array<out Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Array<out Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

*/

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/*@

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")

package kotlin.ranges

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntRange.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongRange.random(): Long {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharRange.random(): Char {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun IntRange.random(random: Random): Int {
    try {
        return random.nextInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun LongRange.random(random: Random): Long {
    try {
        return random.nextLong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun CharRange.random(random: Random): Char {
    try {
        return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun IntRange.randomOrNull(): Int? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun LongRange.randomOrNull(): Long? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun CharRange.randomOrNull(): Char? {
    if (isEmpty())
        return null
    return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
}

/**
 * Returns `true` if this range contains the specified 
 * element. Always returns `false` if the 
 * element is `null`.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline operator fun IntRange.contains(element: Int?): Boolean {
    return if (isEmpty())
        return null
    return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
}
Checks if the specified [value] belongs to this range.\n/*\n@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n@DeprecatedSinceKotlin(warningSince = "1.3.0", errorSince = "1.4.0")\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange<Long>.contains(value: Float): Boolean {
    return value.toLongExactOrNull().let { if (it != null) contains(it) else false }\n    \n    *\n
    \n    \n    *\n
    \n    */

    @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n    @DeprecatedSinceKotlin(warningSince = "1.3.0", errorSince = "1.4.0")\n    @kotlin.jvm.JvmName("byteRangeContains")\n    public operator fun ClosedRange<Byte>.contains(value: Float): Boolean {
        return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n    }

    \n    */

    @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n    @DeprecatedSinceKotlin(warningSince = "1.3.0", errorSince = "1.4.0")\n    @kotlin.jvm.JvmName("shortRangeContains")\n    public operator fun ClosedRange<Short>.contains(value: Float): Boolean {
        return value.toShortExactOrNull().let { if (it != null) contains(it) else false }\n    }

    */

    @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n    @DeprecatedSinceKotlin(warningSince = "1.3.0", errorSince = "1.4.0")\n    @kotlin.jvm.JvmName("doubleRangeContains")\n    public operator fun ClosedRange<Double>.contains(value: Float): Boolean {
        return contains(value.toDouble())\n    }

    \n    */

    @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n    @DeprecatedSinceKotlin(warningSince = "1.3.0", errorSince = "1.4.0")\n    @kotlin.jvm.JvmName("longRangeContains")\n    public operator fun ClosedRange<Long>.contains(value: Int): Boolean {
        return contains(value.toLong())\n    }

    \n    */

    @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n    @DeprecatedSinceKotlin(warningSince = "1.3.0", errorSince = "1.4.0")\n    @kotlin.jvm.JvmName("byteRangeContains")\n    public operator fun ClosedRange<Byte>.contains(value: Int): Boolean {
        return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n    }

    \n    */

    @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n    @DeprecatedSinceKotlin(warningSince = "1.3.0", errorSince = "1.4.0")\n    @kotlin.jvm.JvmName("shortRangeContains")\n    public operator fun ClosedRange<Short>.contains(value: Int): Boolean {
        return value.toShortExactOrNull().let { if (it != null) contains(it) else false }\n    }

    \n    */

    @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n    @DeprecatedSinceKotlin(warningSince = "1.3.0", errorSince = "1.4.0")\n    @kotlin.jvm.JvmName("doubleRangeContains")\n    public operator fun ClosedRange<Double>.contains(value: Int): Boolean {
        return contains(value.toDouble())\n    }

    \n    */

    @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n    @DeprecatedSinceKotlin(warningSince = "1.3.0", errorSince = "1.4.0")\n    @kotlin.jvm.JvmName("floatRangeContains")\n    public operator fun ClosedRange<Float>.contains(value: Int): Boolean {
        return contains(value.toFloat())\n    }

    \n    */

    @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n    @DeprecatedSinceKotlin(warningSince = "1.3.0", errorSince = "1.4.0")\n    @kotlin.jvm.JvmName("intRangeContains")\n    public operator fun ClosedRange<Int>.contains(value: Long): Boolean {
        return value.toIntExactOrNull().let { if (it != null) contains(it) else false }\n    }

    \n    */

    @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n    @DeprecatedSinceKotlin(warningSince = "1.3.0", errorSince = "1.4.0")\n    @kotlin.jvm.JvmName("byteRangeContains")\n    public operator fun ClosedRange<Byte>.contains(value: Long): Boolean {
        return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n    }

    \n    */

    @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n    @DeprecatedSinceKotlin(warningSince = "1.3.0", errorSince = "1.4.0")\n    @kotlin.jvm.JvmName("shortRangeContains")\n    public operator fun ClosedRange<Short>.contains(value: Long): Boolean {
        return value.toShortExactOrNull().let { if (it != null) contains(it) else false }\n    }

    \n    */

    @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n    @DeprecatedSinceKotlin(warningSince = "1.3.0", errorSince = "1.4.0")\n    @kotlin.jvm.JvmName("doubleRangeContains")\n    public operator fun ClosedRange<Double>.contains(value: Long): Boolean {
        return contains(value.toDouble())\n    }

    \n    */

    @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n    @DeprecatedSinceKotlin(warningSince = "1.3.0", errorSince = "1.4.0")\n    @kotlin.jvm.JvmName("floatRangeContains")\n    public operator fun ClosedRange<Float>.contains(value: Long): Boolean {
        return contains(value.toFloat())\n    }

    \n    */

    @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n    @DeprecatedSinceKotlin(warningSince = "1.3.0", errorSince = "1.4.0")\n    @kotlin.jvm.JvmName("intRangeContains")\n    public operator fun ClosedRange<Int>.contains(value: Long): Boolean {
        return value.toIntExactOrNull().let { if (it != null) contains(it) else false }\n    }

    */

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and floating point arguments has ambiguous semantics and is going to be removed."
@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Long): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Short): Boolean {
    return contains(value.toInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Short): Boolean {
    return contains(value.toLong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Short): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Short): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Short): Boolean {
    return contains(value.toFloat())
}

/**
 * Returns a progression from this value down to
 * the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
@kotlin.jvm.InfixOperator(true)
@kotlin.jvm.JvmName("IntProgression.fromClosedRange")
public infix fun IntProgression.fromClosedRange(from: Int, to: Int, step: Int): IntProgression {
    return IntProgression(from, to, step)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
@kotlin.jvm.InfixOperator(true)
@kotlin.jvm.JvmName("LongProgression.fromClosedRange")
public infix fun LongProgression.fromClosedRange(from: Long, to: Long, step: Long): LongProgression {
    return LongProgression(from, to, step)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
@kotlin.jvm.InfixOperator(true)
@kotlin.jvm.JvmName("ByteProgression.fromClosedRange")
public infix fun ByteProgression.fromClosedRange(from: Byte, to: Byte, step: Byte): ByteProgression {
    return ByteProgression(from, to, step)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
@kotlin.jvm.InfixOperator(true)
@kotlin.jvm.JvmName("CharProgression.fromClosedRange")
public infix fun CharProgression.fromClosedRange(from: Char, to: Char, step: Char): CharProgression {
    return CharProgression(from, to, step)
}
value is greater than 'this' value the returned progression is empty.

*\public infix fun Short.downTo(to: Int): IntProgression { return IntProgression.fromClosedRange(this.toInt(), to, -1L)\n//**\n
\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to 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'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the 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than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.\n\* Returns a progression from this value down to the specified [to] value with the step -1.\n\* The [to] value should be less than or equal to 'this' value.\n\* If the [to] value is greater than 'this' value the returned progression is empty.
Byte.MIN_VALUE.toShort()..Byte.MAX_VALUE.toShort()) this.toByte() else null
}

internal fun Double.toByteExactOrNull(): Byte? {
    return if (this in
    Double.MIN_VALUE.toDouble()..Double.MAX_VALUE.toDouble()) this.toInt().toByte() else null
}

internal fun Float.toByteExactOrNull(): Byte? {
    return if (this in
    Float.MIN_VALUE.toFloat()..Float.MAX_VALUE.toFloat()) this.toInt().toByte() else null
}

internal fun Long.toIntExactOrNull(): Int? {
    return if (this in
    Long.MIN_VALUE.toLong()..Long.MAX_VALUE.toLong()) this.toInt() else null
}

internal fun Double.toIntExactOrNull(): Int? {
    return if (this in
    Double.MIN_VALUE.toDouble()..Double.MAX_VALUE.toDouble()) this.toInt() else null
}

internal fun "Open Source Used In DNAC Platform Arica 7859"
[to] value is less than or equal to `this` value, then the returned range is empty.

```kotlin
public infix fun Long.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this .. (to - 1).toLong()
}
```

Returns a range from this value up to but excluding the specified [to] value.

```kotlin
public infix fun Byte.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this .. (to - 1).toLong()
}
```

Returns a range from this value up to but excluding the specified [to] value.

```kotlin
public infix fun Short.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this .. (to - 1).toLong()
}
```

Returns a range from this value up to but excluding the specified [to] value.

```kotlin
public infix fun Int.until(to: Short): IntRange {
    return this .. (to.toInt() - 1).toInt()
}
```

Returns a range from this value up to but excluding the specified [to] value.

```kotlin
public infix fun Long.until(to: Short): LongRange {
    return this .. (to.toLong() - 1).toLong()
}
```

Returns a range from this value up to but excluding the specified [to] value.

```kotlin
public infix fun Byte.until(to: Short): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}
```

Returns a range from this value up to but excluding the specified [to] value.

```kotlin
public infix fun Short.until(to: Short): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}
```

Returns a range from this value up to but excluding the specified [to] value.

```kotlin
public fun <T : Comparable<T>> T.coerceAtLeast(minimumValue: T): T {
    return if (this < minimumValue) minimumValue else this
}
```

Returns a range from this value up to but excluding the specified [to] value.

```kotlin
public fun Byte.coerceAtLeast(minimumValue: Byte): Byte {
    return if (this < minimumValue) minimumValue else this
}
```

Returns a range from this value up to but excluding the specified [to] value.

```kotlin
public fun Short.coerceAtLeast(minimumValue: Short): Short {
    return if (this < minimumValue) minimumValue else this
}
```

Returns a range from this value up to but excluding the specified [to] value.

```kotlin
public fun Int.coerceAtLeast(minimumValue: Int): Int {
    return if (this < minimumValue) minimumValue else this
}
```

Returns a range from this value up to but excluding the specified [to] value.

```kotlin
public fun Long.coerceAtLeast(minimumValue: Long): Long {
    return if (this < minimumValue) minimumValue else this
}
```

Returns a range from this value up to but excluding the specified [to] value.

```kotlin
public fun Float.coerceAtLeast(minimumValue: Float): Float {
    return if (this < minimumValue) minimumValue else this
}
```

Returns a range from this value up to but excluding the specified [to] value.

```kotlin
public fun Double.coerceAtLeast(minimumValue: Double): Double {
    return if (this < minimumValue) minimumValue else this
}
```

Ensures that this value is not less than the specified [minimumValue].

```kotlin
public fun <T : Comparable<T>> T.coerceAtMost(maximumValue: T): T {
    return if (this > maximumValue) maximumValue else this
}
```

Ensures that this value is not less than the specified [minimumValue].

```kotlin
public fun Byte.coerceAtMost(maximumValue: Byte): Byte {
    return if (this > maximumValue) maximumValue else this
}
```

Ensures that this value is not less than the specified [minimumValue].

```kotlin
public fun Short.coerceAtMost(maximumValue: Short): Short {
    return if (this > maximumValue) maximumValue else this
}
```

Ensures that this value is not less than the specified [minimumValue].

```kotlin
public fun Int.coerceAtMost(maximumValue: Int): Int {
    return if (this > maximumValue) maximumValue else this
}
```

Ensures that this value is not less than the specified [minimumValue].

```kotlin
public fun Long.coerceAtMost(maximumValue: Long): Long {
    return if (this > maximumValue) maximumValue else this
}
```

Ensures that this value is not less than the specified [minimumValue].

```kotlin
public fun Float.coerceAtMost(maximumValue: Float): Float {
    return if (this > maximumValue) maximumValue else this
}
```

Ensures that this value is not less than the specified [minimumValue].

```kotlin
public fun Double.coerceAtMost(maximumValue: Double): Double {
    return if (this > maximumValue) maximumValue else this
}
```
* Ensures that this value is not greater than the specified [maximumValue].

```kotlin
public fun Byte.coerceAtMost(maximumValue: Byte): Byte {
    return if (this > maximumValue) maximumValue else this
}
```

```kotlin
/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Short.coerceAtMost(maximumValue: Short):
Long.coerceAtMost(maximumValue: Long) {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Int.coerceAtMost(maximumValue: Int): Int {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Long.coerceAtMost(maximumValue: Long): Long {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceInComparable
 */
public fun <T : Comparable<T>> T.coerceIn(minimumValue: T?, maximumValue: T?): T {
    if (minimumValue !== null && maximumValue !== null) {
        if (minimumValue > maximumValue) throw
            IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
        if (this < minimumValue) return minimumValue
        if (this > maximumValue) return maximumValue
    }
    else {
        if (minimumValue !== null && this < minimumValue) return minimumValue
        if (maximumValue !== null && this > maximumValue) return maximumValue
    }
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Byte.coerceIn(minimumValue: Byte,
maximumValue: Byte): Byte {
    if (minimumValue > maximumValue) throw
            IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
        if (this < minimumValue) return minimumValue
        if (this > maximumValue) return maximumValue
    }
    return this
}
```
is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].

```kotlin
@sample
samples.comparisons.ComparableOps.coerceIn

public fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue], [maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue], [maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue], [maximumValue].
 * @return this value if it's in the range, or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`. 
 * 
 * @sample samples.comparisons.ComparableOps.coerceInFloatingPointRange
 */
@SinceKotlin("1.1")
public fun <T : Comparable<T>> T.coerceIn(range: ClosedFloatingPointRange<T>): T {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        range.lessThanOrEquals(this, range.start) && !range.lessThanOrEquals(range.start, this) -> range.start
        !range.lessThanOrEquals(range.start, this) -> range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified range [minimumValue], [maximumValue].
 * @return this value if it's in the range, or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`. 
 * 
 * @sample samples.comparisons.ComparableOps.coerceInComparable
 */
public fun <T : Comparable<T>> T.coerceIn(range: ClosedRange<T>): T {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<T>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}
```

```kotlin
@sample
samples.comparisons.ComparableOps.coerceIn

public fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified 
 * range [minimumValue], [maximumValue].
 * @return this value if it's in the range, or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`. 
 * 
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Int.coerceIn(range: ClosedRange<Int>): Int {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}
```
specified [range].

* @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.

* @sample

```java
public fun Long.coerceIn(range: ClosedRange<Long>): Long {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<Long>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return
    when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else ->
            this
    }
}
```
the same as the bits of this `UByte` value,
* whereas the most significant 24 bits are filled with zeros.

@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = UInt(data.toInt() and 0xFF) /* * Converts this [UByte] value to [ULong].
* The resulting `ULong` value represents the same numerical value as this `UByte`.
* The least significant 8 bits of the resulting `ULong` value are the same as the bits of this `UByte` value,
* whereas the most significant 56 bits are filled with zeros.

@kotlin.internal.InlineOnly
public inline fun toULong(): ULong = ULong(data.toLong() and 0xFF) /* * Converts this [UByte] value to [Float].
* The resulting `Float` value represents the same numerical value as this `UByte`.
* @kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toInt().toFloat() /* * Converts this [UByte] value to [Double].
* The resulting `Double` value represents the same numerical value as this `UByte`.
* If this value is positive, the resulting `UByte` value represents the same numerical value as this `Byte`.
* The resulting `UByte` value has the same binary representation as this `Byte` value.

/*
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 */

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UInt @PublishedApi internal constructor(@PublishedApi internal val data: Int) : Comparable<UInt> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UInt can have.
         */
        public const val MIN_VALUE: UInt = UInt(0)

        /**
         * A constant holding the maximum value an instance of UInt can have.
         */
        public const val MAX_VALUE: UInt = UInt(-1)

        /**
         * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
         */

        /**
         * The number of bytes used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BYTES: Int = 4

        /**
         * The number of bits used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BITS: Int = 32
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline fun compareTo(other: UByte): Int = this.compareTo(other.toUInt()) /* * Compares this value with the specified value for order.
* Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
* or a positive number if it's greater than other.
* @kotlin.internal.InlineOnly
public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toUInt()) /* * Compares this value with the specified value for order.
* Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
* or a positive number if it's greater than other.
* @kotlin.internal.InlineOnly
public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toUInt()) /* * Compares this value with the specified value for order.
value, a negative number if it's less than other, a positive number if it's greater than other.

```kotlin
@kotlin.internal.InlineOnly
@Suppress("OVERRIDE_BY_INLINE")
public override inline operator fun compareTo(other: UInt): Int = uintCompare(this.data, other.data)

/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number
 * if it's less than other, a positive number if it's greater than other.
 */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UByte): UInt = this.plus(other.toUInt())

/**
 * Adds the other value to this value. * 
 * @kotlin.internal.InlineOnly
 * @kotlin.internal.InlineOnly
 * @kotlin.internal.InlineOnly
 * @kotlin.internal.InlineOnly
 */
```
other.data) /* Performs a bitwise XOR operation between the two values. */ */ public inline infix fun xor(other: UInt): UInt = UInt(this.data xor other.data) /* Inverts the bits in this value. */ */ public inline fun.inv(): UInt = UInt(data.inv()) /* Converts this [UInt] value to [Byte]. */ */ If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents the same numerical value as this `UInt` value. */ */ The resulting `Byte` value is represented by the least significant 8 bits of this `UInt` value. */ */ Note that the resulting `Byte` value may be negative. */ */ public inline fun.toByte(): Byte = data.toByte() /* Converts this [UInt] value to [Short]. */ */ If this value is less than or equals to [Short.MAX_VALUE], the resulting `Short` value represents the same numerical value as this `UInt` value. */ */ The least significant 16 bits of this `UInt` value are the same as the bits of this `Short` value. */ */ Note that the resulting `Short` value may be negative. */ */ public inline fun.toShort(): Short = data.toShort() /* Converts this [UInt] value to [Int]. */ */ If this value is less than or equals to [Int.MAX_VALUE], the resulting `Int` value represents the same numerical value as this `UInt`. Otherwise the result is negative. */ */ The resulting `Int` value has the same binary representation as this `UInt` value. */ */ public inline fun.toInt(): Int = data /* Converts this [UInt] value to [Long]. */ */ The least significant 32 bits of the resulting `Long` value are the same as the bits of this `UInt` value, whereas the most significant 32 bits are filled with zeros. */ */ The resulting `Long` value represents the same numerical value as this `UInt` value. */ */ The least significant 32 bits of this `UInt` value are the same as the bits of this `Long` value, whereas the most significant 32 bits are filled with zeros. */ */ Returns this value. */ */ public inline fun.toUByte(): UByte = data.toUByte() /* Converts this [UInt] value to [UByte]. */ */ If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `UInt`. */ */ The resulting `UByte` value represents the least significant 8 bits of this `UInt` value. */ */ The least significant 32 bits of this ` UInt` value are the same as the bits of this `UByte` value, whereas the most significant 32 bits are filled with zeros. */ */ Converts this [UInt] value to [UByte]. */ */ If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `UInt`. */ */ The resulting `UByte` value is represented by the least significant 8 bits of this `UInt` value. */ */ The least significant 32 bits of this `UInt` value are the same as the bits of this `UShort` value, whereas the most significant 32 bits are filled with zeros. */ */ The resulting `UShort` value represents the same numerical value as this `UInt` value. */ */ The resulting `UShort` value is represented by the least significant 16 bits of this `UInt` value. */ */ The least significant 16 bits of this `UInt` value are the same as the bits of this `UShort` value, whereas the most significant 16 bits are filled with zeros. */ */ Converts this [UInt] value to [UShort]. */ */ Note that the resulting `UShort` value may be negative. */ */ public inline fun.toUShort(): UShort = data.toUShort() /* Converts this [UInt] value to [ULong]. */ */ The resulting `ULong` value represents the same numerical value as this `UInt`. */ */ The least significant 32 bits of this `UInt` value are the same as the bits of this `ULong` value, whereas the most significant 32 bits are filled with zeros. */ */ Converts this [UInt] value to [ULong]. */ */ The resulting value is the closest `Float` to this `UInt` value. */ */ In case when this `UInt` value is exactly between two `Float` s, the one with zero at least significant bit of mantissa is selected. */ */ Converts this [UInt] value to [Double]. */ */ The resulting value is the closest `Double` to this `UInt` value. */ */ In case when this `UInt` value is exactly between two `Double` s, the one with the smallest exponent is selected. */ */ Converts this [UInt] value to [Float]. */ */ The resulting value is the closest `Float` to this `UInt` value. */ */ The least significant 8 bits of the resulting `UInt` value are the same as the bits of this `Byte` value, whereas the most significant 24 bits are filled with the sign bit of this value. */ */ Since Kotlin("1.3") */ */ Converts this [UInt] value to [Byte]. */ */ Converts this [Short] value to [UInt]. */ */ If this value is positive, the resulting `UInt` value represents the same numerical value as this `Short` value. */ */ The least significant 16 bits of the resulting `UInt` value are the same as the bits of this `Short` value, whereas the most significant 16 bits are filled with the sign bit of this value. */ */ Since Kotlin("1.3") */ */ Converts this [Int] value to [UInt]. */ */ If this value is positive, the resulting `UInt` value represents the same numerical value as this `Int` value. */ */ The resulting `UInt` value has the
same binary representation as this `Int` value.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\n\npublic inline fun Int.toUInt(): UInt = UInt(this)
/**
 * Converts this [Long] value to [UInt].\n * If this value is positive and less than or equals to [UInt.MAX_VALUE], the resulting `UInt` value represents the same numerical value as this `Long`.
 * The resulting `UInt` value is represented by the least significant 32 bits of this `Long` value.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\n\npublic inline fun Long.toUInt(): UInt = UInt(this.toInt())

/**
 * Converts this [Float] value to [UInt].
 *
 * If this value is positive and less than or equals to [UInt.MAX_VALUE], the resulting `UInt` value represents the same numerical value as this `Float`.
 *
 * The fractional part, if any, is rounded down towards zero.\n * Returns zero if this `Float` value is negative or `NaN`, [UInt.MAX_VALUE] if it's bigger than [UInt.MAX_VALUE] \n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\n\npublic inline fun Float.toUInt(): UInt = doubleToUInt(this.toDouble())
/**
 * Converts this [Double] value to [UInt].
 *
 * The fractional part, if any, is rounded down towards zero.\n * Returns zero if this `Double` value is negative or `NaN`, [UInt.MAX_VALUE] if it's bigger than [UInt.MAX_VALUE].
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\n\npublic inline fun Double.toUInt(): UInt = doubleToUInt(this)


---

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UInt = this.toUInt().minus(other.toUInt()) /** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: ULong): ULong = this.toULong().times(other)
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong = this.toULong().div(other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)
/** Creates a range from this value to the specified [other] value. */
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: UShort): UIntRange = UIntRange(this.toUInt(), other.toUInt())
/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun and(other: UShort): UShort = UShort(this.data and other.data)
/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun or(other: UShort): UShort = UShort(this.data or other.data)
/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun xor(other: UShort): UShort = UShort(this.data xor other.data)
/** Inverts the bits in this value. */
@kotlin.internal.InlineOnly
public inline fun inv(): UShort = UShort(data.inv())
/** Converts this [UShort] value to [Byte]. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()
/** Converts this [UShort] value to [Short]. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data
/** Converts this [UShort] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt() and 0xFFFF
/** Converts this [UShort] value to [Long]. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong() and 0xFFFFFFFF
/** Converts this [UShort] value to [Double]. */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = data.toDouble()
of this `UShort` value, * whereas the most significant 48 bits are filled with zeros.

@kotlin.internal.InlineOnly
public inline fun toULong(): ULong = data.toLong() and 0xFFFF /* ** Converts this [ULong] value to [UShort].

@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte() /* ** Returns this value.

@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = UInt(data.toInt() and 0xFFFF) /* ** Converts this [UShort] value to [UInt].

@kotlin.internal.InlineOnly
public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF) /* ** Converts this [UShort] value to [ULong].

@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toInt().toFloat() /* Converts this `UShort` value to `Float`.

@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = this.toInt().toDouble() /* Converts this `UShort` value to `Double`.

override fun toString(): String = toInt().toString() /* Converts this `UShort` value to `String`.

fun Byte.toUShort(): UShort = this.toShort() /* Converts this `Byte` value to `UShort`.

fun Short.toUShort(): UShort = this /* Converts this `Short` value to `UShort`.

fun Int.toUShort(): UShort = this.toShort() /* Converts this `Int` value to `UShort`.

fun Long.toUShort(): UShort = this.toShort() /* Converts this `Long` value to `UShort`.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes
public inline fun CharRange.startInclusive: Char get() = first /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes
public inline fun CharRange.endInclusive: Char get() = last /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

override fun contains(value: Char): Boolean = first <= value && value <= last /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

override fun isEmpty(): Boolean = first > last /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

override fun equals(other: Any?): Boolean = other is CharRange && (isEmpty() && other.isEmpty() || first == other.first && last == other.last) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

override fun hashCode(): Int = if (isEmpty()) -1 else (first.toInt() * 31 + last.toInt()) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

override fun toString(): String = "$first..$last" /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

class CharRange(start: Char, endInclusive: Char) : CharProgression(start, endInclusive, 1), ClosedRange<Char> {

override val first: Char get() = start /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

override val last: Char get() = endInclusive /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

override fun contains(value: Char): Boolean = first <= value && value <= last /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

override fun isEmpty(): Boolean = first > last /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

override fun equals(other: Any?): Boolean = other is CharRange && (isEmpty() && other.isEmpty() || first == other.first && last == other.last) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

override fun hashCode(): Int = if (isEmpty()) -1 else (first.toInt() * 31 + last.toInt()) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

override fun toString(): String = "$first..$last" /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

CharRange(1.toChar(), 0.toChar()) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

fun CharRange.startInclusive: Char get() = first /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

fun CharRange.endInclusive: Char get() = last /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

fun CharRange.contains(value: Char): Boolean = first <= value && value <= last /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

fun CharRange.isEmpty(): Boolean = first > last /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

fun CharRange.equals(other: Any?): Boolean = other is CharRange && (isEmpty() && other.isEmpty() || first == other.first && last == other.last) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

fun CharRange.hashCode(): Int = if (isEmpty()) -1 else (first.toInt() * 31 + last.toInt()) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

fun CharRange.toString(): String = "$first..$last" /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

CharRange(1.toChar(), 0.toChar()) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

CharRange(1.toChar(), 0.toChar()) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

CharRange(1.toChar(), 0.toChar()) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

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CharRange(1.toChar(), 0.toChar()) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

CharRange(1.toChar(), 0.toChar()) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

CharRange(1.toChar(), 0.toChar()) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

CharRange(1.toChar(), 0.toChar()) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

CharRange(1.toChar(), 0.toChar()) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

CharRange(1.toChar(), 0.toChar()) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

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CharRange(1.toChar(), 0.toChar()) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

CharRange(1.toChar(), 0.toChar()) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

CharRange(1.toChar(), 0.toChar()) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.

CharRange(1.toChar(), 0.toChar()) /* The resulting `CharRange` value is the same as the bits of this `CharRange` value.
range of values of type 'Int'.

An empty range of values of type Int.

An empty range of values of type Long.

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* * *
List<E>

/**
 * Returns an [IntRange] of the valid indices for this collection.
 * @sample samples.collections.Collections.Collections.indicesOfCollection
 */
public val Collection<*>.indices: IntRange
    get() = 0..size - 1

/**
 * Returns the index of the last item in the list or -1 if the list is empty.
 * @sample samples.collections.Collections.Collections.lastIndexOfCollection
 */
public val <T> List<T>.lastIndex: Int
    get() = size - 1

/**
 * Returns `true` if the collection is not empty.
 * @sample samples.collections.Collections.Collections.isCollectionNotEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T> Collection<T>.isNotEmpty(): Boolean = !isEmpty()

/**
 * Returns the index of the last item in the list or -1 if the list is empty.
 * @sample samples.collections.Collections.Collections.lastIndexOfList
 */
public val <T> List<T>.lastIndex: Int
    get() = size - 1

/**
 * Returns `true` if this nullable collection is
 * either null or empty.
 * @sample samples.collections.Collections.Collections.isNullOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.isNullOrEmpty(): Boolean = this == null || this.isEmpty()

/**
 * Returns this Collection if it's not `null` and the empty list otherwise.
 * @sample samples.collections.Collections.Collections.emptyListIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Collection<*>, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Checks if all elements in the specified collection are contained in this collection.
 * @sample samples.collections.Collections.Collections.collectionContainsAll
 */
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T> Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)

/**
 * Searches this list or its range for the provided [element] using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the
 * Comparable natural ordering of its elements, otherwise the result is undefined.
 * If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.
 * `null` value is considered to be less than any non-null value.
 * otherwise the result is undefined.
 * The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.
 */
@sample samples.collections.Collections.Collections.Lists.binarySearchOnComparable

insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted according to the specified comparator.

```kotlin
@sample samples.collections.Collections.Lists.binarySearchWithComparator

List<T>.binarySearch(element: T, comparator: Comparator<? super T>, fromIndex: Int = 0, toIndex: Int = size): Int {
    var low = fromIndex
    var high = toIndex - 1
    while (low <= high) {
        var mid = (low + high).ushr(1)
        var midVal = get(mid)
        val cmp = comparator.compare(midVal, element)
        if (cmp < 0) low = mid + 1
        else if (cmp > 0) high = mid - 1
        else return mid // key found
    }
    return -(low + 1)  // key not found
}
```

The list is expected to be sorted into ascending order according to the Comparable natural ordering of keys of its elements. If the list contains multiple elements with the specified key, there is no guarantee which one will be found.

```kotlin
@sample samples.collections.Collections.Lists.binarySearchByKey

List<T>.binarySearchBy(key: K?, fromIndex: Int = 0, toIndex: Int = size, crossinline selector: (T) -> K?): Int =
    binarySearch(fromIndex, toIndex) { compareValues(selector(it), key) }
```

The result is undefined. If the list contains multiple elements with the specified key, it is contained in the list within the specified range, otherwise, the inverted insertion point `(insertion point - 1)`.

```kotlin
@sample samples.collections.Collections.Lists.binarySearchWithComparisonFunction

List<T>.binarySearch(fromIndex: Int = 0, toIndex: Int = size, comparison: (T) -> Int): Int {
    var low = fromIndex
    var high = toIndex - 1
    while (low <= high) {
        var mid = (low + high).ushr(1)
        var midVal = get(mid)
        val cmp = comparison(midVal)
        if (cmp < 0) low = mid + 1
        else if (cmp > 0) high = mid - 1
        else return mid // key found
    }
    return -(low + 1)  // key not found
}
```

The list is expected to be sorted so that the signs of the comparison function's return values ascend on the list elements, i.e. negative values come before zero and zeroes come before positive values. Otherwise, the result is undefined. If the list contains multiple elements for which comparison returns zero, there is no guarantee which one will be found.

```kotlin
@sample samples.collections.Collections.Lists.binarySearchWithComparator

List<T>().binarySearchWithComparator(fromIndex: Int = 0, toIndex: Int = size): Int =
    binarySearch(withIndex(fromIndex, toIndex), { fromIndex, toIndex ->
        comparator.compare(fromIndex, toIndex)
    })
```

The function returns zero when called on the list element being searched. On the elements coming before the target element, the function must return negative values. On the elements coming after the target element, the function must return positive values. If it is contained in the list within the specified range, otherwise, the inverted insertion point `(insertion point - 1)`.

```kotlin
@sample samples.collections.Collections.Lists.binarySearchWithComparisonFunction

List<T>().binarySearchWithComparisonFunction(fromIndex: Int = 0, toIndex: Int = size, comparison: (T) -> Int): Int =
    binarySearch(withIndex(fromIndex, toIndex), { fromIndex, toIndex ->
        comparison(fromIndex, toIndex)
    })
```

Checks that `from` and `to` are in the range of `0..size` and throws an appropriate exception, if they aren't. In private fun rangeCheck(size: Int, fromIndex: Int, toIndex: Int) { `\n        \n    }
```

IllegalStateException("fromIndex ($fromIndex) is greater than toIndex ($toIndex).")
```

throw IndexOutOfBoundsException("fromIndex ($fromIndex) is less than zero.
```

throw IndexOutOfBoundsException("fromIndex ($fromIndex) is greater than size ($size).
```

throw ArithmeticException("Index overflow has happened.
```

throw ArithmeticException("Count overflow has happened.
```

EmptyMap: Map<Any?, Nothing>, Serializable

package kotlin.collections

import kotlin.contracts.*

private object EmptyMap : Map<Any?, Nothing>, Serializable {
    private const val serialVersionUID: Long = 8246714829545688274

    override fun equals(other: Any?): Boolean = other is Map<*, *> &&
    other.isEmpty() || override fun hashCode(): Int = 0 ||
    override fun containsKey(key: Any?): Boolean = false

    override fun containsValue(value: Nothing): Boolean = false

    override fun get(key: Any?): Nothing? = null

    override fun entries: Set<Map.Entry<Any?, Nothing>> get() = EmptySet

    override fun keys: Set<Any?> get() = EmptySet

    override fun values: Collection<Nothing> get() = EmptyList

    private fun readResolve(): Any = EmptyMap
}

/**
 * Returns an empty read-only map of specified type.
 * @sample sample.collections.Maps.Instantiation.emptyReadOnlyMap
 */
public fun <K, V> emptyMap(): Map<K, V> = @Suppress("UNCHECKED_CAST") (EmptyMap as Map<K, V>)

/**
 * Returns a new read-only map with the specified contents, given as a list of pairs.
 * @sample sample.collections.Maps.Instantiation.mapFromPairs
 */
public fun <K, V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> =
    if (pairs.size > 0)
        pairs.toMap(LinkedHashMap(mapCapacity(pairs.size))) else emptyMap()

/**
 * Returns an empty new [MutableMap].
 * @sample sample.collections.Maps.Instantiation.emptyMutableMap
 */
@SinceKotlin("1.1")
public inline fun <K, V> mutableMapOf(): MutableMap<K, V> = LinkedHashMap()

/**
 * Returns a new [MutableMap] with the specified contents, given as a list of pairs.
 * @sample sample.collections.Maps.Instantiation.mutableMapFromPairs
 */
public fun <K, V> mutableMapOf(vararg pairs: Pair<K, V>): MutableMap<K, V> =
    LinkedHashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }

/**
 * Returns an empty new [HashMap].
 * @sample sample.collections.Maps.Instantiation.emptyHashMap
 */
@SinceKotlin("1.1")
public inline fun <K, V> hashMapOf(): HashMap<K, V> = HashMap<K, V>()

/**
 * Returns a new [HashMap] with the specified contents, given as a list of pairs.
 * @sample sample.collections.Maps.Instantiation.hashMapFromPairs
 */
public fun <K, V> hashMapOf(vararg pairs: Pair<K, V>): HashMap<K, V> =
    HashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }

/**
 * Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction]
 * and returning a read-only map with the same key-value pairs.
 * @sample sample.collections.Maps.Instantiation.linkedHashMapFromPairs
 */
@SinceKotlin("1.1")
public inline fun <K, V> linkedMapOf(): LinkedHashMap<K, V> = LinkedHashMap<K, V>()

/**
 * Returns a new [LinkedHashMap] with the specified contents, given as a list of pairs.
 * @sample sample.collections.Maps.Instantiation.linkedMapFromPairs
 */
public fun <K, V> linkedMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> =
    pairs.toMap(LinkedHashMap(mapCapacity(pairs.size)))
that function.

* Using it outside of the function produces an unspecified behavior.

* Entries of the map are iterated in the order they were added by the [builderAction].

* @sample samples.collections.Builders.Maps.buildMapSample

* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* public inline fun <K, V> buildMap(@BuilderInference builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
*     \n contract {
*         callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) \n*     } return buildMapInternal(builderAction)\n* }

* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* public inline fun <K, V> buildMap(capacity: Int, @BuilderInference builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
*     \n contract {
*         callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) \n*     } return buildMapInternal(capacity, builderAction)\n* }

* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* public inline fun <K, V> Map<K, V>?.isEmpty(): Boolean = this == null || isEmpty()\n* @sample samples.collections.Maps.Usage.mapIsNullOrEmpty

* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* public inline fun <K, V> Map<K, V>?.isNotEmpty(): Boolean = !isEmpty()\n* @sample samples.collections.Maps.Usage.mapIsNotEmpty

* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* public inline fun <K, V> Map<K, V>?.orEmpty(): Map<K, V> = this ?: emptyMap()\n
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
*     if (isEmpty()) defaultValue() else this\n
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* public inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.contains(key: K): Boolean = containsKey(key)\n* Returns the value corresponding to the given [key], or `null` if such a key is not present in the map.\n
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* public inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.get(key: K): V =@ Suppress("UNCHECKED_CAST") (this as Map<K, V>).get(key)\n* Returns `true` if the map contains the specified [key].\n
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* public inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.put(key: K, value: V): Unit {
*     put(key, value)\n* }

* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* public inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.containsKey(key: K): Boolean =null @ Suppress("UNCHECKED_CAST") (this as Map<K, V>).containsKey(key)\n* Returns `true` if the map maps one or more keys to the specified [value].\n
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* public inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.containsValue(value: V): Boolean =null @ Suppress("UNCHECKED_CAST") (this as Map<K, V>).containsValue(value)\n* Returns `true` if the map maps one or more keys to the specified [value].
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```kotlin
// false warning, extension takes precedence in some cases
@kotlin.internal.InlineOnly
    this.containsKey(value) && this.containsValue(value)

@kotlin.internal.InlineOnly
public inline fun <K, V> Map<K, V>.containsKey(key: K): Boolean =
    this.containsKey(key)

@kotlin.internal.InlineOnly
public inline fun <K, V> Map.Entry<K, V>.key(): K = key

@kotlin.internal.InlineOnly
public inline fun <K, V> Map.Entry<K, V>.value(): V = value

@kotlin.internal.InlineOnly
public inline fun <K, V> Map.Entry<K, V>.toPair(): Pair<K, V> = Pair(key, value)

@kotlin.internal.InlineOnly
public inline fun <K, V> Map.Entry<K, V>.component1(): K = key

@kotlin.internal.InlineOnly
public inline fun <K, V> Map.Entry<K, V>.component2(): V = value

/**
 * Removes the specified key and its corresponding value from this map.
 * @return the previous value associated with the key, or `null` if the key was not present in the map.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<K, V>.remove(key: K): V? =
    @Suppress("UNCHECKED_CAST") (this as Map<K, V>).remove(key)

/**
 * Returns the value for the given key, or the result of the [defaultValue] function if there was no entry for the given key.
 * @param key the key of the entry to retrieve
 * @param defaultValue the default value if no entry is found for the key
 * @return the value for the given key, or the default value
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public fun <K, V> Map<K, V>.getValue(key: K): V = getOrImplicitDefault(key)

/**
 * Returns a [MutableIterator] over the mutable entries in the [MutableMap].
 */
@kotlin.jvm.JvmName("mutableIterator")
@kotlin.internal.InlineOnly
    entries.iterator()

/**
 * Puts all the given [pairs] to this [MutableMap] with the first component in the pair being the key and the second the value.
 * Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> mapValuesTo(destination: V, transform: (Map.Entry<K, V>) -> V): V {
    return entries.associateByTo(destination, { it.key }, transform)
}

/**
 * Populates the given [destination] map with entries obtained
 * by applying the [transform] function to each entry in this map.
 * in case if any two entries are mapped to the equal keys, the value of the latter one will overwrite the value associated with the former one.
 * Allows to use destructuring declarations when working with maps, for example:
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<K, V>.mapTo(destination: V, transform: (Map.Entry<K, V>) -> V): V {
    return entries.associateByTo(destination, transform)
MutableMap\<K, in V>\.putAll(pairs: Array\<out Pair\<K, V>>): Unit \{ in put(key, value)\} \n \n\n** Puts all the elements of the given collection into this [MutableMap] with the first component in the pair being the key and the second the value.\n\n\nMutableMap\<K, in V>\.putAll(pairs: Iterable\<Pair\<K, V>>): Unit \{ in put(key, value)\} \n\n** Puts all the elements of the given sequence into this [MutableMap] with the first component in the pair being the key and the second the value.\n\n\nMutableMap\<K, in V>\.putAll(pairs: Sequence\<Pair\<K, V>>): Unit \{ in put(key, value)\} \n\n** Returns a new map with entries having the keys of this map and the values obtained by applying the [transform] function to each entry in this [Map].\n\n\n** The returned map preserves the entry iteration order of the original map.\n\n\n** In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite the value with the former one.\n\n\n** The returned map preserves the entry iteration order of the original map.\n\n\n** In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite the value with the former one.\n\n\n** The returned map preserves the entry iteration order of the original map.\n\n\n** The returned map preserves the entry iteration order of the original map.\n\n\n** Returns a map containing all key-value pairs with keys matching the given [predicate].\n\n\n** The returned map preserves the entry iteration order of the original map.\n\n\n** Returns a map containing all key-value pairs with keys matching the given [predicate].\n\n\n** The returned map preserves the entry iteration order of the original map.\n\n\n** Returns a map containing all key-value pairs matching the given [predicate].\n\n\n\n\n** Returns a map containing all key-value pairs matching the given [predicate].\n\n\n\n** Returns a map containing all key-value pairs matching the given [predicate].\n\n\n\n** Returns a map containing all key-value pairs matching the given [predicate].\n\n\n\n** Returns a map containing all key-value pairs matching the given [predicate].\n\n\n** Returns a map containing all key-value pairs matching the given [predicate].
List) this[0] else iterator().next())
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
        }
    return toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()
}

/**
 * Populates and returns the 
 * mutable map with key-value pairs from the given collection of pairs.
 */
public fun <K, V, M : MutableMap<in K, in V>> Array<out Pair<K, V>>.toMap(): Map<K, V> = when (size) {
    0 -> emptyMap()
    1 -> mapOf(this[0])
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
}

/**
 * The returned map preserves the entry iteration order of the original array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>())

/**
 * Returns a new map containing all key-value pairs from the given sequence of pairs.
 */
public fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()

/**
 * Populates and returns the 
 * mutable map with key-value pairs from the given array of pairs.
 */
    destination.apply { putAll(this@toMap) }

/**
 * Creates a new read-only map by replacing or adding an entry to this map from a
 * given key-value [pair].
 */
    if (this.isEmpty()) mapOf(pair) else LinkedHashMap(this).apply { put(pair.first, pair.second) }

/**
 * Creates a new read-only map by replacing or adding entries to this map from a given
 * array of key-value [pairs].
 */
    if (this.isEmpty()) pairs.toMap() else LinkedHashMap(this).apply { putAll(pairs) }

/**
 * Creates a new read-only map by replacing or adding entries to this map from a given
 * sequence of key-value [pairs].
 */
    LinkedHashMap(this).apply { putAll(pairs) }

/**
 * Returns a new read-only map by replacing or adding entries to this map from another 
 * [map].
 */
    LinkedHashMap(this).apply { putAll(map) }

/**
 * Appends or replaces
 * the given [pair] in this mutable map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pair: Pair<K, V>) {
    put(pair.first, pair.second)
}
replaces all pairs from the given collection of [pairs] in this mutable map.

```kotlin
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Iterable<Pair<K, V>>) {
    putAll(pairs)
}

/**
 * Appends or replaces all pairs from the given array of [pairs] in this mutable map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Array<out Pair<K, V>>) {
    putAll(pairs)
}

/**
 * Appends or replaces all entries from the given [map] in this mutable map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(map: Map<K, V>) {
    putAll(map)
}

/**
 * Returns a map containing all entries of the original map except the entry with the given [key].
 * The returned map preserves the entry iteration order of the original map.
 */
@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(key) }.optimizeReadOnlyMap()

/**
 * Returns a map containing all entries of the original map except those entries
 * the keys of which are contained in the given [keys] collection.
 * The returned map preserves the entry iteration order of the original map.
 */
@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()

/**
 * Returns a map containing all entries of the original map except those entries
 * the keys of which are contained in the given [keys] array.
 * The returned map preserves the entry iteration order of the original map.
 */
@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()

/**
 * Returns a map containing all entries of the original map except those entries
 * the keys of which are contained in the given [keys] sequence.
 * The returned map preserves the entry iteration order of the original map.
 */
@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()

// do not expose for now
@PublishedApi
internal fun <K, V> Map<K, V>.optimizeReadOnlyMap() = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMapOrSelf()
    else -> this
}
```

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")
@file:OptIn(kotlin.experimental.ExperimentalTypeInference::class)

package kotlin.collections

import kotlin.contracts.*
empty read-only set. The returned set is serializable (JVM).

```kotlin
/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are iterated in the order they were specified.
 * The returned set is serializable (JVM).
 */
@sample samples.collections.Collections.Sets.emptyReadOnlySet
*public fun <T> emptySet(): Set<T> =
    EmptySet

/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are iterated in the order they were specified.
 * The returned set is serializable (JVM).
 */
@sample samples.collections.Collections.Sets.readOnlySet
*public fun <T> setOf(vararg elements: T): Set<T> = if
    (elements.size > 0) elements.toSet() else emptySet()

/**
 * Returns an empty read-only set. The returned set is serializable (JVM).
 */
*public fun <T> emptySetOf(): Set<T> = emptySet()

/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are iterated in the order they were specified.
 * The returned set is serializable (JVM).
 */
*public fun <T> setOfNot Null(element: T?): Set<T> = if
    (element != null) setOf(element) else emptySet()

/**
 * Returns a new read-only set with the given elements. Elements of the set are
 * iterated in the order they were specified.
 * The returned set is serializable (JVM).
 */
*public fun <T> setOfNotNull(vararg elements: T?): Set<T> {
    return elements.filterNotNullTo(LinkedHashSet())
}

/**
 * Builds a new read-only [Set] by populating a [MutableSet] using the given [builderAction]
 * and returning a read-only set with the same elements.
 * The set passed as a receiver to the [builderAction] is valid only inside that function.
 * Using it outside of the function produces an unspecified behavior. Elements of the set are
 * iterated in the order they were added by the [builderAction].
 */
*public fun <E> buildSet(@BuilderInference builderAction: MutableSet<E>.() -> Unit): Set<E> =
    buildSetInternal(builderAction)
```

```kotlin
@SinceKotlin("1.1")@kotlin.internal.InlineOnly
public inline fun <T> mutableSetOf(): Set<T> =
    elements.toCollection(LinkedHashSet())

/**
 * Returns a new [MutableSet] with the given elements. Elements of the set are
 * iterated in the order they were specified.
 */
public fun <T> mutableSetOf(vararg elements: T): Set<T> =
    elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))

/**
 * Returns an empty new [HashSet].
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> hashSetOf(): Set<T> =
    HashSet()

/**
 * Returns a new [HashSet] with the given elements. Elements of the set are
 * iterated in the order they were specified.
 */
public fun <T> hashSetOf(vararg elements: T): Set<T> =
    elements.toCollection(HashSet(mapCapacity(elements.size)))

/**
 * Returns an empty new [LinkedHashSet].
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> linkedSetOf(): LinkedHashSet<T> =
    LinkedHashSet()

/**
 * Returns a new [LinkedHashSet] with the given elements. Elements of the set are
 * iterated in the order they were specified.
 */
public fun <T> linkedSetOf(vararg elements: T): LinkedHashSet<T> =
    elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))

```
buildSet(capacity: Int, @BuilderInference builderAction: MutableSet<@BuilderInference<T>>.() -> Unit): Set<T> { internal val contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) } return buildSetInternal(capacity, builderAction) }

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal expect inline fun <E> buildSetInternal(capacity: Int, builderAction: MutableSet<E>.() -> Unit): Set<E>

/** Returns this Set if it's not `null` and the empty set otherwise. */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.orEmpty(): Set<T> = this ?: emptySet()

internal fun <T> Set<T>.optimizeReadOnlySet() = when (size) {
    0 -> emptySet()
    1 -> setOf(iterator().next())
    else -> this
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")
@file:Suppress("PLATFORM_CLASS_MAPPED_TO_KOTLIN")

package kotlin.text

/** Parses the string as a signed [Byte] number and returns the result or `null` if the string is not a valid representation of a number. */
@SinceKotlin("1.1")
public fun String.toByteOrNull(): Byte? = toByteOrNull(radix = 10)

/** Parses the string as a signed [Byte] number and returns the result or `null` if the string is not a valid representation of a number. */
@SinceKotlin("1.1")
public fun String.toByteOrNull(radix: Int): Byte? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Byte.MIN_VALUE || int > Byte.MAX_VALUE) return null
    return int.toByte()
}

/** Parses the string as a [Short] number and returns the result or `null` if the string is not a valid representation of a number. */
@SinceKotlin("1.1")
public fun String.toShortOrNull(): Short? = toShortOrNull(radix = 10)

/** Parses the string as a [Short] number and returns the result or `null` if the string is not a valid representation of a number. */
@SinceKotlin("1.1")
public fun String.toShortOrNull(radix: Int): Short? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Short.MIN_VALUE || int > Short.MAX_VALUE) return null
    return int.toShort()
}

/** Parses the string as an [Int] number and returns the result or `null` if the string is not a valid representation of a number. */
@SinceKotlin("1.1")
public fun String.toIntOrNull(): Int? = toIntOrNull(radix = 10)

/** Parses the string as an [Int] number and returns the result or `null` if the string is not a valid representation of a number. */
@SinceKotlin("1.1")
public fun String.toIntOrNull(radix: Int): Int? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val start: Int
    val isNegative: Boolean
    val limit: Int

    val firstChar = this[0]
    if (firstChar < '0') {  // Possible leading sign
        if (length == 1) return null  // non-digit (possible sign) only, no digits after

        start = 1

        if (firstChar == '‐') {
            isNegative = true
            limit = Int.MIN_VALUE
        } else if (firstChar == '‐') {
            isNegative = false
            limit = -Int.MAX_VALUE
        } else if (firstChar == '+) {
            isNegative = false
            limit = -Int.MAX_VALUE
        } else return null
    } else if (firstChar == '0') {
        isNegative = false
        limit = -Int.MAX_VALUE
    } else else return null

    else if (start == 0) isNegative = false
    limit = -Int.MAX_VALUE

    var result = 0
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result < limit) result += digit
    }

    return if (isNegative) result else -result
}

/** Parses the string as a [Long] number and returns the result or `null` if the string is not a valid representation of a number. */
@SinceKotlin("1.1")
public fun String.toLongOrNull(): Long? = toLongOrNull(radix = 10)

/** Parses the string as a [Long] number and returns the result or `null` if the string is not a valid representation of a number. */
@SinceKotlin("1.1")
public fun String.toLongOrNull(radix: Int): Long? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val start: Int
    val isNegative: Boolean
    val limit: Long

    val firstChar = this[0]
    if (firstChar == '‐') {
        isNegative = true
        limit = Int.MIN_VALUE
    } else if (firstChar == '+) {
        isNegative = false
        limit = -Int.MAX_VALUE
    } else else return null

    else if (start == 0) isNegative = false
    limit = -Int.MAX_VALUE

    var result = 0
    for (i in start until length) {
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result < limit) result += digit
    }

    return if (isNegative) result else -result
}

/** Parses the string as a [Double] number and returns the result or `null` if the string is not a valid representation of a number. */
@SinceKotlin("1.1")
public fun String.toDoubleOrNull(): Double? = toDoubleOrNull(radix = 10)

/** Parses the string as a [Double] number and returns the result or `null` if the string is not a valid representation of a number. */
@SinceKotlin("1.1")
public fun String.toDoubleOrNull(radix: Int): Double? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val start: Int
    val isNegative: Boolean
    val limit: Double

    val firstChar = this[0]
    if (firstChar == '‐') {
        isNegative = true
        limit = Int.MIN_VALUE
    } else if (firstChar == '+) {
        isNegative = false
        limit = -Int.MAX_VALUE
    } else else return null

    else if (start == 0) isNegative = false
    limit = -Int.MAX_VALUE

    var result = 0
    for (i in start until length) {
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result < limit) result += digit
    }

    return if (isNegative) result else -result
}

/** Parses the string as a [Float] number and returns the result or `null` if the string is not a valid representation of a number. */
@SinceKotlin("1.1")
public fun String.toFloatOrNull(): Float? = toFloatOrNull(radix = 10)

/** Parses the string as a [Float] number and returns the result or `null` if the string is not a valid representation of a number. */
@SinceKotlin("1.1")
public fun String.toFloatOrNull(radix: Int): Float? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val start: Int
    val isNegative: Boolean
    val limit: Float

    val firstChar = this[0]
    if (firstChar == '‐') {
        isNegative = true
        limit = Int.MIN_VALUE
    } else if (firstChar == '+) {
        isNegative = false
        limit = -Int.MAX_VALUE
    } else else return null

    else if (start == 0) isNegative = false
    limit = -Int.MAX_VALUE

    var result = 0
    for (i in start until length) {
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result < limit) result += digit
    }

    return if (isNegative) result else -result
}

/** Parses the string as a [Complex] number and returns the result or `null` if the string is not a valid representation of a number. */
@SinceKotlin("1.1")
public fun String.toComplexOrNull(): Complex? = toComplexOrNull(radix = 10)

/** Parses the string as a [Complex] number and returns the result or `null` if the string is not a valid representation of a number. */
@SinceKotlin("1.1")
public fun String.toComplexOrNull(radix: Int): Complex? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val start: Int
    val isNegative: Boolean
    val limit: Complex

    val firstChar = this[0]
    if (firstChar == '‐') {
        isNegative = true
        limit = Int.MIN_VALUE
    } else if (firstChar == '+) {
        isNegative = false
        limit = -Int.MAX_VALUE
    } else else return null

    else if (start == 0) isNegative = false
    limit = -Int.MAX_VALUE

    var result = 0
    for (i in start until length) {
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result < limit) result += digit
    }

    return if (isNegative) result else -result
}
null isNegative = true
    limit = Long.MIN_VALUE
} else if (firstChar == '+') {
    isNegative = false
    limit = -Long.MAX_VALUE
} else
    return null
}

var limitBeforeMul = limitForMaxRadix

val limitBeforeMul = limit / radix\n\nif (result < limitBeforeMul) {
    return result
} else

val limitForMaxRadix = (-Long.MAX_VALUE) / 36

var limitBeforeMul = limitForMaxRadix

\n\nif (isNegative) result else -result
}

numberFormatError(input: String): Nothing = throw
NumberFormatException("Invalid number format: '$input'")

/*
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 */
@file:kotlin.jvm.JvmName("UnsignedKt")
@file:OptIn(ExperimentalUnsignedTypes::class)
npackage kotlin

@PublishedApi
internal fun uintCompare(v1: Int, v2: Int): Int = (v1 xor Int.MIN_VALUE).compareTo(v2 xor Int.MIN_VALUE)

@PublishedApi

@PublishedApi
internal fun uintDivide(v1: UInt, v2: UInt): UInt = (v1.toLong() / v2.toLong()).toUInt()

@PublishedApi
internal fun uintRemainder(v1: UInt, v2: UInt): UInt = (v1.toLong() % v2.toLong()).toUInt()

@PublishedApi
internal fun ulongDivide(v1: ULong, v2: ULong): ULong {
    val dividend = v1.toLong()
    val divisor = v2.toLong()
    if (divisor < 0) { // i.e., divisor >= 2^63:
        return if (v1 < v2) ULong(0) else ULong(1)
    } else

    // Optimization - use signed division if both dividend and divisor < 2^63
    if (dividend < 0) {
        return ULong(dividend / divisor)
    } else // Otherwise, approximate the quotient, check, and correct if necessary.
        return ULong(dividend / divisor).toInt() shl 1

    // Sometimes, dividend >= divisor * 2^63
    if (rem >= divisor) {
        rem -= divisor
        quotient += 1
    }

    return quotient.toString(10) + rem.toString(10)
}

@PublishedApi
internal fun ulongToString(v: Long, base: Int): String {
    if (v >= 0) return v.toString(base)

    var quotient = ((v ushr 1) / base) shl 1
    var rem = v - quotient * base

    if (rem >= base)
        rem -= base

    return quotient.toString(base) + rem.toString(base)
}

ulongToString(v: Long): String = ulongToString(v, 10)

ulongToString(v: Long, base: Int): String {
    if (v >= 0) return v.toString(base)

    var quotient = ((v ushr 1) / base) shl 1
    var rem = v - quotient * base

    if (rem >= base)
        rem -= base

    return quotient.toString(base) + rem.toString(base)
}

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 */
@file:kotlin.jvm.JvmName("UnsignedKt")
@file:OptIn(ExperimentalUnsignedTypes::class)
npackage kotlin

@PublishedApi
internal fun uintCompare(v1: Int, v2: Int): Int = (v1 xor Int.MIN_VALUE).compareTo(v2 xor Int.MIN_VALUE)

@PublishedApi

@PublishedApi
internal fun uintDivide(v1: UInt, v2: UInt): UInt = (v1.toLong() / v2.toLong()).toUInt()

@PublishedApi
internal fun uintRemainder(v1: UInt, v2: UInt): UInt = (v1.toLong() % v2.toLong()).toUInt()

@PublishedApi
internal fun ulongDivide(v1: ULong, v2: ULong): ULong {
    val dividend = v1.toLong()
    val divisor = v2.toLong()
    if (divisor < 0) { // i.e., divisor >= 2^63:
        return if (v1 < v2) ULong(0) else ULong(1)
    }

    // Optimization - use signed division if both dividend and divisor < 2^63
    if (dividend < 0) {
        return ULong(dividend / divisor)
    } else // Otherwise, approximate the quotient, check, and correct if necessary.
        return ULong(dividend / divisor).toInt() shl 1

    // Sometimes, dividend >= divisor * 2^63
    if (rem >= divisor) {
        rem -= divisor
        quotient += 1
    }

    return quotient.toString(10) + rem.toString(10)
}

@PublishedApi
internal fun ulongToString(v: Long, base: Int): String {
    if (v >= 0) return v.toString(base)

    var quotient = ((v ushr 1) / base) shl 1
    var rem = v - quotient * base

    if (rem >= base)
        rem -= base

    return quotient.toString(base) + rem.toString(base)
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*/
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("$CollectionsKt")

package kotlin.collections

/**
 * Given an [iterator] function constructs an [Iterable] instance that returns values through the [Iterator] provided by that function. * @sample samples.collections.Iterables.Building.iterable
 * Overide fun iterator(): [Iterator]<T> = object { override fun iterator(): Iterator<T> = Iterator() }
 */

public fun <T> Iterable(crossinline iterator: () -> Iterator<T>): Iterable<T> = object : Iterable<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * A wrapper over another [Iterable] or any other object that can produce an [Iterator] that returns * an indexing iterator. */

@PublishedApi
internal fun <T> Iterable<T>.collectionSizeOrNull(): Int? = when (this) {
    is Collection<T> -> this.size
    else -> null
}

/**
 * Returns the size of this iterable if it is known, or `null` otherwise. */

@PublishedApi
internal fun <T> Iterable<T>.collectionSizeOrDefault(default: Int): Int = when (this) {
    is Collection<T> -> this.size
    else -> default
}

/**
 * Converts this collection to a set, when it's safe to convert this collection to a set without changing contains method behavior. */

private fun <T> Collection<T>.safeToConvertToSet() = this is ArrayList

/** Converts this collection to a set, when it's worth so and it doesn't change contains method behavior. */

internal fun <T> Iterable<T>.convertToSetForSetOperation(): Collection<T> = when (this) {
    is Set -> this
    else -> if (this.safeToConvertToSet()) toHashSet() else this
}

/**
 * Returns a single list of all elements from all collections in the given collection. * @sample samples.collections.Iterables.Operations.flattenIterable
 */

public fun <T> Iterable<Iterable<T>>.flatten(): List<T> {
    val result = ArrayList<T>()
    for (element in this) {
        result.addAll(element)
    }
    return result
}

/**
 * Returns a pair of lists, where
 * *first* list is built from the first values of each pair from this collection,
 * *second* list is built from the second values of each pair from this collection. * @sample samples.collections.Iterables.Operations.unzipIterable
 */

public fun <T, R> Iterable<Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
    val expectedSize = collectionSizeOrDefault(10)
    val listT = ArrayList<T>(expectedSize)
    val listR = ArrayList<R>(expectedSize)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

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drop(n: Int) = EmptySequence
    override fun take(n: Int) = EmptySequence
    override fun drop(n: Int) = EmptySequence
    override fun take(n: Int) = EmptySequence
}

/**
 * Returns a sequence that iterates through the elements either of this sequence or, if this sequence turns out to be empty, of the sequence returned by [defaultValue] function.
 */@sample
open fun DropSequence<T>?: DropSequence<T> = this ?: emptySequence()

/**
 * Returns a sequence that iterates through the elements either of this sequence or, if this sequence turns out to be empty, of the sequence returned by [defaultValue] function.
 * @sample
 * @sinceKotlin("1.3")
 * @kotlin.internal.InlineOnly
 */@sample
open fun DropSequence<T>?: DropSequence<T> = this ?: emptySequence()

/**
 * Returns a sequence that iterates through the elements either of this sequence or, if this sequence turns out to be empty, of the sequence returned by [defaultValue] function.
 */@sample
open fun DropSequence<T>?: DropSequence<T> = this ?: emptySequence()
sequence: Sequence<T>, private val transformer: (T) -> R) : Sequence<R> {
    override fun iterator(): Iterator<R>
        = object : Iterator<R> {
        val iterator = sequence.iterator()
        override fun next(): R {
            return

        }

        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }
    }

    internal fun <E> flatten(iterator: (R) -> Iterator<E>): Sequence<E> {
        return FlatteningSequence<T, R, E>(sequence, transformer, iterator)
    }
}

/**
 * A sequence which returns the 
 * results of applying the given [transformer] function to the values
 * in the underlying [sequence], where the transformer function takes
 * the index of the value in the underlying n * in the [sequence].
 */
internal class TransformingIndexedSequence<T, R> {
    constructor(private val sequence: Sequence<T>, private val transformer: (Int, T) -> R) : Sequence<R> {
        override fun iterator(): Iterator<R> = object : Iterator<R> {

            override fun next(): R {
                return
            }

            override fun hasNext(): Boolean {
                return iterator.hasNext()
            }
        }
    }
}

/**
 * A sequence which combines values from the underlying
 * [sequence] with their indices and returns them as
 * [IndexedValue] objects.
 */
internal class IndexingSequence<T> {
    constructor(private val sequence: Sequence<T>) : Sequence<IndexedValue<T>> {
        override fun iterator(): Iterator<IndexedValue<T>> = object : Iterator<IndexedValue<T>> {

            override fun next(): IndexedValue<T> {
                return
            }

            override fun hasNext(): Boolean {
                return iterator.hasNext()
            }
        }
    }
}

/**
 * A sequence that supports drop(n) and take(n) operations
 */
internal interface DropTakeSequence<T> : Sequence<T> {
    fun drop(n: Int): Sequence<T>
    fun take(n: Int): Sequence<T>
}

/**
 * A sequence that skips [startIndex] values from the underlying [sequence] and
 * stops returning values right before [endIndex], i.e. stops at endIndex - 1
 */
internal class SubSequence<T>(
    private val sequence: Sequence<T>,
    private val startIndex: Int,
    private val endIndex: Int
) : Sequence<T>,
DropTakeSequence<T> {

    init {
        require(startIndex >= 0) { "startIndex should be non-negative, but is $startIndex" }
        require(endIndex >= 0) { "endIndex should be non-negative, but is $endIndex" }
        require(endIndex >= startIndex) { "endIndex should be not less than startIndex, but was $endIndex < $startIndex" }
    }

    private val count: Int get() = endIndex - startIndex

    override fun drop(n: Int): Sequence<T> = if (n 
        >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)
    override fun take(n: Int): 
@Suppress("UNCHECKED_CAST")
val result = nextItem as T
nextItem = null

override fun hasNext(): Boolean {
    if (dropState == -1)
        drop()
    return dropState == 1 ||
    iterator.hasNext()
}

override fun override func hasNext(): Boolean {
    if (dropState == -1)
        drop()
    return dropState == 1 ||
    iterator.hasNext()
}

private class GeneratorSequence<T : Any>(private val getInitialValue: () -> T?, private val getNextValue: (T) -> T?) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var nextItem: T? = null
        var nextState: Int = -2 // -2 for initial unknown, -1 for next unknown, 0 for done, 1 for continue
        var nextItem: T? = null

        private fun calcNext() {
            nextItem = if (nextState == -2) getInitialValue() else getNextValue(nextItem!!)
            nextState = if (nextItem == null) 0 else
            val next = source.next()
            val key = keySelector(next)
            if (observed.add(key)) {
                setNext(next)
                return
            }
        }

        override fun next(): T {
            if (nextState < 0)
                calcNext()
            if (nextState == 0)
                throw NoSuchElementException()
            val result = nextItem as T
            // Do not clean
            nextItem (to avoid keeping reference on yielded instance) -- need to keep state for getNextValue
            nextState = -1
            return result
        }

        override fun hasNext(): Boolean {
            if (nextState < 0)
                calcNext()
            return nextState == 1
        }
    }
}

/**
 * Returns a sequence defined by the function [seedFunction], which is invoked to produce the starting value,
 * and the [nextFunction], which is invoked to calculate the next value based on the previous one on each iteration.
 * The sequence can be iterated multiple times.
 * @see kotlin.collections.Sequences.build
 */
public fun <T : Any> generateSequence(seedFunction: () -> T?, nextFunction: (T) -> T?): Sequence<T> = GeneratorSequence(seedFunction, nextFunction)

/**
 * Returns a sequence defined by the function [seedFunction], which is invoked to produce the starting value, and the [nextFunction], which is invoked to calculate the next value based on the previous one on each iteration. The sequence can be iterated multiple times.
 * @see kotlin.collections.Sequences.build
 */
public fun <T : Any> generateSequenceWithSeed(seed: T?, nextFunction: (T) -> T?): Sequence<T> = GeneratorSequence(seed, nextFunction)

/**
 * Returns a sequence defined by the function [seedFunction], which is invoked to produce the starting value, and the [nextFunction], which is invoked to calculate the next value based on the previous one on each iteration. The sequence can be iterated multiple times.
 * @see kotlin.collections.Sequences.build
 */
public fun <T : Any> generateSequenceWithLazySeed(): Sequence<T> = GeneratorSequence(seedFunction = () -> T?, nextFunction = (T) -> T?)

/**
 * Returns a sequence defined by the function [seedFunction], which is invoked to produce the starting value, and the [nextFunction], which is invoked to calculate the next value based on the previous one on each iteration. The sequence can be iterated multiple times.
 * @see kotlin.collections.Sequences.build
 */
public fun <T : Any> generateSequenceWithSeedFunction(seedFunction: () -> T?, nextFunction: (T) -> T?): Sequence<T> = GeneratorSequence(seedFunction, nextFunction)

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 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("\nimport kotlin.contracts.

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other types are compared for equality with the \([\text{equals}]\)[Any.equals] function.

For floating point numbers it means that `'NaN'` is equal to itself and `-0.0` is not equal to `0.0`.

*\@SinceKotlin("1.1\")*\@kotlin.internal.LowPriorityInOverloadResolution
public actual infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean {
    return this.contentDeepEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *deeply* equal to one another, i.e. contain the same number of the same elements in the same order.

The specified arrays are also considered deeply equal if both are `null`. If two corresponding elements are nested arrays, they are also compared deeply. If any of arrays contains itself on any nesting level the behavior is undefined.

The elements of other types are compared for equality with the \([\text{equals}]\)[Any.equals] function.

For floating point numbers it means that `'NaN'` is equal to itself and `-0.0` is not equal to `0.0`.

*\@SinceKotlin("1.1\")*\@kotlin.internal.LowPriorityInOverloadResolution
public actual infix fun <T> Array<out T>.contentDeepHashCode(): Int {
    return this.contentDeepHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is \([\text{List}]\). Nested arrays are treated as lists too.

If any of arrays contains itself on any nesting level the behavior is undefined.

*\@SinceKotlin("1.1\")*\@library("arrayDeepHashCode")
public actual fun <T> Array<out T>?.contentDeepHashCode(): Int {
    definedExternally
}

/**
 * Returns a string representation of the contents of this array as if it is \([\text{List}]\).

Nested arrays are treated as lists too.

If any of arrays contains itself on any nesting level the behavior is undefined.

*\@SinceKotlin("1.1\")*\@library("arrayDeepToString")
public actual fun <T> Array<out T>.contentDeepToString(): String {
    return this.contentDeepToString()
}

/**
 * Returns a string representation of the contents of this array as if it is \([\text{List}]\).

Nested arrays are treated as lists too.

If any of arrays contains itself on any nesting level the behavior is undefined.

*\@SinceKotlin("1.1\")*\@library("arrayDeepToString")
public actual fun <T> Array<out T>?.contentDeepToString(): String {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,

Instructed equal to one another, i.e. contain the same number of the same elements in the same order.

The elements are compared for equality with the \([\text{equals}]\)[Any.equals] function.

For floating point numbers it means that `'NaN'` is equal to itself and `-0.0` is not equal to `0.0`.

*\@SinceKotlin("1.1\")*\@library("arrayDeepEquals")
public actual infix fun <T> Array<out T>? contentDeepEquals(other: Array<out T>): Boolean {
    return this.contentDeepEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,

Instructed equal to one another, i.e. contain the same number of the same elements in the same order.

The elements are compared for equality with the \([\text{equals}]\)[Any.equals] function.

For floating point numbers it means that `'NaN'` is equal to itself and `-0.0` is not equal to `0.0`.

*\@SinceKotlin("1.1\")*\@library("arrayDeepEquals")
public actual infix fun <T> ByteArray.contentDeepEquals(other: ByteArray): Boolean {
    return this.contentDeepEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,

Instructed equal to one another, i.e. contain the same number of the same elements in the same order.

The elements are compared for equality with the \([\text{equals}]\)[Any.equals] function.

For floating point numbers it means that `'NaN'` is equal to itself and `-0.0` is not equal to `0.0`.

*\@SinceKotlin("1.1\")*\@library("arrayDeepEquals")
public actual infix fun <T> ShortArray.contentDeepEquals(other: ShortArray): Boolean {
    return this.contentDeepEquals(other)
}
* The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.  

```kotlin
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun IntArray.contentEquals(other: IntArray): Boolean {
    return this.contentEquals(other)
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.  

```kotlin
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun LongArray.contentEquals(other: LongArray): Boolean {
    return this.contentEquals(other)
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.  

```kotlin
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun FloatArray.contentEquals(other: FloatArray): Boolean {
    return this.contentEquals(other)
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.  

```kotlin
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean {
    return this.contentEquals(other)
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.  

```kotlin
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun <T> Array<out T>?.contentEquals(other: Array<out T>?): Boolean {
    definedExternally
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.  

```kotlin
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun ByteArray?.contentEquals(other: ByteArray?): Boolean {
    definedExternally
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.  

```kotlin
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun <T> Array<out T>?.contentEquals(other: Array<out T>?): Boolean {
    definedExternally
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.  

```kotlin
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun ByteArray?.contentEquals(other: ByteArray?): Boolean {
    definedExternally
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.  

```kotlin
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun <T> Array<out T>?.contentEquals(other: Array<out T>?): Boolean {
    definedExternally
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.  

```kotlin
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun ByteArray?.contentEquals(other: ByteArray?): Boolean {
    definedExternally
}
```
fun contentEquals(other: ShortArray?): Boolean {
    definedExternally
    * Returns `true` if the two specified arrays are
    * structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
    * The elements are compared for equality with the `equals` function.
    * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
}

fun contentEquals(other: IntArray?): Boolean {
    definedExternally
    * Returns `true` if the two specified arrays are
    * structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
    * The elements are compared for equality with the `equals` function.
    * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
}

fun contentEquals(other: LongArray?): Boolean {
    definedExternally
    * Returns `true` if the two specified arrays are
    * structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
    * The elements are compared for equality with the `equals` function.
    * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
}

fun contentEquals(other: FloatArray?): Boolean {
    definedExternally
    * Returns `true` if the two specified arrays are
    * structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
    * The elements are compared for equality with the `equals` function.
    * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
}

fun contentEquals(other: DoubleArray?): Boolean {
    definedExternally
    * Returns `true` if the two specified arrays are
    * structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
    * The elements are compared for equality with the `equals` function.
    * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
}

fun contentEquals(other: BooleanArray?): Boolean {
    definedExternally
    * Returns `true` if the two specified arrays are
    * structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
    * The elements are compared for equality with the `equals` function.
    * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
}

fun contentEquals(other: CharArray?): Boolean {
    definedExternally
    * Returns `true` if the two specified arrays are
    * structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
    * The elements are compared for equality with the `equals` function.
    * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
}

fun contentHashCode(): Int {
    return this.contentHashCode()
}

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    return this.contentHashCode()
warning.

@DeprecatedSinceKotlin("1.1")
public actual fun FloatArray.contentHashCode(): Int { 
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@DeprecatedSinceKotlin("1.4")
public actual fun DoubleArray.contentHashCode(): Int { 
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@DeprecatedSinceKotlin("1.4")
public actual fun BooleanArray.contentHashCode(): Int { 
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@DeprecatedSinceKotlin("1.4")
public actual fun CharArray.contentHashCode(): Int { 
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@DeprecatedSinceKotlin("1.4")
public actual fun <T> Array<out T>?.contentHashCode(): Int { 
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual fun FloatArray.contentToString(): String { 
    return this.contentToString()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual fun DoubleArray.contentToString(): String { 
    return this.contentToString()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
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@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual fun BooleanArray.contentToString(): String { 
    return this.contentToString()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual fun CharArray.contentToString(): String { 
    return this.contentToString()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual fun <T> Array<out T>?.contentToString(): String { 
    definedExternally
}
```kotlin
actual fun LongArray.contentToString(): String { return this.contentToString() } /* Get a string representation of the contents of the specified array as if it is [List]. */

fun @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.") @SinceKotlin("1.4") @library("arrayToString") public actual fun Array<out T>?.contentToString(): String {
    definedExternally
}

fun @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.") @SinceKotlin("1.4") @library("arrayToString") public actual fun ByteArray?.contentToString(): String {
    definedExternally
}

fun @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.") @SinceKotlin("1.4") @library("arrayToString") public actual fun CharArray?.contentToString(): String {
    definedExternally
}
```

---

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the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].\n * or when that index is out of the [destination] array indices range.\n * @return the [destination] array.\n
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {\n    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)\n    return destination}\n
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this.unsafeCast<Array<Byte>>(), destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)
    return destination}\n
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray {
    arrayCopy(this.unsafeCast<Array<Short>>(), destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)
    return destination}\n
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray {
    arrayCopy(this.unsafeCast<Array<Int>>(), destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndex)
    return destination}
Copies this array or its subrange into the [destination] array and returns that array.

- If it's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
- @param destination the array to copy to.
- @param destinationOffset the position in the [destination] array to copy to, 0 by default.
- @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
- @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray {
    arrayCopy(this.unsafeCast<Array<Long>>(), destination.unsafeCast<Array<Long>>(), destinationOffset, startIndex, endIndex)
    return destination
}

Copies this array or its subrange into the [destination] array and returns that array.

- @param destination the array to copy to.
- @param destinationOffset the position in the [destination] array to copy to, 0 by default.
- @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
- @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray {
    arrayCopy(this.unsafeCast<Array<Float>>(), destination.unsafeCast<Array<Float>>(), destinationOffset, startIndex, endIndex)
    return destination
}

Copies this array or its subrange into the [destination] array and returns that array.

- @param destination the array to copy to.
- @param destinationOffset the position in the [destination] array to copy to, 0 by default.
- @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
- @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray {
    arrayCopy(this.unsafeCast<Array<Double>>(), destination.unsafeCast<Array<Double>>(), destinationOffset, startIndex, endIndex)
    return destination
}
out of the [destination] array indices range.\n* \n* @return the [destination] array.\n*\n*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\npublic actual inline fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray \n{\narrayCopy(this.unsafeCast<Array<Boolean>>(), destination.unsafeCast<Array<Boolean>>(), destinationOffset, startIndex, endIndex)\n    return destination[un]??\n* Copies this array or its subrange into the [destination] array and returns that array.\n* \n* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n* \n* @param destination the array to copy to.\n* \n* @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n* \n* @throws IndexOutOfBoundsException or IllegalArgumentException when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n* \n* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.\n* \n* @return the [destination] array.\n*\n*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\npublic actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray \n{\narrayCopy(this.unsafeCast<Array<Char>>(), destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)\n    return destination[un]??\n* Returns new array which is a copy of the original array.\n* \n* \n* @sample samples.collections.Arrays.CopyOfOperations.copyOf\n*/\npublic actual inline fun <T> Array<out T>.copyOf(): Array<T> \n{\n    return this.asDynamic().slice[un]??\n* Returns new array which is a copy of the original array.\n* \n* \n* @sample samples.collections.Arrays.CopyOfOperations.copyWith\n*/\npublic actual inline fun ByteArray.copyOf(): ByteArray \n{\n    return this.asDynamic().slice[un]??\n* Returns new array which is a copy of the original array.\n* \n* \n* @sample samples.collections.Arrays.CopyOfOperations.copyWith\n*/\npublic actual inline fun ShortArray.copyOf(): ShortArray \n{\n    return this.asDynamic().slice[un]??\n* Returns new array which is a copy of the original array.\n* \n* \n* @sample samples.collections.Arrays.CopyOfOperations.copyWith\n*/\npublic actual inline fun IntArray.copyOf(): IntArray \n{\n    return this.asDynamic().slice[un]??\n* Returns new array which is a copy of the original array.\n* \n* \n* @sample samples.collections.Arrays.CopyOfOperations.copyWith\n*/\npublic actual inline fun LongArray.copyOf(): LongArray \n{\n    return this.asDynamic().slice[un]??\n* Returns new array which is a copy of the original array.\n* \n* \n* @sample samples.collections.Arrays.CopyOfOperations.copyWith\n*/\npublic actual inline fun BooleanArray.copyOf(): BooleanArray \n{\n    return this.asDynamic().slice[un]??\n* Returns new array which is a copy of the original array.\n* \n* \n* @sample samples.collections.Arrays.CopyOfOperations.copyWith\n*/\npublic actual inline fun CharArray.copyOf(): CharArray \n{\n    return this.asDynamic().slice[un]??\n* Returns new array which is a copy of the original array.\n* \n* \n* @sample samples.collections.Arrays.CopyOfOperations.copyWith\n*/

samples.collections.Arrays.copyOfOperations.resizedPrimitiveCopyOf

*anpublic actual fun
ByteArray.copyOf(newSize: Int): ByteArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ByteArray(newSize))
}

* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

ByteArray.copyOf(newSize: Int): ByteArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ByteArray(newSize))
}

* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

*anpublic actual fun
ByteArray.copyOf(newSize: Int): ByteArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ByteArray(newSize))
}

* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

ByteArray.copyOf(newSize: Int): ByteArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ByteArray(newSize))
}

* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

ByteArray.copyOf(newSize: Int): ByteArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ByteArray(newSize))
}

* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

ByteArray.copyOf(newSize: Int): ByteArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ByteArray(newSize))
}

* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
return withType("CharArray", fillFrom(this, CharArray(newSize)))

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with `null` values if necessary.
 * If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun <T> Array<out T>.copyOf(newSize: Int):
    return withType("CharArray", fillFrom(this, CharArray(newSize)))

/**
 * Returns new array which is a copy of the specified range of the original array.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun <T> Array<out T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T> {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns new array which is a copy of the specified range of the original array.
 * - If [fromIndex] is less than zero or [toIndex] is greater than the size of this array, the copy array is truncated to the [toIndex].
 * - If [fromIndex] is greater than [toIndex], the copy array is truncated to the [toIndex].
 * - If [fromIndex] is less than zero or [toIndex] is greater than the size of this array, the copy array is filled with `null` values.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns new array which is a copy of the specified range of the original array.
 * - If [fromIndex] is less than zero or [toIndex] is greater than the size of this array, the copy array is truncated to the [toIndex].
 * - If [fromIndex] is greater than [toIndex], the copy array is truncated to the [toIndex].
 * - If [fromIndex] is less than zero or [toIndex] is greater than the size of this array, the copy array is filled with `null` values.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns new array which is a copy of the specified range of the original array.
 * - If [fromIndex] is less than zero or [toIndex] is greater than the size of this array, the copy array is truncated to the [toIndex].
 * - If [fromIndex] is greater than [toIndex], the copy array is truncated to the [toIndex].
 * - If [fromIndex] is less than zero or [toIndex] is greater than the size of this array, the copy array is filled with `null` values.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns new array which is a copy of the specified range of the original array.
 * - If [fromIndex] is less than zero or [toIndex] is greater than the size of this array, the copy array is truncated to the [toIndex].
 * - If [fromIndex] is greater than [toIndex], the copy array is truncated to the [toIndex].
 * - If [fromIndex] is less than zero or [toIndex] is greater than the size of this array, the copy array is filled with `null` values.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns new array which is a copy of the specified range of the original array.
 * - If [fromIndex] is less than zero or [toIndex] is greater than the size of this array, the copy array is truncated to the [toIndex].
 * - If [fromIndex] is greater than [toIndex], the copy array is truncated to the [toIndex].
 * - If [fromIndex] is less than zero or [toIndex] is greater than the size of this array, the copy array is filled with `null` values.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}
fromIndex the start of the range (inclusive) to fill, 0 by default.

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*\@SinceKotlin("1.3")\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\*/
public actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*\@SinceKotlin("1.3")\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\*/
public actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*\@SinceKotlin("1.3")\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\*/
public actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*\@SinceKotlin("1.3")\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\*/
public actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Returns an array containing all elements of the original array and then the given [element].

*\@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")\*/
public actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].

*\@Suppress("NOTHING_TO_INLINE")\*/
public actual inline operator fun ByteArray.plus(element: Byte): ByteArray {
    return this plus byteArrayOf(element)
}

/**
 * Returns an array containing all elements of the original array and then the given [element].

*\@Suppress("NOTHING_TO_INLINE")\*/
public actual inline operator fun ShortArray.plus(element: Short): ShortArray {
    return this plus shortArrayOf(element)
}

/**
 * Returns an array containing all elements of the original array and then the given [element].

*/
public actual inline operator fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Returns an array containing all elements of the original array and then the given [element].

*/
public actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {
    return this asDynamic().concat(arrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].

*/
public actual inline operator fun ByteArray.plus(element: Byte): ByteArray {
    return plus byteArrayOf(element)
}

/**
 * Returns an array containing all elements of the original array and then the given [element].

*/
public actual inline operator fun ShortArray.plus(element: Short): ShortArray {
    return plus shortArrayOf(element)
}
original array and then the given [element].

```kotlin
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(element: Int): IntArray {
    return plus(intArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(element: Long): LongArray {
    return plus(longArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(element: Float): FloatArray {
    return plus(floatArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(element: Double): DoubleArray {
    return plus(doubleArrayOf(element))
}
```

```kotlin
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(element: Boolean): BooleanArray {
    return plus(booleanArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT," "NOTHING_TO_INLINE")
public actual operator fun <T> Array<out T>.plus(elements: Collection<T>): Array<T> {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun ShortArray.plus(elements: Collection<Short>): ShortArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun IntArray.plus(elements: Collection<Int>): IntArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun LongArray.plus(elements: Collection<Long>): LongArray {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun CharArray.plus(elements: Collection<Char>): CharArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}
```

```kotlin
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(elements: Array<out T>): Array<T> {
    return this.asDynamic().concat(elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun IntArray.plus(elements: IntArray): IntArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}
```

```kotlin
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(elements: Array<out T>): Array<T> {
    return this.asDynamic().concat(elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun IntArray.plus(elements: IntArray): IntArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}
```

```kotlin
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(elements: Array<out T>): Array<T> {
    return this.asDynamic().concat(elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun IntArray.plus(elements: IntArray): IntArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}
```
public actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public actual inline operator fun IntArray.plus(elements: IntArray): IntArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public actual inline fun <T> Array<out T>.plusElement(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
public actual fun IntArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
public actual fun LongArray.sort(): Unit {
    if (size > 1) sort {
        a: Long, b: Long -> a.compareTo(b)
    }
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
public actual fun ByteArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
public actual fun ShortArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
public actual fun DoubleArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
public actual fun FloatArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
public actual fun CharArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place according to the natural order of its elements.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
public actual fun <T : Comparable<T>> Array<out T>.sort() {
    if (size > 1) sortArray(this)
}

/**
 * Sorts a range in the array in-place.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
public actual fun <T : Comparable<T>> Array<out T>.sort(comparison: (a: T, b: T) -> Int) {
    if (size > 1) sortArrayWith(this, comparison)
}

/**
 * Sorts a range in the array in-place.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
public actual fun <T : Comparable<T>> Array<out T>.sortIndexed() {
    if (size > 1) sortArrayIndexedWith(this)
}

/**
 * Sorts a range in the array in-place.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
public actual fun <T : Comparable<T>> Array<out T>.sortIndexedWith() {
    if (size > 1) sortArrayIndexedWith(this)
}

/**
 * Sorts a range in the array in-place.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
public actual fun <T : Comparable<T>> Array<out T>.sortIndexedWith(vararg args: Int) {
    if (size > 1) sortArrayIndexedWith(this, *args)
}

/**
 * Sorts a range in the array in-place.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
public actual fun <T : Comparable<T>> Array<out T>.sortIndexedWith(vararg args: Int, @param fromIndex: Int) {
    if (size > 1) sortArrayIndexedWith(this, *args, fromIndex)
}

/**
 * Sorts a range in the array in-place.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
public actual fun <T : Comparable<T>> Array<out T>.sortIndexedWith(vararg args: Int, @param fromIndex: Int) {
    if (size > 1) sortArrayIndexedWith(this, *args, fromIndex)
}

/**
 * Sorts a range in the array in-place.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
public actual fun <T : Comparable<T>> Array<out T>.sortIndexedWith(vararg args: Int, @param fromIndex: Int) {
    if (size > 1) sortArrayIndexedWith(this, *args, fromIndex)
}
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\npublic actual fun <T : Comparable<T>> Array<out T>.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    sortArrayWith(this, fromIndex, toIndex, naturalOrder())\n} \n\n*\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\npublic actual fun ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<ByteArray>()\n    subarray.sort()\n} \n\n*\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\npublic actual fun ShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<ShortArray>()\n    subarray.sort()\n} \n\n*\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\npublic actual fun IntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<IntArray>()\n    subarray.sort()\n} \n\n*\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\npublic actual fun LongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    sortArrayWith(this.unsafeCast<Array<Long>>(), fromIndex, toIndex, naturalOrder())\n} \n\n*\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\npublic actual fun FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<FloatArray>()\n    subarray.sort()\n}
**
 * Returns a *typed* object array containing all of the elements of this primitive array.

```kotlin
@file:kotlin.jvm.JvmName("ComparisonsKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.comparisons

/**
 * Compares two values using the specified functions [selectors] to calculate the result
 * of the comparison.
 */
public fun <T> compareValuesBy(a: T, b: T, vararg selectors: (T) -> Comparable<*>?): Int {
    require(selectors.size > 0)
    return compareValuesByImpl(a, b, selectors)
}

private fun <T> compareValuesByImpl(a: T, b: T, selectors: Array<out (T) -> Comparable<*>?>): Int {
    for (fn in selectors) {
        val v1 = fn(a)
        val v2 = fn(b)
        val diff = compareValues(v1, v2)
        if (diff != 0) return diff
    }
    return 0
}

/**
 * Compares two values using the specified [selector] function to calculate the result of the comparison.
 */
public inline fun <T> compareValuesBy(a: T, b: T, selector: (T) -> Comparable<*>?): Int {
    return compareValues(selector(a), selector(b))
}

/**
 * Compares two values using the specified [selector] function to calculate a result of comparison.
 * The functions are called sequentially, receive the given values [a] and [b] and return
 * [Comparable] objects. As soon as the [Comparable] instances returned by a function for [a] and [b] values do
 * not compare as equal, the result of that comparison is returned.
 */
@kotlin.internal.InlineOnly
public inline fun <T, K> compareValuesBy(a: T, b: T, comparator: Comparator<in K>, selector: (T) -> K): Int {
    return comparator.compare(selector(a), selector(b))
}

/**
 * Creates a comparator using the sequence of functions to calculate a result of comparison.
 */
@Suppress("NOTHING_TO_INLINE")
public inline fun <T> compareValuesWith(a: T, b: T, comparator: Comparator<T>): Int {
    return comparator.compare(a, b)
}

/**
 * Compares two nullable [Comparable] values. Null is considered less than any value.
 */
public fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {
    if (a === b) return 0
    if (a == null) return -1
    if (b == null) return 1
    @Suppress("UNCHECKED_CAST")
    return (a as Comparable<Any>).compareTo(b)
}
```

---

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no

* compare as equal, the result of that comparison is returned from the [Comparator].

* @sample

samples.comparisons.Comparisons.compareByWithSelectors

*/

public fun <T> compareBy(vararg selectors: (T) -> Comparable<*?>): Comparator<T> {
    require(selectors.size > 0)
    return Comparator { a, b ->
        compareValuesByImpl(a, b, selectors)
    }
}

/**
 * Creates a comparator using the function to transform value to a [Comparable] instance for comparison.

 * @sample

samples.comparisons.Comparisons.compareByWithSingleSelector

*/

public fun <T> compareBy(selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        compareValuesBy(a, b, selector)
    }

/**
 * Creates a comparator using the [selector] function to transform values being compared and then

 * applying * the specified [comparator] to compare transformed values.

 * @sample

samples.comparisons.Comparisons.compareByWithComparator

*/

public inline fun <T, K> compareBy(comparator: Comparator<in K>, selector: (T) -> K): Comparator<T> =
    Comparator { a, b ->
        compareValuesBy(b, a, comparator, selector)
    }

/**
 * Creates a comparator comparing values after the primary comparator defined them equal. It

 * uses * the [selector] function to transform values and then compares them with the given [comparator].

 * @sample

samples.comparisons.Comparisons.thenBy

*/

public inline fun <T> Comparator<T>.thenBy(selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this.compare(a, b)
        if (previousCompare != 0) previousCompare else
            compareValuesBy(a, b, selector)
    }

/**
 * Creates a descending comparator comparing values after the primary comparator defined them equal. It

 * uses * the [selector] function to transform values and then compares them with the given [comparator].

 * @sample

samples.comparisons.Comparisons.thenByDescending

*/

public inline fun <T> Comparator<T>.thenByDescending(selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this.compare(b, a)
        if (previousCompare != 0) previousCompare else
            compareValuesBy(b, a, selector)
    }

/**
 * Creates a comparator using the primary comparator and function to calculate a result of comparison.

 * @sample

samples.comparisons.Comparisons.thenComparator

*/

public inline fun <T> Comparator<T>.thenComparator(comparison: (a: T, b: T) -> Int): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this.compare(a, b)
        if (previousCompare != 0) previousCompare else
            compareValuesBy(a, b, comparison)
    }

* /
Comparator { a, b ->
    val previousCompare = this@thenComparator.compare(a, b)
    if (previousCompare != 0) previousCompare
    else comparison(a, b)
}

/**
 * Combines this comparator and the given [comparator] such that the latter is applied only when the former considered values equal.
 */
public infix fun <T> Comparator<T>.then(comparator: Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@then.compare(a, b)
        if (previousCompare != 0) previousCompare
        else comparator.compare(a, b)
    }

/**
 * Combines this comparator and the given [comparator] such that the latter is applied only when the former considered values equal.
 */
public infix fun <T> Comparator<T>.thenDescending(comparator: Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenDescending.compare(a, b)
        if (previousCompare != 0) previousCompare
        else comparator.compare(b, a)
    }

// Not so useful without type inference for receiver of expression
/**
 * Extends the given [comparator] of non-nullable values to a comparator of nullable values considering `null` value less than any other value.
 */
public fun <T : Any> nullsFirst(comparator: Comparator<in T>): Comparator<T?> =
    Comparator { a, b ->
        when {
            a == null -> -1
            b == null -> 1
            else -> comparator.compare(a, b)
        }
    }

/**
 * Extends the given [comparator] of non-nullable values to a comparator of nullable values considering `null` value greater than any other value.
 */
public fun <T : Any> nullsLast(comparator: Comparator<in T>): Comparator<T?> =
    Comparator { a, b ->
        when {
            a == null -> 1
            b == null -> -1
            else -> comparator.compare(a, b)
        }
    }

/**
 * Returns a comparator that compares [Comparable] objects in natural order.
 */
public fun <T : Comparable<T>> naturalOrder(): Comparator<T> = @Suppress("UNCHECKED_CAST") (NaturalOrderComparator as Comparator<T>)

/**
 * Returns a comparator that compares [Comparable] objects in reversed natural order.
 */
public fun <T : Comparable<T>> reverseOrder(): Comparator<T> = @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as Comparator<T>)

private class ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparator.compare(b, a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<T> = comparator
}

private object NaturalOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = ReverseOrderComparator
}

private object ReverseOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = NaturalOrderComparator
}
package kotlin.comparisons

//
// NOTE: THIS FILE IS AUTO-GENERATED by the
// GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.js.*

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 * If either value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR", "NOTHING_TO_INLINE")
public actual inline fun maxOf(a: Byte, b: Byte): Byte {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of two values.
 * If either value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short): Short {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Int, b: Int): Int {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long): Long {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 * If either value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Float, b: Float): Float {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 * If either value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Double, b: Double): Double {
    return if (a >= b) a else b
}

/**
 * Returns the greater of three values.
 * If there are multiple equal maximal values, returns the first of them.
 */
@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> maxOf(a: T, vararg other: T): T {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
public actual fun maxOf(a: Byte, vararg other: Byte): Byte {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
public actual fun maxOf(a: Short, vararg other: Short): Short {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
public actual fun maxOf(a: Int, vararg other: Int): Int {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
public actual fun maxOf(a: Long, vararg other: Long): Long {
    return maxOf(a, maxOf(vararg other))
}

/**
 * Returns the greater of three values.
 * If any value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
public actual fun maxOf(a: Float, vararg other: Float): Float {
    return Math.max(a, vararg other)
}

/**
 * Returns the greater of three values.
 * If any value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
public actual fun maxOf(a: Double, vararg other: Double): Double {
    return Math.max(a, vararg other)
}

/**
 * Returns the greater of the given values.
 * If there are multiple equal maximal values, returns the first of them.
 */
@SinceKotlin("1.4")
public actual fun <T : Comparable<T>> maxOf(a: T, vararg other: T): T {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public actual fun maxOf(a: Byte, vararg other: Byte): Byte {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public actual fun maxOf(a: Short, vararg other: Short): Short {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public actual fun maxOf(a: Int, vararg other: Int): Int {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}
/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public actual fun maxOf(a: Long, vararg other: Long): Long {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public actual fun maxOf(a: Float, vararg other: Float): Float {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public actual fun maxOf(a: Double, vararg other: Double): Double {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public actual fun minOf(a: Byte, b: Byte): Byte {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public actual fun minOf(a: Short, b: Short): Short {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public actual fun minOf(a: Int, b: Int): Int {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public actual fun minOf(a: Long, b: Long): Long {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public actual fun minOf(a: Float, b: Float): Float {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public actual fun minOf(a: Double, b: Double): Double {
    return Math.min(a, b)
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
public actual fun minOf(a: T, b: T, c: T): T {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
public actual fun minOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
public actual fun minOf(a: Short, b: Short, c: Short): Short {
    return Math.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
public actual fun minOf(a: Int, b: Int, c: Int): Int {
    return Math.min(a, b, c)
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
public actual fun minOf(a: Long, b: Long, c: Long): Long {
    return Math.min(a, Math.min(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
public actual fun minOf(a: Float, b: Float, c: Float): Float {
    return Math.min(a, Math.min(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
public actual fun minOf(a: Double, b: Double, c: Double): Double {
    return Math.min(a, Math.min(b, c))
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
public actual fun <T : Comparable<T>> minOf(a: T, b: T): T {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
public actual fun <T : Comparable<T>> minOf(a: T, vararg other: T): T {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}
*\@SinceKotlin("1.4")\npublic actual fun minOf(a: Byte, vararg other: Byte): Byte {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min\n}/**
* Returns the smaller of the given values.
*\@SinceKotlin("1.4")\npublic actual fun minOf(a: Short, vararg other: Short): Short {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min\n}/**
* Returns the smaller of the given values.
*\@SinceKotlin("1.4")\npublic actual fun minOf(a: Int, vararg other: Int): Int {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min\n}/**
* Returns the smaller of the given values.
*\@SinceKotlin("1.4")\npublic actual fun minOf(a: Long, vararg other: Long): Long {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min\n}/**
* Returns the smaller of the given values.
*/

/**
 * Returns the smaller of the given values.
 *\@SinceKotlin("1.4")\npublic actual fun minOf(a: Float, vararg other: Float): Float {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min\n}/**
* Returns the smaller of the given values.
*\@SinceKotlin("1.4")\npublic actual fun minOf(a: Double, vararg other: Double): Double {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min\n}/**

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.4")
public actual fun minOf(a: Byte, vararg other: Byte): Byte {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min\n}/**
* Returns the smaller of the given values.
*\@SinceKotlin("1.4")\npublic actual fun minOf(a: Short, vararg other: Short): Short {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min\n}/**
* Returns the smaller of the given values.
*\@SinceKotlin("1.4")\npublic actual fun minOf(a: Int, vararg other: Int): Int {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min\n}/**
* Returns the smaller of the given values.
*\@SinceKotlin("1.4")\npublic actual fun minOf(a: Long, vararg other: Long): Long {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min\n}/**
* Returns the smaller of the given values.
*/

/**
 * Returns the smaller of the given values.
 *\@SinceKotlin("1.4")\npublic actual fun minOf(a: Float, vararg other: Float): Float {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min\n}/**
* Returns the smaller of the given values.
*\@SinceKotlin("1.4")\npublic actual fun minOf(a: Double, vararg other: Double): Double {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min\n}/**
this.minus(other.toULong())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = ULong(this.data.minus(other.data))

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong = this.times(other.toULong())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UByte): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UShort): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UInt): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: ULong): ULong = this.div(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong = this.rem(other.toULong())

    /** Increments this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun inc(): ULong = ULong(data.inc())

    /** Decrements this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun dec(): ULong = ULong(data.dec())

    /** Creates a range from this value to the specified [other] value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)

    /** Shifts this value left by the [bitCount] number of bits. */
    @kotlin.internal.InlineOnly
    public inline infix fun shl(bitCount: Int): ULong = ULong(data shl bitCount)

    /** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */
    @kotlin.internal.InlineOnly
    public inline infix fun shr(bitCount: Int): ULong = ULong(data ushr bitCount)

    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun and(other: ULong): ULong = ULong(this.data and other.data)

    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun or(other: ULong): ULong = ULong(this.data or other.data)

    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: ULong): ULong = ULong(this.data xor other.data)

    /** Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): ULong = ULong(data.inv())

    /** Converts this [Byte] value to [Byte]. */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte = data.toByte()

    /** Converts this [Short] value to [Short]. */
    @kotlin.internal.InlineOnly
    public inline fun toShort(): Short = data.toShort()

    /** Converts this [Int] value to [Int]. */
    @kotlin.internal.InlineOnly
    public inline fun toInt(): Int = data.toInt()
Converts this [ULong] value to [Long].

* If this value is less than or equals to [Long.MAX_VALUE], the resulting `Long` value represents the same numerical value as this `ULong`. Otherwise the result is negative.

* The resulting `Long` value has the same binary representation as this `ULong` value.

@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data

/**
 * Converts this [ULong] value to [UByte].
 *
 * If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
 *
 * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
 */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()

/**
 * Converts this [ULong] value to [UShort].
 *
 * If this value is less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents the same numerical value as this `ULong`.
 *
 * The resulting `UShort` value is represented by the least significant 16 bits of this `ULong` value.
 */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = data.toUShort()

/**
 * Converts this [ULong] value to [UInt].
 *
 * If this value is less than or equals to [UInt.MAX_VALUE], the resulting `UInt` value represents the same numerical value as this `ULong`.
 *
 * The resulting `UInt` value is represented by the least significant 32 bits of this `ULong` value.
 */
@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = data.toUInt()

/** Returns this value. */
@kotlin.internal.InlineOnly
public inline fun toULong(): ULong = this

/**
 * Converts this [Byte] value to [ULong].
 *
 * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Byte` value.
 *
 * The least significant 8 bits of the resulting `ULong` value are the same as the bits of this `Byte` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this [Short] value to [ULong].
 *
 * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Short` value.
 *
 * The least significant 16 bits of the resulting `ULong` value are the same as the bits of this `Short` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this [Int] value to [ULong].
 *
 * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Int` value.
 *
 * The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `Int` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this [Long] value to [ULong].
 *
 * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Long` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toULong(): ULong = ULong(this)

/**
 * Converts this [Float] value to [ULong].
 *
 * The fractional part, if any, is rounded down towards zero.
 *
 * Returns zero if this `Float` value is negative or `NaN`, [ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())

/**
 * Converts this [Double] value to [ULong].
 *
 * The fractional part, if any, is rounded down towards zero.
 *
 * Returns zero if this `Double` value is negative or `NaN`, [ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Double.toULong(): ULong = doubleToULong(this.toDouble())
/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 1.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component1(): T = get(0)

/**
 * Returns 2nd *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 2.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component2(): T = get(1)

/**
 * Returns 3rd *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 3.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component3(): T = get(2)

/**
 * Returns 4th *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 4.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component4(): T = get(3)

/**
 * Returns 5th *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 5.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component5(): T = get(4)

/**
 * Returns an element at the given *index* or throws an [IndexOutOfBoundsException] if the *index* is out of bounds of this collection.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
public fun <T> Iterable<T>.elementAt(index: Int): T {
    if (this is List)
        return get(index)
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Collection doesn't contain element at index $index.") }
}

/**
 * Returns an element at the given *index* or the result of calling the [defaultValue] function if the *index* is out of bounds of this collection.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
public fun <T> Iterable<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (this is List)
        return this.getOrElse(index, defaultValue)
    if (index < 0)
        return null
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return defaultValue(index)
}

/**
 * Returns an element at the given *index* or `null` if the *index* is out of bounds of this collection.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
public fun <T> Iterable<T>.elementAtOrNull(index: Int): T? {
    if (this is List)
        return getOrNull(index)
    if (index < 0)
        return null
    val iterator = iterator() // throw IndexOutOfBoundsException("Collection doesn't contain element at index $index.")
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return null
}

/**
 * Returns the first
element matching the given [predicate], or `null` if no such element was found.

```
Iterable<T>.find(predicate: (T) -> Boolean): T? {

    return firstOrNull(predicate)
}
```

```
Iterable<T>.findLast(predicate: (T) -> Boolean): T? {

    return lastOrNull(predicate)
}
```

```
List<T>.findLast(predicate: (T) -> Boolean): T? {

    return lastOrNull(predicate)
}
```

```
Iterable<T>.first(): T {

    when (this) {
        is List -> return this.first()
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                throw NoSuchElementException("Collection is empty.")

            return iterator.next()
        }
    }
}
```

```
List<T>.first(): T {

    if (isEmpty())
    throw NoSuchElementException("List is empty.")

    return this[0]
}
```

```
Iterable<T>.firstOrNull(): T? {

    when (this) {
        is List -> {
            if (isEmpty())
                return null
            else
                return this[0]
        }
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                return null

            return iterator.next()
        }
    }
}
```

```
List<T>.firstOrNull(): T? {

    return if (isEmpty()) null else this[0]
}
```

```
Iterable<T>.firstOrNull(predicate: (T) -> Boolean): T? {

    for (element in this) if (predicate(element)) return element

    throw NoSuchElementException("Collection contains no element matching the predicate.")
}
```

```
Iterable<T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {

    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```
List<T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {

    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```
Iterable<T>.indexOf(element: T): Int {

    if (this is List) return this.indexOf(element)
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            return index
        index++
    }
    return -1
}
```

```
List<T>.indexOf(element: T): Int {

    return indexOf(element)
}
```

```
Iterable<T>.indexOfFirst(predicate: (T) -> Boolean): Int {

    var index = 0
    for (item in this) {
        if (predicate(item))
            return index
        index++
    }
    return -1
}
```

```
List<T>.indexOfFirst(predicate: (T) -> Boolean): Int {

    var index = 0
    for (item in this) {
        if (predicate(item))
            return index
        index++
    }
    return -1
}
```

```
Iterable<T>.indexOfLast(predicate: (T) -> Boolean): Int {

    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            return index
        index++
    }
    return lastIndex
}
```

```
List<T>.indexOfLast(predicate: (T) -> Boolean): Int {

    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            return index
        index++
    }
    return lastIndex
}
```
the given [predicate], or -1 if the list does not contain such element.

List<T>.indexOfLast(predicate: (T) -> Boolean): Int { 
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) { 
        if (predicate(iterator.previous())) 
            return iterator.nextIndex()
    } 
    return -1
}

/**
 * Returns the last element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
public inline fun <T> List<T>.last(predicate: (T) -> Boolean): T {
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) {
        val element = iterator.previous()
        if (predicate(element)) return element
    }
    throw NoSuchElementException("List contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the list does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int {
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) {
        val element = iterator.previous()
        if (element == element) return iterator.nextIndex()
    }
    throw NoSuchElementException("List contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or `null` if the list does not contain element.
 */
@Suppress("UNCHECKED_CAST") // false warning, extension takes precedence in some cases
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int {
    return lastIndexOf(element)
}

/**
 * Returns the last element, or `null` if the collection is empty.
 */
public fun <T> Iterable<T>.lastOrNull(): T? {
    when (this) {
        is List -> return if (isEmpty()) null else this[size - 1]
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                return null
            var last = iterator.next()
            while (iterator.hasNext())
                last = iterator.next()
            return last
        }
    }
}

/**
 * Returns the last element, or `null` if the list is empty.
 */
public fun <T> List<T>.lastOrNull(): T? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns a random element from this collection, or `null` if this collection is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T> Collection<T>.randomOrNull(): T? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this collection, or `null` if this collection is empty.
 */
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T> Collection<T>.random(): T {
    return random(Random)
}

the given [predicate], or -1 if the list does not contain such element.

List<T>.indexOfLast(predicate: (T) -> Boolean): Int { 
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) { 
        if (predicate(iterator.previous())) 
            return iterator.nextIndex()
    } 
    return -1
}

/**
 * Returns the last element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
public inline fun <T> List<T>.last(predicate: (T) -> Boolean): T {
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) {
        val element = iterator.previous()
        if (predicate(element)) return element
    }
    throw NoSuchElementException("List contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the list does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int {
    return lastIndexOf(element)
}

/**
 * Returns last index of [element], or `null` if the list does not contain element.
 */
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int {
    return lastIndexOf(element)
}

/**
 * Returns the last element, or `null` if the collection does not contain element.
 */
public fun <T> Iterable<T>.lastOrNull(): T? {
    when (this) {
        is List -> return if (isEmpty()) null else this[size - 1]
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                return null
            var last = iterator.next()
            while (iterator.hasNext())
                last = iterator.next()
            return last
        }
    }
}

/**
 * Returns the last element, or `null` if the list is empty.
 */
public fun <T> List<T>.lastOrNull(): T? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns a random element from this collection, or `null` if this collection is empty.
 */
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T> Collection<T>.random(): T {
    return random(Random)
}

/**
 * Returns a random element from this collection using the specified source of randomness, or `null` if this collection is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T> Collection<T>.randomOrNull(): T? {
    return randomOrNull(Random)
}

the given [predicate], or -1 if the list does not contain such element.

List<T>.indexOfLast(predicate: (T) -> Boolean): Int { 
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) { 
        if (predicate(iterator.previous())) 
            return iterator.nextIndex()
    } 
    return -1
}

/**
 * Returns the last element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
public inline fun <T> List<T>.last(predicate: (T) -> Boolean): T {
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) {
        val element = iterator.previous()
        if (predicate(element)) return element
    }
    throw NoSuchElementException("List contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the list does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int {
    return lastIndexOf(element)
}

/**
 * Returns last index of [element], or `null` if the list does not contain element.
 */
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int {
    return lastIndexOf(element)
}

/**
 * Returns the last element, or `null` if the collection does not contain element.
 */
public fun <T> Iterable<T>.lastOrNull(): T? {
    when (this) {
        is List -> return if (isEmpty()) null else this[size - 1]
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                return null
            var last = iterator.next()
            while (iterator.hasNext())
                last = iterator.next()
            return last
        }
    }
}

/**
 * Returns the last element, or `null` if the list is empty.
 */
public fun <T> List<T>.lastOrNull(): T? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns a random element from this collection, or `null` if this collection is empty.
 */
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@WasExperimental(ExperimentalStdlibApi::class)
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    return random(Random)
}

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 * Returns a random element from this collection using the specified source of randomness, or `null` if this collection is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T> Collection<T>.randomOrNull(): T? {
    return randomOrNull(Random)
}

the given [predicate], or -1 if the list does not contain such element.

List<T>.indexOfLast(predicate: (T) -> Boolean): Int { 
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) { 
        if (predicate(iterator.previous())) 
            return iterator.nextIndex()
    } 
    return -1
}

/**
 * Returns the last element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
public inline fun <T> List<T>.last(predicate: (T) -> Boolean): T {
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) {
        val element = iterator.previous()
        if (predicate(element)) return element
    }
    throw NoSuchElementException("List contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the list does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int {
    return lastIndexOf(element)
}

/**
 * Returns last index of [element], or `null` if the list does not contain element.
 */
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int {
    return lastIndexOf(element)
}

/**
 * Returns the last element, or `null` if the collection does not contain element.
 */
public fun <T> Iterable<T>.lastOrNull(): T? {
    when (this) {
        is List -> return if (isEmpty()) null else this[size - 1]
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                return null
            var last = iterator.next()
            while (iterator.hasNext())
                last = iterator.next()
            return last
        }
    }
}

/**
 * Returns the last element, or `null` if the list is empty.
 */
public fun <T> List<T>.lastOrNull(): T? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns a random element from this collection, or `null` if this collection is empty.
 */
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T> Collection<T>.random(): T {
    return random(Random)
}

/**
 * Returns a random element from this collection using the specified source of randomness, or `null` if this collection is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T> Collection<T>.randomOrNull(): T? {
    return randomOrNull(Random)
}
/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <T> Iterable<T>.filter(predicate: (T) -> Boolean): List<T> {
    return filterTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <reified R> Iterable<*>.filterIsInstance(): List<R> {
    return filterIsInstanceTo(ArrayList<R>())
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <T, C : MutableCollection<in T>> Iterable<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <T> Iterable<T>.filterIndexed(predicate: (Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <reified R> Iterable<*>.filterIsInstanceTo(destination: C): C {
    for (element in this) if (element is R) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <T, C : MutableCollection<in T>> Iterable<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun <T> List<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return this.subList(indices.start, indices.endInclusive + 1).toList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun <T> List<T>.slice(indices: Iterable<Int>): List<T> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<T>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun <T> Iterable<T>.take(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (this is Collection<T>) {
        if (n >= size) return toList()
        if (n == 1) return listOf(first())
    }
    var count = 0
    val list = ArrayList<T>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return optimizeReadOnlyList(list)
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun <T> Iterable<T>.takeLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (this is Collection<T>) {
        if (n >= size) return toList()
        if (n == 1) return listOfLast()
    }
    var varCount = 0
    val list = ArrayList<T>(n)
    for (item in this) {
        list.add(item)
        if (++varCount == n)
            break
    }
    return optimizeReadOnlyList(list)
}

/**
 * Returns a list containing all elements not null.
 */
public fun <T : Any> Iterable<T?>.filterNotNull(): List<T> {
    return filterNotNullTo(ArrayList<T>())
}

/**
 * Appends all elements that are not null to the given [destination].
 */
public fun <C : MutableCollection<in T>, T : Any> Iterable<T?>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <reified R> Iterable<*>.filterIsInstanceNull(): List<? : R> {
    return filterIsInstanceTo(ArrayList<R>())
}

/**
 * Appends all elements that are not null to the given [destination].
 */
public fun <C : MutableCollection<in T>, T : Any> Iterable<T?>.filterIsInstanceNullTo(destination: C): C {
    for (element in this) if (element is R) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements at indices in the specified [indices] range.
 */
public fun <T> List<T>.indices(): List<Int> {
    return listOf(*indices)
}

/**
 * Returns a list containing all elements at specified [indices].
 */
public fun <T> List<T>.indicesAt(indices: IntRange): List<Int> {
    if (indices.isEmpty()) return listOf()
    return this.subList(indices.start, indices.endInclusive + 1)
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun <T> List<T>.indicesAt(indices: Iterable<Int>): List<Int> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Int>(size)
    for (index in indices) {
        list.add(index)
    }
    return list
}

/**
 * Returns a list containing all elements at indices in the specified [indices] range.
 */
public fun <T> List<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return this.subList(indices.start, indices.endInclusive + 1).toList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun <T> List<T>.slice(indices: Iterable<Int>): List<T> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<T>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun <T> Iterable<T>.take(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (this is Collection<T>) {
        if (n >= size) return toList()
        if (n == 1) return listOf(first())
    }
    var count = 0
    val list = ArrayList<T>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return optimizeReadOnlyList(list)
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun <T> Iterable<T>.takeLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (this is Collection<T>) {
        if (n >= size) return toList()
        if (n == 1) return listOfLast()
    }
    var varCount = 0
    val list = ArrayList<T>(n)
    for (item in this) {
        list.add(item)
        if (++varCount == n)
            break
    }
    return optimizeReadOnlyList(list)
}

/**
 * Returns a list containing all elements not null.
 */
public fun <T : Any> Iterable<T?>.filterNotNull(): List<T> {
    return filterNotNullTo(ArrayList<T>())
}

/**
 * Appends all elements that are not null to the given [destination].
 */
public fun <C : MutableCollection<in T>, T : Any> Iterable<T?>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <reified R> Iterable<*>.filterIsInstanceNull(): List<? : R> {
    return filterIsInstanceTo(ArrayList<R>())
}

/**
 * Appends all elements that are not null to the given [destination].
 */
public fun <C : MutableCollection<in T>, T : Any> Iterable<T?>.filterIsInstanceNullTo(destination: C): C {
    for (element in this) if (element is R) destination.add(element)
    return destination
}
/*
 * Open Source Used In DNAC Platform Arica  7921
 */
public fun <T> List<T>.takeLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n >= size) return toList()
    if (n == 1) return listOf(last())
    val list = ArrayList<T>(n)
    if (this is RandomAccess) {
        for (index in size - n until size)
            list.add(this[index])
    } else {
        for (item in listIterator(size - n))
            list.add(item)
    }
    return list
}

/**
 * Returns a list containing last elements
 * satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> List<T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {
    if (isEmpty())
        return emptyList()
    val iterator = listIterator(size)
    while (iterator.hasPrevious()) {
        if (!predicate(iterator.previous())) {
            iterator.next()
            val expectedSize = size - iterator.nextIndex()
            if (expectedSize == 0) return emptyList()
            return ArrayList<T>(expectedSize).apply {
                while (iterator.hasNext())
                    add(iterator.next())
            }
        }
    }
    return toList()
}

/**
 * Returns a list containing first elements
 * satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> Iterable<T>.takeWhile(predicate: (T) -> Boolean): List<T> {
    val list = ArrayList<T>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Reverses elements in the list in-place.
 */
public expect fun <T> MutableList<T>.reverse(): Unit

/**
 * Returns a list with elements in reversed order.
 */
public fun <T> Iterable<T>.reversed(): List<T> {
    if (this is Collection && size <= 1) return toList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Randomly shuffles elements in this list in-place
 * using the specified [random] instance as the source of randomness.
 * 
 * @sample samples.collections.Collections.Transformations.shuffle
 */
@SinceKotlin("1.3")
public fun <T> MutableList<T>.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        this[j] = this.set(i, this[j])
    }
}

/**
 * Sorts elements in the list in-place according to natural sort order
 * of the value returned by specified [selector] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative
 * to each other after sorting.
 */
public inline fun <T, R : Comparable<R>> MutableList<T>.sortBy(crossinline selector: (T) -> R?): Unit {
    if (size > 1)
        sortWith(compareBy(selector))
}

/**
 * Sorts elements in the list in-place descending according to natural sort order
 * of the value returned by specified [selector] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative
 * to each other after sorting.
 */
public inline fun <T, R : Comparable<R>> MutableList<T>.sortByDescending(crossinline selector: (T) -> R?): Unit {
    if (size > 1)
        sortWith(compareByDescending(selector))
}

/**
 * Sorts elements in the list in-place descending according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative
 * to each other after sorting.
 */
public fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {
    sortWith(reverseOrder())
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative
 * to each other after sorting.
 */
public fun <T : Comparable<T>> Iterable<T>.sortedDescending(): List<T> {
    return toMutableList().apply { sort() }
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 * 
 * @sample samples.collections.Collections.Sorting.sortedBy
 */
public inline fun <T, R : Comparable<R>> Iterable<T>.sortedBy(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order
 * of the value returned by specified [selector] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative
 * to each other after sorting.
 */
public fun <T : Comparable<T>> Iterable<T>.sortedDescending(): List<T> {
    return sortedWith(compareByDescending(selector))
}
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```kotlin
{
    return sortedWith(reverseOrder())
}

/**
 * Returns a list of all elements sorted according to the specified
 * comparator. The sort is *stable*. It means that equal elements preserve their order relative to each other
 * after sorting. */
fun <T> List<T>.sortedWith(comparator: Comparator<T>): List<T> {
    if (this is Collection) {
        if (size <= 1) return this.toList()
        return sortedWith(comparator).asList()
    } else
        return toMutableList().apply { sortWith(comparator) }.asList()
}

/**
 * Returns an array of Boolean containing all of the
 * elements of this collection. */
fun BooleanCollection.toBooleanArray(): BooleanArray {
    val result = BooleanArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Byte containing all of the
 * elements of this collection. */
fun ByteCollection.toByteArray(): ByteArray {
    val result = ByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Char containing all of the
 * elements of this collection. */
fun CharCollection.toCharArray(): CharArray {
    val result = CharArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Double containing all of the
 * elements of this collection. */
fun DoubleCollection.toDoubleArray(): DoubleArray {
    val result = DoubleArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Float containing
 * all of the elements of this collection. */
fun FloatCollection.toFloatArray(): FloatArray {
    val result = FloatArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Int containing all of the
 * elements of this collection. */
fun IntCollection.toIntArray(): IntArray {
    val result = IntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Long containing all of the
 * elements of this collection. */
fun LongCollection.toLongArray(): LongArray {
    val result = LongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Short containing all of the
 * elements of this collection. */
fun ShortCollection.toShortArray(): ShortArray {
    val result = ShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}
```

```kotlin
/**
 * Returns a [Map] containing key-value pairs
 * provided by [transform] function
 * applied to elements of the given collection.
 * If any of two pairs would have the same key
 * the last one gets added to the map. The
 * returned map preserves the entry iteration order
 * of the original collection. */
inline fun <T, K, V> Iterable<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing the elements from the given collection indexed
 * by the key returned from [keySelector] function applied to each element. If any two elements would have the same key
 * the last one gets added to the map. The returned map preserves the entry iteration order
 * of the original collection. */
inline fun <T, K> Iterable<T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and
 * indexed by [keySelector] functions applied to elements of the given collection. If any two elements would have the same key returned by
 * [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order
 * of the original collection. */
inline fun <T, K, V> Iterable<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

```
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```kotlin
val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))
```

If any two elements are equal, the last one overwrites the former value in the map.

```kotlin
val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))
```

If any two elements are equal, the last one overwrites the former value in the map.

```kotlin
val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))
```

If any two elements are equal, the last one overwrites the former value in the map.

```kotlin
val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))
```

If any two elements are equal, the last one overwrites the former value in the map.
transform
)\n
\n
* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.\n
* @sample samples.collections.Collections.Transformations.flatMap

\n
\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapSequence")\npublic inline fun <T, R> Iterable<T>.flatMap(transform: (T) -> Sequence<R>): List<R> {\n    return flatMapTo(ArrayList<R>(), transform)\n}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original collection.\n
* @sample samples.collections.Collections.Transformations.flatMapIndexed

@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly
public inline fun <T, R> Iterable<T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): List<R> {\n    return flatMapIndexedTo(ArrayList<R>(), transform)\n}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original collection, to the given \n * [destination].\n
* @sample samples.collections.Collections.Transformations.flatMapIndexed

@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedSequence")\n@kotlin.internal.InlineOnly
public inline fun <T, R> Iterable<T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): List<R> {\n    return flatMapIndexedTo(ArrayList<R>(), transform)\n}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original collection, to the given \n * [destination].\n
* @sample samples.collections.Collections.Transformations.flatMapIndexed

@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Iterable<R>): C {\n    var index = 0\n    for (element in this) {\n        val list = transform(checkIndexOverflow(index++), element)\n        destination.addAll(list)\n    }\n    return destination\n}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original collection, to the given \n * [destination].\n
* @sample samples.collections.Collections.Transformations.flatMapIndexed

@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedSequenceTo")\n@kotlin.internal.InlineOnly
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C {\n    var index = 0\n    for (element in this) {\n        val list = transform(checkIndexOverflow(index++), element)\n        destination.addAll(list)\n    }\n    return destination\n}

/**
 * Groups elements of the original collection by the key returned by the given \n * [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of \n * corresponding elements.\n
* @sample samples.collections.Collections.Transformations.groupBy\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("groupBy")\npublic inline fun <T, K> Iterable<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {\n    return
groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original collection
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original collection.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        destination.getOrPut(key) { ArrayList<T>() }.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original collection
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a collection to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each element.
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original collection.
 * @return Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original collection.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original collection.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapIndexedNotNullTo(destination: C, keySelector: (T) -> K, valueTransform: (T) -> V): C {
    for (index in this) {
        var element = this[index]
        if (element != null) {
            var key = keySelector(element)
            var list = destination.getOrPut(key) { ArrayList<T>() }
            list.add(element)
        }
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original collection
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a collection to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each element.
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original collection.
 * @return Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original collection.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original collection.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapIndexedNotNullTo(destination: C, keySelector: (T) -> K, valueTransform: (T) -> V): C {
    for (index in this) {
        var element = this[index]
        if (element != null) {
            var key = keySelector(element)
            var list = destination.getOrPut(key) { ArrayList<T>() }
            list.add(element)
        }
    }
    return destination
}
MutableCollection<R> mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return destination
}

/**
 * Returns a list containing only the non-null results of applying the given function to each element in the original collection.
 * @sample samples.collections.Transformations.mapTransform
 */
public fun <T, R> Iterable<T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given function to each element in the original collection and appends the results to the given destination.
 * @sample samples.collections.Transformations.map
 */
public fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original collection into an [IndexedValue] containing the index of that element and the element itself.
 * @sample samples.collections.Transformations.withIndex
 */
public fun <T> Iterable<T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a list containing only distinct elements from the given collection.
 * @sample samples.collections.Collections.Transformations.distinct
 */
public fun <T> Iterable<T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only elements from the given collection having distinct keys returned by the given selector function.
 * @sample samples.collections.Collections.Transformations.distinctBy
 */
public inline fun <T, K> Iterable<T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a set containing all elements that are contained by both this collection and the specified collection.
 * @sample samples.collections.Collections.Transformations.union
 */
public infix fun <T> Iterable<T>.union(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns `true` if all elements match the given predicate.
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <T> Iterable<T>.all(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return true
    for (element in this)
        if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if collection has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun <T> Iterable<T>.any(): Boolean {
    if (this is Collection) return !isEmpty()
    return iterator().hasNext()
}
* Returns `true` if at least one element matches the given [predicate].

```kotlin
public inline fun <T> Iterable<T>.any(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return false
    for (element in this) if (predicate(element)) return true
    return false
}
```

* Returns the number of elements in this collection.

```kotlin
public fun <T> Iterable<T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) count++
    return count
}
```

* Returns the number of elements in this collection.

```kotlin
public fun <T> Collection<T>.count(): Int {
    return size
}
```

* Accumulates value starting with [initial] value and applying [operation] from left to right to each element.

```kotlin
public inline fun <T, R> Iterable<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

* Accumulates value starting with [initial] value and applying [operation] from right to left to each element.

```kotlin
public inline fun <T, R> List<T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var accumulator = initial
    if (!isEmpty()) {
        val iterator = listIterator(size)
        while (iterator.hasPrevious()) {
            accumulator = operation(iterator.previous(), accumulator)
        }
    }
    return accumulator
}
```

* Performs the given [action] on each element.

```kotlin
public inline fun <T> Iterable<T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)
}
```

* Performs the given [action] on each element with sequential index.

```kotlin
public inline fun <T> Iterable<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

* Performs the given [action] on each element with sequential index and element itself.

```kotlin
fun Iterable<Double>.max(): Double? {
    return maxOrNull()
}
```

* Performs the given [action] on each element with sequential index and element itself.

```kotlin
fun Iterable<Float>.max(): Float? {
    return maxOrNull()
}
```

* Performs the given [action] on each element with sequential index and element itself.

```kotlin
fun <T : Comparable<T>> Iterable<T>.max(): T? {
    return maxByOrNull()
}
```
instead.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Iterable<T>.maxByOrNull(selector: (T) -> R): T? {
    return maxByOrNull(selector) ?: return null
}
```

- Instead.
- ReplaceWith("maxByOrNull(selector)")
- @DeprecatedSinceKotlin(warningSince = "$1.4")
- @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
- @OverloadResolution
- @kotlin.internal.InlineOnly
- public inline fun <T, R : Comparable<R>> Iterable<T>.maxByOrNull(selector: (T) -> R): T? {
    return maxByOrNull(selector) ?: return null
}

- Returns the first element yielding the largest value of the given function or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
public inline fun <T, R : Comparable<R>> Iterable<T>.maxByOrNull(selector: (T) -> R): T? {
    val iterator = iterator() ?: return null
    var maxElem = iterator.next() ?: return null
    var maxVal = selector(maxElem) ?: return null
    var maxValue = maxVal
    do {
        val v = selector(iterator.next()) ?: return null
        if (maxValue < v) {
            maxElem = v
            maxValue = v
        }
    } while (iterator.hasNext())
    return maxElem
}
```

- Returns the largest value among all values produced by [selector] function * applied to each element in the collection. * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. * @throws NoSuchElementException if the collection is empty.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.maxOf(selector: (T) -> Double): Double {
    val iterator = iterator() ?: throw NoSuchElementException()
    var maxValue = selector(iterator.next()) ?: return null
    while (iterator.hasNext()) {
        val v = selector(iterator.next()) ?: return null
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
```

- Returns the largest value among all values produced by [selector] function * applied to each element in the collection. * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. * @throws NoSuchElementException if the collection is empty.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.maxOf(selector: (T) -> Float): Float {
    val iterator = iterator() ?: throw NoSuchElementException()
    var maxValue = selector(iterator.next()) ?: return null
    while (iterator.hasNext()) {
        val v = selector(iterator.next()) ?: return null
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
```

- Returns the largest value among all values produced by [selector] function * applied to each element in the collection. * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. * @throws NoSuchElementException if the collection is empty.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.maxOf(selector: (T) -> Float): Float {
    val iterator = iterator() ?: throw NoSuchElementException()
    var maxValue = selector(iterator.next()) ?: return null
    while (iterator.hasNext()) {
        val v = selector(iterator.next()) ?: return null
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
```

- Returns the largest value among all values produced by [selector] function * applied to each element in the collection or `null` if there are no elements. * @throws NoSuchElementException if the collection is empty.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.maxOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator() ?: return null
    var maxVal = selector(iterator.next()) ?: return null
    var maxValue = maxVal
    do {
        val v = selector(iterator.next()) ?: return null
        if (maxValue < v) {
            maxVal = v
            maxValue = v
        }
    } while (iterator.hasNext())
    return maxVal
}
```

- Returns the largest value among all values produced by [selector] function * applied to each element in the collection or `null` if there are no elements. * @throws NoSuchElementException if the collection is empty.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.maxOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator() ?: return null
    var maxVal = selector(iterator.next()) ?: return null
    var maxValue = maxVal
    do {
        val v = selector(iterator.next()) ?: return null
        if (maxValue < v) {
            maxVal = v
            maxValue = v
        }
    } while (iterator.hasNext())
    return maxVal
}
```

- Returns the largest value among all values produced by [selector] function * applied to each element in the collection or `null` if there are no elements.
*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@n\@public inline fun <T, R : Comparable<R>>
Iterable<T>.maxOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [selector] function applied to each element in the collection.
 */
@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>>
Iterable<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [selector] function applied to each element in the collection or null if there are no elements.
 */
@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@n\@public inline fun <T, R : Comparable<R>>
Iterable<T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest element or null if there are no elements.
 */
@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <T : Comparable<T>>
Iterable<T>.maxOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max < e) max = e
    }
    return max
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Iterable<T>.maxWith(comparator: Comparator<in T>): T? {
    return maxWithOrNull(comparator)
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or null if there are no elements.
 */
@SinceKotlin("1.1")
public fun Iterable<Double>.min(): Double? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun Iterable<Float>.min(): Float? {
    return minOrNull()
}

@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T : Comparable<T>> Iterable<T>.minByOrNull(): T? {
    return minByOrNull()
}
inline fun <T, R : Comparable<R>> Iterable<T>.minBy(selector: (T) -> R): T? {
    return
    minByOrNull(selector)
}

/**
 * Returns the first element yielding the smallest value of the given function or
 * `null` if there are no elements.
 */
@sample samples.collections.Collections.Aggregates.minByOrNull
@SinceKotlin("1.4")
public in
line fun <T, R : Comparable<R>> Iterable<T>.minByOrNull(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()
    var minValue = selector(minElem)
    var e = iterator.next()
    var v = selector(e)
    while (iterator.hasNext()) {
        if (minValue > v) {
            minElem = e
            minValue = v
        }
        val elem = iterator.next()
        val elemValue = selector(elem)
        if (minValue > elemValue) {
            minElem = elem
            minValue = elemValue
        }
    }
    return minElem
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the collection.
 */
@SinceKotlin("1.4")
public inline fun <T> Iterable<T>.minOf(selector: (T) -> Double): Double {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <T, R : Comparable<R>>
Iterable<T>.minOf(selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>>
Iterable<T>.minOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> Iterable<T>.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> Iterable<T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
public fun Iterable<Double>.minOrNull(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        min = minOf(min, e)
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
public fun Iterable<Float>.minOrNull(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        min = minOf(min, e)
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>>
Iterable<T>.minOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min > e) min = e
    }
    return min
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Iterable<T>.minWith(comparator: Comparator<in T>): T? {
    return minWithOrNull(comparator)
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T> Iterable<T>.minWithOrNull(comparator: Comparator<in T>): T? {
    val iterator = iterator()
    if (this is Collection) return isEmpty()
    return !iterator().hasNext()
}

/**
 * Returns `true` if no elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun <T> Iterable<T>.none(predicate: (T) -> Boolean): Boolean {
    if (this is Collection) return isEmpty()
    return !iterator().hasNext()
        \n        * @param [action] function that takes the index of an element and the
element itself and performs the action on the element.\n
```kotlin
@SinceKotlin("1.4")
open inline fun <T, C : Iterable<T>> C.onEachIndexed(action: (index: Int, T) -> Unit): C {
    return apply {
        for_each_indexed(action)
    }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n *\n * @param [operation] function that takes current accumulator value and an element,\n *\n * and calculates the next accumulator value.\n *\n * @sample samples.collections.Collections.Aggregates.reduce\n */
public inline fun <T, C : Iterable<T>> C.reduce(operation: (acc: T, C) -> S): S {
    var accumulator = operation.accumulator, iterator = this.iterator()\n    while (iterator.hasNext()) {
        accumulator = operation(iterator.next(), accumulator)\n    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original collection.\n *\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n *\n * and calculates the next accumulator value.\n *\n * @sample samples.collections.Collections.Aggregates.reduceIndexed\n */
public inline fun <T, C : Iterable<T>> C.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    var index = 1, accumulator = operation.accumulator, iterator = this.iterator()\n    while (iterator.hasNext()) {
        accumulator = operation(check_index_overflow(index++), accumulator, iterator.next())\n    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n *\n * @param [operation] function that takes current accumulator value and an element,\n *\n * and calculates the next accumulator value.\n *\n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, C : Iterable<T>> C.reduceOrNull(operation: (acc: T, C) -> S): S? {
    var accumulator = operation.accumulator, iterator = this.iterator()\n    while (iterator.hasNext()) {
        accumulator = operation(iterator.next(), accumulator)\n    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left\n * to current accumulator value and each element.\n *\n * @param [operation] function that takes current accumulator value and an element,\n *\n * and calculates the next accumulator value.\n *\n * @sample samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun <T, C : Iterable<T>> C.reduceRight(operation: (acc: T, C) -> S): S {
    var iterator = listIterator(size)\n    while (!iterator.hasPrevious()) \n        throw UnsupportedOperationException("Empty list can't be reduced.")\n    var accumulator = operation.accumulator, iterator = this.iterator()\n    while (iterator.hasNext()) {
        accumulator = operation(iterator.next(), accumulator)\n    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left\n * to current accumulator value and each element with its index in the original list.\n *\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n *\n * and calculates the next accumulator value.\n *\n * @sample samples.collections.Collections.Aggregates.reduceRightIndexed\n */
public inline fun <T, C : Iterable<T>> List<T>.reduceRightIndexed(operation: (index: Int, acc: S, T) -> S): S {
    val iterator = this.iterator()\n    while (!iterator.hasNext()) \n        throw UnsupportedOperationException("Empty list can't be reduced.")\n    var accumulator = operation.accumulator, iterator = this.iterator()\n    while (iterator.hasNext()) {
        accumulator = operation(check_index_overflow(index++), iterator.next(), accumulator)\n    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left\n * to current accumulator value and each element.\n *\n * @param [operation] function that takes current accumulator value and an element,\n *\n * and calculates the next accumulator value.\n *\n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, C :Iterable<T>> List<T>.reduceRightOrNull(operation: (acc: T, C) -> S): S? {
    val iterator = this.iterator()\n    while (!iterator.hasNext()) \n        throw UnsupportedOperationException("Empty list can't be reduced.")\n    var accumulator = operation.accumulator, iterator = this.iterator()\n    while (iterator.hasNext()) {
        accumulator = operation(iterator.next(), accumulator)\n    }
    return accumulator
}
```
* @param [operation] function that takes the index of an element, the element itself and current accumulator
value,\n* and calculates the next accumulator value.\n* @sample
samples.collections.Collections.Aggregates.reduceRight\n*\n@public inline fun <S, T : S>
List<T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {\n    var accumulator = operation(index, \n    \n    if (\n        iterator.hasNext()\n    ) \n        return accumulator;\n
    accumulator = \n    } \n    return accumulator;\n* Accumulates value starting with the last element and applying [operation] from right to \n    \n    @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* and calculates the next accumulator value.\n* @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n*\n@public inline fun <S, T : S> List<T>.reduceRightIndexedOrNull(operation: (index: Int, T, acc: S) -> S): S? {\n    \n    \n    \n    \n    \n    \n    accumulator = \n    \n    \n    accumulator = \n    \n    \n    accumulator = \n    \n    \n    } \n    return accumulator;\n* Returns `null` if the list is empty.\n
* @param [operation] function that takes the index of an element and current accumulator value,\n* and calculates the next accumulator value.\n* @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n*\n@WasExperimental(ExperimentalStdlibApi::class)\n@public inline fun <S, T : S> List<T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {\n    \n    \n    \n    \n    \n    \n    \n    } \n    return accumulator;\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right\n* to each element and current accumulator value that starts with [initial] value.\n* \n* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes the index of an element, current accumulator value,\n* and the element itself, and calculates the next accumulator value.\n* \n* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n* \n* @sample
samples.collections.Collections.Aggregates.runningFold\n*\n@public inline fun <T, R> \nIterable<T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R> {\n    \n    \n    \n    \n    \n    } \n    return result;\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right\n* to each element, its index in the original collection and current accumulator value that starts with \n* \n* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes the index of an element, current accumulator value and an\n* element, and calculates the next accumulator value.\n* \n* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n* \n* @sample
samples.collections.Collections.Aggregates.runningFoldIndexed\n*\n@public inline fun <T, R> \nIterable<T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {\n    \n    \n    \n    \n    \n    } \n    return result;\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right\n* to each element and current accumulator value that starts with the first element of this collection.\n* \n* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes the index of an element and current accumulator value,\n* and calculates the next accumulator value.\n* \n* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n* \n* @sample
samples.collections.Collections.Aggregates.runningFoldIndexed\n*\n@public inline fun <T, R> \nIterable<T>.runningFoldIndexed(initial: R, operation: (Int, acc: R, T) -> R): List<R> {\n    \n    \n    \n    \n    \n    } \n    return result;\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right\n* to each element and current accumulator value that starts with the first element of this collection.\n* \n* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes the index of an element and current accumulator value,\n* and calculates the next accumulator value.\n* \n* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n* \n* @sample
value and the element, and calculates the next accumulator value.
@sample

```kotlin
@SinceKotlin("1.4")
public inline fun <S, T : S> Iterable<T>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return emptyList()
    var accumulator: S = iterator.next()
    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply {
        add(accumulator)
    }
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.4")
public inline fun <S, T : S> Iterable<T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return emptyList()
    var accumulator: S = iterator.next()
    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply {
        add(accumulator)
    }
    var index = 1
    while (iterator.hasNext()) {
        accumulator = operation(index++, accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Iterable<T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    return runningFold(initial, operation)
}
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Iterable<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}
```

```kotlin
@Deprecated("Use runningReduce instead.", ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S> Iterable<T>.scanReduce(operation: (acc: S, T) -> S): List<S> {
    return runningReduce(operation)
}
```

```kotlin
@Deprecated("Use runningReduceIndexed instead.", ReplaceWith("runningReduceIndexed(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S> Iterable<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    return runningReduceIndexed(operation)
}
```

```kotlin
public inline fun <T> Iterable<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
public inline fun <T> Iterable<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```
```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.
 */
public fun <T : Any> Iterable<T?>.requireNoNulls(): Iterable<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as Iterable<T>
}

/**
 * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.
 */
public fun <T : Any> List<T?>.requireNoNulls(): List<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as List<T>
}

/**
 * Splits this collection into a list of lists each not exceeding the given [size].
 * The last list in the resulting list may have less elements than the given [size].
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.
 */
public fun <T> Iterable<T>.chunked(size: Int): List<List<T>> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this collection into several lists each not exceeding the given [size] and applies the given [transform]
 * function to an each list.
 * The last list in the resulting list may have less elements than the given [size].
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.
 */
public fun <T, R> Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given [element].
 */
public operator fun <T> Iterable<T>.minus(element: T): List<T> {
    val result = ArrayList<T>(collectionSizeOrDefault(10))
    var removed = false
    return this.filterTo(result) { if (!removed
```
collection and then all elements of the given [elements] sequence.

```kotlin
Collection<T>.plus(elements: Sequence<T>): List<T> { val result = ArrayList<T>(this.size + 10) result.addAll(this) result.addAll(elements) return result }/*
 */
public operator fun <T> Collection<T>.plus(elements: Sequence<T>): List<T> {
    val result = ArrayList<T>(this.size + 10)
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a list containing all elements of the original collection and then the given [element].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.plusElement(element: T): List<T> {
    val result = ArrayList<T>(this.size + 10)
    result.addAll(this)
    result.addAll(element)
    return result
}

/**
 * Returns a list containing all elements of the original collection and then the given [element].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.plusElement(element: T): List<T> {
    val result = ArrayList<T>(this.size + 10)
    result.addAll(this)
    result.addAll(element)
    return result
}

/**
 * Returns a list of snapshots of the window of the given [size] sliding along this collection with the given [step], where each snapshot is a list.
 * Several last lists may have less elements than the given [size].
 * @param size the window size
 * @param step the step size
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default `false` which means partial windows won't be preserved
 * @param samples.collections.Sequences.Transformations.takeWindows
 */
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
        val result = ArrayList<List<T>>(resultCapacity)
        var index = 0
        while (index in 0 until thisSize) {
            val windowSize = size.coerceAtMost(thisSize - index)
            if (windowSize < size && !partialWindows) break
            result.add(List(windowSize) { this[it + index] })
            index += step
        }
        return result
    }
    val result = ArrayList<List<T>>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
        result.add(it)
    }
    return result
}

/**
 * Returns a list of results of applying the given [transform] function to an each list representing a view over the window of the given [size]
 * sliding along this collection with the given [step].
 * Several last lists may have less elements than the given [size].
 * @param size the size of the window
 * @param step the step size
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default `false` which means partial windows won't be preserved
 * @param samples.collections.Sequences.Operations.zipIterable
 */
public infix fun <T, R> Iterable<T>.zip(other: Array<R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of results of applying the given [transform] function to an each pair of elements.
 * Several last lists may have less elements than the given [size].
 * @param size the size of the window
 * @param step the step size
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default `false` which means partial windows won't be preserved
 * @param samples.collections.Operations.zipIterableWithTransform
 */
public inline fun <T, R, V> Iterable<T>.zip(other: Array<R>, transform: (a: T, b: R) -> V): List<V> {
    return zip(other, transform) { a, b -> minOf(collectionSizeOrDefault(10), arraySize) } { var i = 0 for (element in this) { if (i == 0) {
```
Iterable<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Iterable<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Iterable<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Iterable<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Iterable<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Iterable<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Iterable<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Iterable<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Iterable<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Iterable<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Iterable<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns an immutable list containing only the specified object [element].
 */
@kotlin.jvm.JvmName("copyToByteArray")
public fun Collection<T>.copyToByteArray(): ByteArray {
    return if (collection.isEmpty()) emptyArray<Byte>() else
        copyToByteArray(collection)
}

/**
 * Returns an immutable list containing only the specified object [element].
 */
@kotlin.jvm.JvmName("listOf")
public fun <T> listOf(element: T): List<T> =
arrayListOf(element)

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal:inlineOnly
internal actual inline fun <E> buildListInternal(builderAction: MutableList<E>.() -> Unit): List<E> {
    return ArrayList<E>().apply(builderAction).build()
}

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal:inlineOnly
internal actual inline fun <E> buildListInternal(capacity: Int, builderAction: MutableList<E>.() -> Unit): List<E> {
    return ArrayList<E>(capacity).apply(builderAction).build()
}

/**
 * Returns an immutable set containing only the specified object [element].
 */
public fun <T> setOf(element: T): Set<T> = hashSetOf(element)

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal:inlineOnly
internal actual inline fun <E> buildSetInternal(builderAction: MutableSet<E>.() -> Unit): Set<E> {
    return LinkedHashSet<E>().apply(builderAction).build()
}

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal:inlineOnly
internal actual inline fun <E> buildSetInternal(capacity: Int, builderAction: MutableSet<E>.() -> Unit): Set<E> {
    return LinkedHashSet<E>(capacity).apply(builderAction).build()
}

/**
 * Returns an immutable map, mapping only the specified key to the specified value.
 */
public fun <K, V> mapOf(pair: Pair<K, V>): Map<K, V> = hashMapOf(pair)

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal:inlineOnly
internal actual inline fun <K, V> buildMapInternal(builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
    return LinkedHashMap<K, V>().apply(builderAction).build()
}

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal:inlineOnly
internal actual inline fun <K, V> buildMapInternal(capacity: Int, builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
    return LinkedHashMap<K, V>(capacity).apply(builderAction).build()
}

/**
 * Fills the list with the provided [value]. Each element in the list gets replaced with the [value].
 */
@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.fill(value: T): Unit {
    for (index in 0..lastIndex) {
        this[index] = value
    }
}

/**
 * Randomly shuffles elements in this list.
 */
@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.shuffle(): Unit = shuffle(Random)

/**
 * Returns a new list with the elements of this list randomly shuffled.
 */
@SinceKotlin("1.2")
public actual fun <T> Iterable<T>.shuffled(): List<T> = toMutableList().apply { shuffle() }

/**
 * Sorts elements in the list in-place according to their natural sort order.
 *
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public actual fun <T : Comparable<T>> MutableList<T>.sort(): Unit {
    sortWith(compareTo { a, b -> a.compareTo(b) })
}

/**
 * Sorts elements in the list in-place according to the order specified with [comparator].
 *
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public actual fun <T> MutableList<T>.sortWith(comparator: Comparator<in T>): Unit {
    sortWith { a, b -> comparator.compare(a, b) }
}

/**
 * Copies the elements from this array to the specified destination.
 */
@PublishedApi
@since("1.2")
internal actual fun <T> arrayOfNulls(reference: Array<T>, size: Int): Array<T> {
    return arrayOfNulls<Any>(size).unsafeCast<Array<T>>()
}

@PublishedApi
@since("1.3")
@JsName("arrayCopy")
internal fun <T> arrayCopy(source: Array<out T>, destination: Array<in T>, destinationOffset: Int) {
    val sourceSize = source.size
    val arrayCopy = destinationOffset + sourceSize
    val subrange = source.asDynamic().subarray(destinationOffset, arrayCopy)
    destination.asDynamic().set(subrange, destinationOffset)
rangeSize - 1 downTo 0) { 
    destination[destinationOffset + index] = source[startIndex + index]
}

@Suppress("NOTHING_TO_INLINE")
internal actual inline fun <K, V> Map<K, V>.toSingletonMapOrSelf(): Map<K, V> = 
    this@toSingletonMapOrSelf

@Suppress("NOTHING_TO_INLINE")
internal actual inline fun <K, V> Map<K, V>.toSingletonMap(): Map<K, V> = 
    this@toSingletonMapOrSelf

@Suppress("NOTHING_TO_INLINE")
internal actual inline fun <K, V> Map<K, V>.toMutableMap(): Map<K, V> = 
    this@toSingletonMapOrSelf

@PublishedApi
internal actual inline fun checkIndexOverflow(index: Int): Int {
    if (index < 0) {
        throw IndexOutOfBoundsException()
    }
    return index
}

@PublishedApi
internal actual inline fun checkCountOverflow(count: Int): Int {
    if (count < 0) {
        throw IndexOutOfBoundsException()
    }
    return count
}

/**
 * Returns the greatest of two values.
 * 
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> maxOf(a: T, b: T): T

/**
 * Returns the greatest of three values.
 * 
 * If there are multiple equal maximal values, returns the first of them.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> maxOf(a: Byte, b: Byte, c: Byte): T

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

/**
 * Returns the given iterator builder function return value.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("ComparisonsKt")

package kotlin.comparisons


/*
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public
expect inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte

/*
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public
expect inline fun maxOf(a: Short, b: Short, c: Short): Short

/*
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public
expect inline fun maxOf(a: Int, b: Int, c: Int): Int

/*
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public
expect inline fun maxOf(a: Long, b: Long, c: Long): Long

/*
 * Returns the greater of three values.
 * If any value is ‘NaN’, returns ‘NaN’.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public
expect inline
fun maxOf(a: Float, b: Float, c: Float): Float

/*
 * Returns the greater of three values.
 * If any value is ‘NaN’, returns ‘NaN’.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public
expect inline
fun maxOf(a: Double, b: Double, c: Double): Double

/*
 * Returns the greater of three values according to the order
 * specified by the given [comparator].
 */
@SinceKotlin("1.4")
public
expect fun <T> maxOf(a: T, vararg other: T): T

/*
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public
expect fun maxOf(a: Byte, vararg other: Byte): Byte

/*
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public
expect fun maxOf(a: Short, vararg other: Short): Short

/*
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public
expect fun maxOf(a: Int, vararg other: Int): Int

/*
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public
expect fun maxOf(a: Long, vararg other: Long): Long

/*
 * Returns the greater of the given values.
 * If any value is ‘NaN’, returns ‘NaN’.
 */
@SinceKotlin("1.4")
public
expect inline
fun maxOf(a: Float, b: Float): Float

/*
 * Returns the greater of the given values.
 * If any value is ‘NaN’, returns ‘NaN’.
 */
@SinceKotlin("1.4")
public
expect inline
fun maxOf(a: Double, b: Double): Double

/*
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public
expect fun <T> maxOf(a: T, b: T, comparator: Comparator<in T>): T

/*
 * Returns the smaller of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public
expect inline
fun minOf(a: Byte, b: Byte): Byte

/*
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public
expect inline
fun minOf(a: Short, b: Short): Short

/*
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public
expect inline
fun minOf(a: Int, b: Int): Int

/*
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public
expect inline
fun minOf(a: Long, b: Long): Long

/*
 * Returns the smaller of two values.
 * If either value is ‘NaN’, returns ‘NaN’.
 */
@SinceKotlin("1.1")
public
expect inline
fun minOf(a: Float, b: Float): Float

/*
 * Returns the smaller of two values.
 * If either value is ‘NaN’, returns ‘NaN’.
 */
@SinceKotlin("1.1")
public
expect inline
fun minOf(a: Double, b: Double): Double

/*
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public
expect inline fun minOf(a: Byte, b: Byte): Byte

/*
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public
expect inline fun minOf(a: Short, b: Short): Short

/*
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public
expect inline fun minOf(a: Int, b: Int): Int

/*
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public
expect inline fun minOf(a: Long, b: Long): Long

/*
 * Returns the smaller of two values.
 * If either value is ‘NaN’, returns ‘NaN’.
 */
@SinceKotlin("1.1")
public
expect inline fun minOf(a: Float, b: Float): Float

/*
 * Returns the smaller of two values.
 * If either value is ‘NaN’, returns ‘NaN’.
 */
@SinceKotlin("1.1")
public
expect inline fun minOf(a: Double, b: Double): Double

/*
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public
expect inline fun minOf(a: Byte, b: Byte, c: Byte): Byte

/*
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public
expect inline fun minOf(a: Short, b: Short, c: Short): Short
/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Int, b: Int, c: Int): Int

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Long, b: Long, c: Long): Long

/**
 * Returns the smaller of three values.
 * 
 * If any value is 
 * `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Float, b: Float, c: Float): Float

/**
 * Returns the smaller of three values.
 * 
 * If any value is 
 * `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Double, b: Double, c: Double): Double

/**
 * Returns the smaller of three values according to the order
 * specified by the given [comparator].
 */
public fun <T> minOf(a: T, b: T, c: T, comparator: Comparator<in T>): T {
    return minOf(a, minOf(b, c, comparator), comparator)
}

/**
 * Returns the smaller of two values according to the
 * order specified by the given [comparator].
 */
public fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {
    return if (comparator.compare(a, b) <= 0) a else b
}

/**
 * Returns the smaller of the given values.
 * 
 * If there are multiple equal minimal values, returns the first of them.
 */
@SinceKotlin("1.4")
public expect fun <T> minOf(a: T, vararg other: T): T

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked
 * on each entry of original map.
 * 
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapSequence")
public inline fun <K, V, R> Map<K, V>.flatMap(transform: (Map.Entry<K, V>) -> Sequence<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * entry of original map.
 * 
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a list of all elements yielded from results of [transform] function being invoked on each
 * entry of original map.
 * 
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMap")
public inline fun <K, V, R> Map<K, V>.flatMap(transform: (Map.Entry<K, V>) -> R): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a list of all elements yielded from results of [transform] function being invoked on each
 * entry of original map.
 * 
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
    return flatMapTo(result, transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked
 * on each entry of original map.
 * 
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapSequence")
public inline fun <K, V, R> Map<K, V>.flatMapSequence(transform: (Map.Entry<K, V>) -> Sequence<R>): List<R> {
    return flatMapSequence(transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked
 * on each entry of original map.
 * 
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMap")
public inline fun <K, V, R> Map<K, V>.flatMap(transform: (Map.Entry<K, V>) -> R): List<R> {
    return flatMap(transform)
}
entry of original map, to the given [destination].

/**
 * Returns a list containing the results of applying the given [transform]
 * function\n * to each entry in the original map.\n * @sample samples.collections.Maps.Transformations.mapTo
 */
public inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.mapTo(destination: C, transform: (Map.Entry<K, V>) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns `true` if all entries match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <K, V> Map<out K, V>.all(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return true
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if map has at least one entry.\n * @sample samples.collections.Collections.Aggregates.any\n */
public fun <K, V> Map<out K, V>.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns the number of entries matching the given [predicate].\n * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun <K, V> Map<out K, V>.any(predicate: (Map.Entry<K, V>) -> Boolean): Int {
    if (isEmpty()) return 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of entries in this map.\n */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.count(): Int {
    return size
}

/**
 * Returns the number of entries matching the given [predicate].\n */
public inline fun <K, V> Map<out K, V>.count(predicate: (Map.Entry<K, V>) -> Boolean): Int {
    if (isEmpty()) return 0
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Performs the given [action] on each entry.\n */
@kotlin.internal.HidesMembers
public inline fun <K, V> Map<out K, V>.forEach(action: (Map.Entry<K, V>) -> Unit): Unit {
    for (element in this) action(element)
}

@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@kotlin.internal.InlineOnly
    return entries.maxByOrNull(selector)\n    .let { destination.add(it) }\n        destination.addAll(list)\n    return destination\n}

*/
public inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Returns `true` if at least one entry matches the given [predicate].\n * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun <K, V> Map<out K, V>.anyWithPredicate(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return false
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the largest value among all values produced by [selector]
 * function\n * applied to each entry in the map.\n * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
    return maxByOrNull(selector)\n    .let { destination.add(it) }\n        destination.addAll(list)\n    return destination\n}

*/
public inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
Returned result is 'NaN'.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <K, V> Map\<out K, V>\(\)\,.maxOf(selector: (Map.Entry\(\langle K, V\rangle \) \:- Double): Double \{|\n  return entries.maxOf(selector)\} |n\}/**\n* Returns the largest value among all values produced by [selector] function\n* applied to each entry in the map.\n* \* If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.\n*
*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <K, V> Map\<out K, V>\(\)\,.maxOf(selector: (Map.Entry\(\langle K, V\rangle \) \:- Float): Float \{|\n  return entries.maxOf(selector)\} |n\}/**\n* Returns the largest value among all values produced by [selector] function\n* applied to each entry in the map.\n* \* If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.\n*
V>.maxWithOrNull(comparator: Comparator<in Map.Entry<K, V>>)?: Map.Entry<K, V>? {
    return entries.maxWithOrNull(comparator)
}

ReplaceWith("minByOrNull(selector)")@DeprecatedSinceKotlin(warningSince = "1.4")
    return minByOrNull(selector)
}

/**
 * Returns the first entry yielding the smallest value of the given function
 * or `null` if there are no entries.
 * @throws NoSuchElementException if the map is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.minOf(selector: (Map.Entry<K, V>) -> Double): Double {
    return minOfOrNull(selector)
}

/**
 * Returns the smallest value among all values produced by [selector]
 * function applied to each entry in the map.
 * @throws NoSuchElementException if the map is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <K, V, R : Comparable<R>> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> R): R? {
    return minOfOrNull(selector)
}

/**
 * Returns the smallest value according to the provided [comparator]
 * function applied to each entry in the map or `null` if there are no entries.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
    return minOfWith(comparator, selector)
}
are no entries.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution

ByLambdaReturnType\@inline public inline fun <K, V, R> Map\<out K, V>\.minOfWithOrNull\(comparator: Comparator\<in R>, selector: (Map.Entry\<K, V>\) -> R\): R?\{\n    return entries.minOfWithOrNull\(comparator, selector\)\n\}

\@Deprecated\("Use minWithOrNull instead.""); ReplaceWith\("minWithOrNull\(comparator\)\")\@DeprecatedSinceKotlin(warningSince = "1.4")\@inline public fun <K, V> Map\<out K, V>\.minWithOrNull\(comparator: Comparator\<in Map.Entry\<K, V>>\): Map.Entry\<K, V>?\{\n    return minWithOrNull\(comparator\)\n\}

/**
 * Returns the first entry having the smallest value according to the provided [comparator] or `null` if there are no entries.

*\@SinceKotlin("1.4")\@inline public inline fun <K, V> Map\<out K, V>\.minWith\(comparator: Comparator\<in Map.Entry\<K, V>>\): Map.Entry\<K, V>?\{\n    return minWith\(comparator\)\n\}

/**
 * Returns `true` if no entries match the given [predicate].
 *
 * @sample
* samples.collections.Collections.Aggregates.none
 */

public fun <K, V> Map\<out K, V>\.none(): Boolean\{\n    return isEmpty()\n\}

/**
 * Returns `true` if no entries match the given [predicate].
 *
 * @sample
* samples.collections.Collections.Aggregates.noneWithPredicate
 */

public inline fun <K, V> Map\<out K, V>\.none\(predicate: (Map.Entry\<K, V>) -> Boolean\): Boolean\{\n    if (isEmpty()) return true
    for (element in this) if (predicate(element)) return false
    return true
\}

/**
 * Performs the given [action] on each entry and returns the map itself afterwards.
 *
 * @sample
* samples.collections.Collections.Aggregates.onEach
 */

@SinceKotlin("1.1")
public inline fun <K, V, M : Map\<out K, V>> M.onEach\(action: (Map.Entry\<K, V>) -> Unit\): M\{\n    return apply { for (element in this) action(element) }\n\}

/**
 * Performs the given [action] on each entry, providing sequential index with the entry, and returns
 * the map itself afterwards.
 *
 * @param [action] function that takes the index of an entry and the entry itself and performs
 * the action on the entry.

*\@SinceKotlin("1.4")\@inline public inline fun <K, V> Map\<out K, V>\.onEachIndexed\(action: (index: Int, Map.Entry\<K, V>) -> Unit\): Unit\{\n    return apply { forEachIndexed\(action\) }\n\}

/**
 * Creates an [Iterable] instance that wraps the original map returning its entries when being iterated.
 *
 * @sample
* samples.collections.Collections.AsIterable
 */

public inline fun <K, V> Map\<out K, V>\.asIterable(): Iterable\<Map.Entry\<K, V>>\{\n    return entries\n\}

/**
 * Creates a [Sequence] instance that wraps the original map returning its entries when being iterated.
 *
 * @sample
* samples.collections.Collections.AsSequence
 */

public fun <K, V> Map\<out K, V>\.asSequence(): Sequence\<Map.Entry\<K, V>>\{\n    return entries.asSequence()\n\}

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package
kotlin.sequences

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns `true` if [element] is found in the sequence.
 *
 * The operation is _terminal_.
 */

public operator fun <T> Sequence\<T>.contains\(element: T\): Boolean\{\n    return indexOf\(element\) >= 0
\}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the
 * [index] is out of bounds of this sequence.
 *
 * @sample
* samples.collections.Collections.Elements.elementAt
 */

public fun <T> Sequence\<T>.elementAt\(index: Int\): T\{\n    return elementAtOrElse\(index\) { throw IndexOutOfBoundsException\("Sequence doesn't contain element at index $index.\") }\n\}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the
 * [index] is out of bounds of this sequence.
 *
 * The operation is _terminal_.
 */

public fun <T> Sequence\<T>.elementAtOrElse\(index: Int, defaultValue: (Int) -> T\): T\{\n    return elementAtOrElse\(index\) { defaultValue\(index\) }\n\}

/**
 * Creates an [Iterable] instance that wraps the original map returning its entries when being iterated.
 *
 * @sample
* samples.collections.Collections.AsIterable
 */

@kotlin.internal.InlineOnly
public inline fun <T> Iterable\<T>.forEach\(action: (T) -> Unit\): Unit\{\n    returnforEach\(action\)\n\}

/**
 * Creates a [Sequence] instance that wraps the original map returning its entries when being iterated.
 *
 * @sample
* samples.collections.Collections.AsSequence
 */

public fun <T> Sequence\<T>.asSequence(): Sequence\<T>\{\n    returnforEach\(action\)\n\}
Sequence<T>.elementAtOrNull(index: Int): T? {
    if (index < 0)
        return null
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * The operation is _terminal_.
 */
@sample
val iterator = iterator()

Sequence<T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * The operation is _terminal_.
 */
val iterator = iterator()

Sequence<T>.indexOfLast(element: T): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            return index
        index++
    }
    return -1
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * The operation is _terminal_.
 */
@throws
val iterator = iterator()

Sequence<T>.lastOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * The operation is _terminal_.
 */
@sample
val iterator = iterator()

Sequence<T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 * The operation is _terminal_.
 */
@sample
val iterator = iterator()

Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            return index
        index++
    }
    return -1
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * The operation is _terminal_.
 */
@throws
val iterator = iterator()

Sequence<T>.lastOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}
samples.collections.Collections.Filtering.filterIsInstanceOf

```kotlin
public inline fun <reified R>
    Sequence<*>.filterIsInstance(): Sequence<@kotlin.internal.NoInfer R> {
@Suppress("UNCHECKED_CAST")
    return filter { it is R } as Sequence<R>
}

/**
 * Appends all elements that are instances of specified type parameter R to the given [destination].
 * The operation is _terminal_.

 * @sample samples.collections.Collections.Filtering.filterIsInstanceTo
 */
public inline fun
    <reified R, C : MutableCollection<in R>> Sequence<*>.filterIsInstanceTo(destination: C): C {
    for (element in this) if (element is R) destination.add(element)
    return destination
}

/**
 * Returns a sequence containing all elements not matching the given [predicate].
 * The operation is _intermediate_ and _stateless_.

 * @sample samples.collections.Collections.Filtering.filter
 */
public fun <T> Sequence<T>.filterNot(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, false, predicate)
}

/**
 * Returns a sequence containing all elements that are not `null`.
 * The operation is _intermediate_ and _stateless_.

 * @sample samples.collections.Collections.Filtering.filterNotNull
 */
public fun <T : Any> Sequence<T?>.filterNotNull(): Sequence<T> {
    @Suppress("UNCHECKED_CAST")
    return filterNot { it == null } as Sequence<T>
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * The operation is _terminal_.

 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <T, C : MutableCollection<in T>>
    Sequence<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * The operation is _terminal_.

 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <T, C : MutableCollection<in T>>
    Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a sequence containing first [n] elements.
 * The operation is _intermediate_ and _stateless_.

 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> emptySequence()
        this is DropTakeSequence -> this.take(n)
        else -> TakeSequence(this, n)
    }
}

/**
 * Returns a sequence containing first elements satisfying the given [predicate].
 * The operation is _intermediate_ and _stateless_.

 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

 * @sample samples.collections.Collections.Transformations.sorted
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sorted.toMutableList()
            sortedList.sort()
            return sortedList.iterator()
        }
    }
}

/**
 * Returns a sequence that yields elements of this sequence sorted descending according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

 * @sample samples.collections.Collections.Transformations.sortedByDescending
 */
public fun <T, R : Comparable<R>> Sequence<T>.sortedBy(selector: (T) -> R): Sequence<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a sequence that yields elements of this sequence sorted ascending according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

 * @sample samples.collections.Collections.Transformations.sortedBy
 */
public fun <T, R : Comparable<R>> Sequence<T>.sortedByAscending(selector: (T) -> R): Sequence<T> {
    return sortedWith(compareByAscending(selector))
}
```
sorted descending according to their natural sort order. The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting. The operation is _intermediate_ and _stateful_.

```kotlin
public fun <T : Comparable<T>> Sequence<T>.sortedDescending(): Sequence<T> {
    return sortedWith(reverseOrder())
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator]. The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting. The operation is _intermediate_ and _stateful_.
 */
public fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sortedWith.toMutableList()
            sortedList.sortWith(comparator)
            return sortedList.iterator()
        }
    }
}

/**
 * Returns a sequence containing key-value pairs provided by [transform] function applied to elements of the given sequence.
 * If any of two pairs would have the same key the last one gets added to the map. The returned map preserves the entry iteration order of the original sequence.
 * The operation is _terminal_.
 */
public inline fun <T, K, V, M : MutableMap<in K, V>> Sequence<T>.associateTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```
the map. The returned map preserves the entry iteration order of the original sequence. The operation is _terminal_ and _stateless_.

```kotlin
public fun <T, C : MutableCollection<in T>> Sequence<T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}
```

```kotlin
public fun <T> Sequence<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>())
}
```

```kotlin
public fun <T> Sequence<T>.toList(): List<T> {
    return this.toMutableList().optimizeReadOnlyList()
}
```

```kotlin
public fun <T> Sequence<T>.toMutableList(): MutableList<T> {
    return toCollection(ArrayList<T>())
}
```

```kotlin
public fun <T> Sequence<T>.toSet(): Set<T> {
    return toCollection(LinkedHashSet<T>()).optimizeReadOnlySet()
}
```

```kotlin
/**
 * Returns a single sequence of all elements yielded from results of [transform] function being invoked on each element and its index in the original sequence.
 * The operation is _intermediate_ and _stateless_.
 * 
 * @sample samples.collections.Collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexed")
public fun <T, R>
    Sequence<T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): Sequence<R> {
    return flatMapIndexed(this, transform, Sequence<R>::iterator)
}
```

```kotlin
/**
 * Returns a single sequence of all elements yielded from results of [transform] function being invoked on each element and its index in the original sequence.
 * The operation is _intermediate_ and _stateless_.
 * 
 * @sample samples.collections.Collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexed")
public fun <T, R>
    Sequence<T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): Sequence<R> {
    return flatMapIndexed(this, transform, Sequence<R>::iterator)
}
```

```kotlin
/**
 * Appends all elements yielded from results of [transform] function being invoked on each element and its index in the original sequence.
 * The operation is _intermediate_ and _stateless_.
 * 
 * @sample samples.collections.Collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexed")
public fun <T, R>
    Sequence<T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): Sequence<R> {
    return flatMapIndexed(this, transform, Sequence<R>::iterator)
}
```
The operation is _terminal_.

*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(checkIndexOverflow(index++), element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of the original sequence, to the given [destination].
 *
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedSequenceTo")
@kotlin.internal.InlineOnly
public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(checkIndexOverflow(index++), element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector]
 * function applied to each element and puts to the [destination] map each group key associated
 * with a list of corresponding elements.
 *
 * The returned map preserves the entry iteration order of the keys produced from the original
 * sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("groupByTo")
public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}
MutableMap<in K, MutableList<V>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a sequence to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each element.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.1")
public inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a sequence containing the results of applying the given [transform] function
 * to each element in the original sequence.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {
    return TransformingSequence(this, transform)
}

/**
 * Returns a sequence containing the results of applying the given [transform] function
 * to each element and its index in the original sequence.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T, R> Sequence<T>.mapIndexed(transform: (index: Int, T) -> R): Sequence<R> {
    return TransformingIndexedSequence(this, transform)
}

/**
 * Returns a sequence containing only the non-null results of applying the given [transform] function
 * to each element and its index in the original sequence.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T, R : Any> Sequence<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): Sequence<R> {
    return TransformingIndexedSequence(this, transform).filterNotNull()
}

/**
 * Applies the given [transform] function to each element and its index in the original sequence
 * and appends only the non-null results to the given destination.
 * The operation is _intermediate_ and _stateless_.
 */
public inline fun <T, R : Any, C : MutableCollection<in R>> Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }
    return destination
}

/**
 * Applies the given [transform] function to each element in the original sequence
 * and appends only the non-null results to the given destination.
 * The operation is _intermediate_ and _stateless_.
 */
public inline fun <T, R : Any, C : MutableCollection<in R>> Sequence<T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a sequence that wraps each element of the original sequence
 * into an [IndexedValue] containing the index of that element and the element itself.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.withIndex():
Sequence<IndexedValue<T>> {  
    return IndexingSequence(this)
}

/**
 * Returns a sequence containing only distinct elements from the given sequence.
 * The elements in the resulting sequence are in the same order as they were in the source sequence.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T> Sequence<T>.distinct(): Sequence<T> {  
    return this.distinctBy { it }
}

/**
 * Returns a sequence containing only elements from the given sequence having equal keys, only the first one will be present in the resulting sequence.
 * The elements in the resulting sequence are in the same order as they were in the source sequence.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T, K> Sequence<T>.distinctBy(selector: (T) -> K): Sequence<T> {  
    return DistinctSequence(this, selector)
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given sequence.
 * The returned set preserves the element iteration order of the original sequence.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toMutableSet(): MutableSet<T> {  
    val set = LinkedHashSet<T>()
    for (item in this) set.add(item)
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.all(predicate: (T) -> Boolean): Boolean {  
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if sequence has at least one element.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.any(): Boolean {  
    return iterator().hasNext()
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.any(predicate: (T) -> Boolean): Boolean {  
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right.
 * Returns the specified [initial] value if the sequence is empty.
 * The operation is _terminal_.
 */
public inline fun <T, R> Sequence<T>.fold(initial: R, operation: (acc: R, T) -> R): R {  
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Performs the given [action] on each element.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.forEach(action: (T) -> Unit): Unit {  
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {  
    var index = 0
    for (item in this) action(checkIndexOverflow(index++), item)
}

@Deprecated("Use maxOrNull instead.",
Open Source Used In DNAC Platform Arica

ReplaceWith("maxOrNull()")@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.1")@public fun Sequence<Double>.max(): Double? { return maxOrNull() }@DeprecatedSinceKotlin(warningSince = "1.4")@public fun Sequence<Float>.max(): Float? { return maxOrNull() }@SinceKotlin("1.1")@fun <T : Comparable<T>> Sequence<T>.max(): T? { return maxByOrNull(selector) }@SinceKotlin("1.4")@public inline fun <T, R : Comparable<R>> Sequence<T>.maxBy(selector: (T) -> R): T? { return maxByOrNull(selector) }@SinceKotlin("1.4")@public inline fun <T> Sequence<T>.maxOf(selector: (T) -> Double): Double { return maxOf(maxValue, v) }@SinceKotlin("1.4")@public inline fun <T> Sequence<T>.maxOf(selector: (T) -> Float): Float { return maxOf(maxValue, v) }@SinceKotlin("1.4")@public inline fun <T, R : Comparable<R>> Sequence<T>.maxOf(selector: (T) -> R): R { return maxOf(maxValue, v) }@SinceKotlin("1.4")@public inline fun <T> Sequence<T>.maxOfOrNull(selector: (T) -> Double): Double? { return maxOrNull() }@SinceKotlin("1.4")@public inline fun <T> Sequence<T>.maxOfOrNull(selector: (T) -> Float): Float? { return maxOrNull() }
values produced by [selector] function is `NaN`, the returned result is `NaN`.

* The operation is _terminal_.

* @SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution

**LambdaReturnType**

@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.maxOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced
 * by [selector] function applied to each element in the sequence
 * or `null` if there are no elements.
 *
 * The operation is _terminal_.
 */
@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution

**LambdaReturnType**

@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>>

Sequence<T>.maxOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest element according to the provided
 * [comparator] among all values produced by [selector] function applied to each element in the sequence
 * or `null` if there are no elements.
 *
 * The operation is _terminal_.
 */
@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution

**LambdaReturnType**

@kotlin.internal.InlineOnly
public inline fun <T : Comparable<T>>

Sequence<T>.maxOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max < e) max = e
    }
    return max
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Sequence<T>.maxWith(comparator: Comparator<in T>): T? {
    return maxWithOrNull(comparator)
}

/**
 * Returns the first element having the largest value according to the
 * provided [comparator] or `null` if there are no elements.
 *
 * The operation is _terminal_.
 */
@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution

**LambdaReturnType**

@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.maxWithOrNull(comparator: Comparator<in T>): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max < e) max = e
    }
    return max
}
minOf(minValue, v)\n\nreturn minValue\n\n\n* Returns the smallest value among all values produced
by [selector] function\n* applied to each element in the sequence or 'null' if there are no elements.\n* \n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* The operation is _terminal_.\n
*
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.experimental.InlineOnly
public fun <T> Sequence<T>.minOfOrNull(selector: (T) -> Float?): Float? {\n\nval iterator = iterator()\nif (!iterator.hasNext()) return null\nval minValue = selector(iterator.next())\nwhile (iterator.hasNext()) {\nval v = selector(iterator.next())\nminValue = minOf(minValue, v)\n}\nreturn minValue\n\n\n* Returns the smallest value among all values produced
by [selector] function\n* applied to each element in the sequence or 'null' if there are no elements.\n* \n* The operation is _terminal_.\n
*
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.experimental.InlineOnly
public fun <T> Sequence<T>.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {\n\nval iterator = iterator()\nif (!iterator.hasNext()) throw NoSuchElementException()\nvar minValue = selector(iterator.next())\nwhile (iterator.hasNext()) {\nval v = iterator.next()\nif (comparator.compare(minValue, v) > 0) {\nminValue = v\n}\n}\nreturn minValue\n\n\n* Returns the smallest value among all values produced by [selector] function applied to each element in the sequence or 'null' if there are no elements.\n* \n* The operation is _terminal_.\n
*
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.experimental.InlineOnly
public fun <T> Sequence<T>.minWith(comparator: Comparator<in T>): T? {\n\nval iterator = iterator()\nif (!iterator.hasNext()) throw NoSuchElementException()\nvar min = iterator.next()\nwhile (iterator.hasNext()) {\nval e = iterator.next()\nif (comparator.compare(min, e) < 0) {\nmin = e\n}\n}\nreturn min\n\n\n* Returns the first element having the smallest value according to the provided [comparator] or 'null' if there are no elements.\n* \n* The operation is _terminal_.\n
*
@SinceKotlin("1.4")
public fun <T> Sequence<T>.minWithOrNull(comparator: Comparator<in T>): T? {
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        var e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the sequence has no elements.
 * The operation is _terminal_ and _stateless_.
 * @param [predicate] function that takes the index of an element and the element itself and
 * performs the action on the element.
 * @return `true` if no elements match the given [predicate], `false` otherwise.
 * The operation is _terminal_ and _stateless_.
 * @sample samples.collections.Collections.Aggregates.none
 */
public fun <T> Sequence<T>.none(): Boolean {
    return iterator().hasNext()
}

/**
 * Returns `true` if no elements match the given [predicate].
 * The operation is _terminal_ and _stateless_.
 * @param [predicate] function that takes the index of an element, current accumulator value and the element itself
 * and calculates the next accumulator value.
 * @return `true` if no elements match the given [predicate], `false` otherwise.
 * The operation is _terminal_ and _stateless_.
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun <T> Sequence<T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns a sequence which performs the given [action] on each element of the original sequence as they pass through it.
 * The operation is _intermediate_ and _stateless_.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Aggregates.onEach
 */
@SinceKotlin("1.4")
public fun <T> Sequence<T>.onEach(action: (T) -> Unit): Sequence<T> {
    return mapIndexed { index, element ->
        action(index, element)
        element
    }
}

/**
 * Returns a sequence which performs the given [operation] from left to right on the current accumulator value and each element from left to right.
 * The operation is _terminal_.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * The operation is _terminal_ and _stateless_.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.4")
public inline fun <S, T : S> Sequence<T>.reduce(operation: (acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}

/**
 * Returns a sequence which performs the given [operation] from left to right on the current accumulator value and each element from left to right when the index of an element and the element itself
 * and calculates the next accumulator value.
 * The operation is _terminal_ and _stateless_.
 * @sample samples.collections.Collections.Aggregates.reduceIndexed
 */
public inline fun <S, T : S> Sequence<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
    var index = 1
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++, accumulator, iterator.next()))
        index = index + 1
    }
    return accumulator
}

/**
 * Returns a sequence which performs the given [operation] from left to right on the current accumulator value and each element from left to right when the index of an element, current accumulator value and the element itself
 * and calculates the next accumulator value.
 * The operation is _terminal_ and _stateless_.
 * @sample samples.collections.Collections.Aggregates.reduceIndexedOrNull
 */
@SinceKotlin("1.4")
public inline fun <S, T : S> Sequence<T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S?): S? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return null
    var index = 1
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++, accumulator, iterator.next()))
        index = index + 1
    }
    return accumulator
}
samples.collections.Collections.Aggregates.reduceOrNull

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S>
    Sequence<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    var accumulator = operation(accumulator, iterator.next())
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}
```

```kotlin
/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * * Note that `acc` value passed to [operation] function should not be mutated;
 * * otherwise it would affect the previous value in resulting sequence.
 * * The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function later
 * because of sequence's lazy nature.
 * * The operation is _intermediate_ and _stateless_.
 * * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
public fun <T, R> Sequence<T>.runningFold(initial: R, operation: (acc: R, T) -> R):
    Sequence<R> {
        yield(initial)
        var accumulator = initial
        for (element in this@runningFold) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
```

```kotlin
/**
 * Returns a sequence containing successive accumulation values generated by applying [operation]
 * from left to right
 * to each element, its index in the original sequence and current accumulator value that starts with the first element of this sequence.
 * * Note that `acc` value passed to [operation] function should not be mutated;
 * * otherwise it would affect the previous value in resulting sequence.
 * * The operation is _intermediate_ and _stateless_.
 * * @param [operation] function that takes the index of an element, current accumulator value
 * * and the element itself, and calculates the next accumulator value.
 * * @sample samples.Collections.Collections.Aggregates.runningReduceIndexed
 */
@SinceKotlin("1.4")
public fun <S, T : S> Sequence<T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S):
    Sequence<S> {
        yield(accumulator)
        var accumulator = operation(accumulator, iterator.next())
        while (iterator.hasNext()) {
            accumulator = operation(accumulator, iterator.next())
            yield(accumulator)
        }
    }
```

```kotlin
/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original sequence and current accumulator value that starts with the first element of this sequence.
 * * Note that `acc` value passed to [operation] function should not be mutated;
 * * otherwise it would affect the previous value in resulting sequence.
 * * The operation is _intermediate_ and _stateless_.
 * * @param [operation] function that takes the index of an element, current accumulator value
 * * and the element itself, and calculates the next accumulator value.
 * * @sample samples.Collections.Collections.Aggregates.runningReduceIndexed
 */
@SinceKotlin("1.4")
public fun <S, T : S> Sequence<T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S):
    Sequence<S> {
        var accumulator = operation(accumulator, iterator.next())
        while (iterator.hasNext()) {
            accumulator = operation(accumulator, iterator.next())
            yield(accumulator)
        }
    }
```
yield(accumulator)
    return runningFold(initial, operation)
}
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting sequence.
 * The [initial] value should also be immutable (or should not be mutated)
 * as it may be passed to [operation] function later because of sequence's lazy nature.
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original sequence and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting sequence.
 * The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * The operation is _intermediate_ and _stateless_.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * The operation is _intermediate_ and _stateless_.
 * @param samples.collections.Collections.Aggregates.scan
 *
 @SinceKotlin("1.4")
 @WasExperimental(ExperimentalStdlibApi::class)
 @public fun <T, R>
 Sequence<T>.scan(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return runningFold(initial, operation)
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun
```kotlin
<T> Sequence<T>.sumOf(selector: (T) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal
.InlineOnly
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal
.InlineOnly
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.
 * The operation is _terminal_.
 */
public fun <T : Any> Sequence<T?>.requireNoNulls(): Sequence<T> {
    return map { it ?: throw IllegalArgumentException("null element found in $this.") }
}

/**
 * Splits this sequence into a sequence of lists each not exceeding the given [size].
 * The last list in the resulting sequence may have less elements than the given [size].
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.chunked(size: Int): Sequence<List<T>> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this sequence into several lists each not exceeding the given [size] and applies the given [transform] function to an each.
 * The last list may have less elements than the given [size].
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.
 * @param transform function to apply to each list.
 * The operation is _intermediate_ and _stateful_.
 */
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements].
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.minus(element: T): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            var removed = false
            return this@minus.filter { if (!removed && it == element) { removed = true; false } else true }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements].
 * Note that the source sequence and the array being subtracted are iterated only when an `iterator` is requested from
 * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The elements array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have
 * a correct and stable implementation of `hashCode()` that doesn’t change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 */
public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    if (elements.isEmpty()) return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            return this@minus.filterNot { it in other }.iterator().iterator()
        }
    }
}
```

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operation, thus the elements are required to have
 * a correct and stable implementation of 'hashCode()' that
 doesn't change between successive invocations.
 * The operation is _intermediate_ and _stateful_.

 operator fun <T> Sequence<T>.minus(elements: Iterable<T>): Sequence<T> {
     return object: Sequence<T> {
         override fun iterator(): Iterator<T> {
             val other = elements.convertToSetForSetOperation()
             if (other.isEmpty())
                 return this@minus.iterator()
             else
                 return this@minus.filterNot { it in other }.iterator()
         }
     }
}

 /**
 * Returns a sequence containing all elements of original sequence
 * except the elements contained in the given [elements] sequence.
 * Note that the source sequence and the sequence being subtracted are iterated only when an `iterator` is requested from it.
 * The elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 */
operator fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

 /**
 * Returns a sequence containing all elements of the original sequence
 * without the first occurrence of the given [element].
 * The operation is _intermediate_ and _stateless_.
 */
@kotlin.internal.InlineOnly
inline fun <T> Sequence<T>.minusElement(element: T): Sequence<T> {
    return minus(element)
}

 /**
 * Splits the original sequence into pair of lists,
 * where *first* list contains elements for which [predicate] yielded `true`,
 * while *second* list contains elements for which [predicate] yielded `false`.
 * The operation is _terminal_ and _stateless_.
 */
public inline fun <T> Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

 /**
 * Returns a sequence containing all elements of the original sequence and then the given [element].
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(element: T): Sequence<T> {
    return sequenceOf(this, sequenceOf(element)).flatten()
}

 /**
 * Returns a sequence containing all elements of the original sequence and then all elements of the given [elements] array.
 * Note that the source sequence and the array being added are iterated only when an `iterator` is requested from it.
 * Changing any of them between successive calls to `iterator` may affect the result.
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T> {
    return this.plus(elements.asList())
}

 /**
 * Returns a sequence containing all elements of the original sequence and then all elements of the given [elements] collection.
 * Note that the source sequence and the collection being added are iterated only when an `iterator` is requested from it.
 * Changing any of them between successive calls to `iterator` may affect the result.
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {
    return sequenceOf(this, elements.asSequence()).flatten()
}

 /**
 * Returns a sequence containing all elements of the original sequence and then the given [element].
 * The operation is _intermediate_ and _stateless_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {
    return plus(element)
}
elements in this sequence.

* @param size the number of elements to take in each window
* @param step the number of elements to move the window forward by on each step, by default 1
* @param partialWindows controls whether or not to keep partial windows in the end if any
* by default `false` which means partial windows won't be preserved
* @param sample samples.collections.Sequences.Transformations.takeWindows
* @SinceKotlin("1.2")

* Returns a sequence containing the results of applying the given [transform] function to each pair of adjacent elements.
* The returned sequence is empty if this sequence contains less than two elements.
* The operation is _intermediate_ and _stateless_.
* @sample samples.collections.Sequences.Transformations.zipWithNext
* @SinceKotlin("1.2")

    public fun <T, R> Sequence<T>.zipWithNext(transform: (a: T, b: T) -> R): Sequence<R> { return sequence { val iterator = iterator()
* while (iterator.hasNext()) {
* yield(transform(iterator.next())
* current = next
* } yield(transform(current, next))
* } yield(transform(current, next))
* }
* Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
* If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."), @sample samples.collections.Collections.Transformations.joinTo
* @public fun <T, A : Appendable> Sequence<T>.joinTo(buffer: A, separator: CharSequence = "", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A
* {
* var current = 0
* for (element in this) {
* if (++count > 1)
buffer.append(separator)
 if (limit < 0 || count <= limit) {
     buffer.appendElement(element, transform)
 } else break
 }
 if (limit > 0 && count > limit) buffer.append(truncated)
 buffer.append(postfix)
 return buffer
}

/**
 * Creates a string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * The operation is _terminal_.
 * @sample
 * samples.collections.Collections.transform.joinTo(StringBuilder, separator, prefix, postfix, limit, truncated, transform).toString()
 */
public fun <T>
    Sequence<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates an [Iterable] instance that wraps the original sequence returning its elements when being iterated.
 * @sample
 * Sequence<T>.asIterable().toList()
 */
public fun <T>
    Sequence<T>.asIterable(): Iterable<T> {
    return Iterable { this.iterator() }
}

/**
 * Returns this sequence as a [Sequence].
 * @sample
 * Sequence<Int>.asSequence().sum()
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.asSequence(): Sequence<T> {
    return this
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Sequence<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Sequence<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Sequence<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Sequence<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Sequence<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Sequence<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Sequence<Long>.sum(): Long {
    var sum: Long = 0
    for (element in this) {
        sum += element
    }
    return sum
}
for (element in this) {\n    sum += element\n} \nreturn sum\n
* Returns the sum of all elements in the sequence.\n* The operation is _terminal_.\n* @param @jvm.NameValue("sumOfDouble")\n* @public\n
func Sequence<Double>.sum(): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += element\n    } \nreturn sum\n
*/ Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*kotlin.collections*\n
NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib/kotlin/nimprot kotlin.random.\n*kotlin.ranges*\n
*/Returns a set containing all elements of the original set except the given [element].\n* The returned set preserves the element iteration order of the original set.\n*\n*public operator fun <T> Set<T>.minus(element: T): Set<T> {\n    var result = LinkedHashSet<T>(mapCapacity(size))\n    var removed = false\n    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }\n}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] array.\n* The returned set preserves the element iteration order of the original set.\n* The [elements] array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have\n* a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.\n*\n*public operator fun <T> Set<T>.minus(elements: Array<out T>): Set<T> {\n    var result = LinkedHashSet<T>(this)\n    result.removeAll(elements)\n    return result\n}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] collection.\n* The returned set preserves the element iteration order of the original set.\n* The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have\n* a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.\n*\n*public operator fun <T> Set<T>.minus(elements: Iterable<T>): Set<T> {\n    var result = LinkedHashSet<T>(this)\n    result.removeAll(elements)\n    return result\n}

/**
 * Returns a set containing all elements of the original set except the given [elements] sequence.\n* The returned set preserves the element iteration order of the original set.\n*\n*public operator fun <T> Set<T>.minus(elements: Sequence<T>): Set<T> {\n    var result = LinkedHashSet<T>(this)\n    result.removeAll(elements)\n    return result\n}

/**
 * Returns a set containing all elements of the original set except the given [elements] \n* The returned set preserves the element iteration order of the original set.\n*\n*public operator fun <T> Set<T>.minusElement(element: T): Set<T> {\n    var result = LinkedHashSet<T>(this)\n    result.remove(element)\n    return result\n}

/**
 * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.\n* The returned set preserves the element iteration order of the original set.\n*\n*public operator fun <T> Set<T>.plus(element: T): Set<T> {\n    var result = LinkedHashSet<T>(mapCapacity(size + 1))\n    result.addAll(this)\n    result.add(element)\n    return result\n}

/**
 * Returns a set containing all elements of the original set and the given [elements], which aren't already in this set.\n* The returned set preserves the element iteration order of the original set.\n*\n*public operator fun <T> Set<T>.plus(elements: Array<out T>): Set<T> {\n    var result = LinkedHashSet<T>(mapCapacity(this.size + elements.size))\n    result.addAll(this)\n    result.addAll(elements)\n    return result\n}

/**
 * Returns a set containing all elements of the original set and the given [elements], which aren't already in this set.\n* The returned set preserves the element iteration order of the original set.\n*\n*public operator fun <T> Set<T>.plus(elements: Iterable<T>): Set<T> {\n    var result = LinkedHashSet<T>(mapCapacity(elements.collectionSizeOrNull()!! + this.size + 1))\n    result.addAll(this)\n    result.addAll(elements)\n    return result\n}

}
returned set preserves the element iteration order of the original set.

\[
\text{Set<T>.plus(elements: Sequence<T>): Set<T> \{ val result = LinkedHashSet<T>(mapCapacity(this.size * 2))
\text{result.addAll(this)}
\text{result.addAll(elements)}
\text{return result}\}
\]

\*\*

\text{Set<T>.plus(element: T): Set<T> \{ return plus(element)\}}

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\*\*

\*\*

\*\*
for (index in indices.reversed()) { if (predicate(this[index])) { return index } } return -1

public fun CharSequence.last(): Char { if (isEmpty()) throw NoSuchElementException("Char sequence is empty.") return this[lastIndex]}

/**
 * Returns the last character matching the given [predicate].
 * @throws [NoSuchElementException] if no such character is found.
 */
public inline fun CharSequence.last(predicate: (Char) -> Boolean): Char? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random character from this char sequence.
 * @throws [NoSuchElementException] if this char sequence is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun CharSequence.randomOrNull(): Char? {
    if (isEmpty()) return null
    return get(random.nextInt(length))
}

/**
 * Returns a subsequence of this char sequence with the first [n] characters removed.
 * @throws IllegalArgument Exception if [n] is negative.
 */
public fun CharSequence.drop(n: Int): CharSequence {
    if (n < 0) throw IllegalArgumentException("Requested character count \$n is less than zero.")
    return subSequence(n.coerceAtMost(length), length)
}

/**
 * Returns a string with the first [n] characters removed.
 * @throws IllegalArgument Exception if [n] is negative.
 */
public fun String.drop(n: Int): String {
    if (n < 0) throw IllegalArgumentException("Requested character count \$n is less than zero.")
    return substring(n.coerceAtMost(length))
}
this char sequence with the last [n] characters removed.

* @throws IllegalArgumentException if [n] is negative.

* @sample samples.text.Strings.drop
*/

public fun CharSequence.dropLast(n: Int):
        String {
            require(n >= 0) { "Requested character count $n is less than zero." }
            return take((length - n).coerceAtLeast(0))
        }

/**
 * Returns a string containing all characters except last characters that satisfy the given [predicate].
 * 
 * @param [predicate] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * 
 * @param [destination] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * 
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */

public inline fun <C : Appendable>
        CharSequence.filterIndexedTo(destination: C, predicate: (Int, Char) -> Boolean): C {
            for (index in this.indices)
                if (!predicate(index, this[index]))
                    destination.append(this[index])
            return destination
        }

/**
 * Returns a char sequence containing only those characters from the original char sequence that do not match the given [predicate].
 * 
 * @param [predicate] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * 
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */

public inline fun <C : Appendable>
        CharSequence.filterIndexedTo(destination: C, predicate: (Int, Char) -> Boolean): C {
            for (index in this.indices)
                if (predicate(index, this[index]))
                    destination.append(this[index])
            return destination
        }

/**
 * Returns a string containing only those characters from the original string that match the given [predicate].
 * 
 * @param [predicate] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * 
 * @sample samples.collections.Collections.Filtering.filterTo
 */

public inline fun <C : Appendable>
        String.filterTo(destination: C, predicate: (Int, Char) -> Boolean): C {
            for (index in this.indices)
                if (predicate(index, this[index]))
                    destination.append(this[index])
            return destination
        }

/**
 * Returns a string containing only those characters from the original string that do not match the given [predicate].
 * 
 * @param [predicate] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * 
 * @sample samples.collections.Collections.Filtering.filterTo
 */

public inline fun <C : Appendable>
        String.filterTo(destination: C, predicate: (Int, Char) -> Boolean): C {
            for (index in this.indices)
                if (predicate(index, this[index]))
                    destination.append(this[index])
            return destination
        }
Appendable> CharSequence.filterNotTo(destination: C, predicate: (Char) -> Boolean): C { \n    for (element in this) \n        if (!predicate(element)) destination.append(element) \n    return destination \n} \n
/**
 * Appends all characters matching the given [predicate] to the given [destination].\n * @param samples\n * @param collections.Collections.Filtering.filterTo
 */
public inline fun <C : Appendable> CharSequence.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this)
        if (!predicate(element)) destination.append(element)
    return destination
}

/**
 * Returns a char sequence containing characters of the original char sequence at the specified range of [indices].\n */
public fun CharSequence.slice(indices: IntRange): CharSequence {
    if (indices.isEmpty()) return ""
    return subSequence(indices)
}

/**
 * Returns a string containing characters of the original string at specified [indices].\n */
@kotlin.internal.InlineOnly
public inline fun String.slice(indices: Iterable<Int>): String {
    return (this as CharSequence).slice(indices).toString()
}

/**
 * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n */
public fun CharSequence.take(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(0, n.coerceAtMost(length))
}

/**
 * Returns a string containing characters of the original string at specified [indices].\n */
public fun CharSequence.reversed(): CharSequence {
    return
}

/**
 * Returns a subsequence of this char sequence containing the last [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n */
public fun CharSequence.reversed(): CharSequence {
    return
}

/**
 * Returns a string containing last characters that satisfy the given [predicate].\n */
public inline fun CharSequence.takeLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return subSequence(index + 1, length)
        }
    return subSequence(0, length)
}

/**
 * Returns a char sequence containing characters of the reversed order.\n */
public inline fun CharSequence.reversed(): CharSequence {
    return
}

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StringBuilder(this).reverse() Returns a string with characters in reversed order.

/**
 * Returns a string with characters in reversed order.
 */
@kotlin.internal.InlineOnly
public inline fun String.reversed(): String {
    return (this as CharSequence).reversed().toString()
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function
 * applied to characters of the given char sequence.
 * If any two of pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original char sequence.
 * @sample samples.text.Strings.associate
 */
public inline fun <K, V> CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by
 * [keySelector] functions applied to characters of the given char sequence.
 * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original char sequence.
 * @sample samples.text.Strings.associateWithValueTransform
 */
public inline fun <K, V, M : MutableMap<in K, in V>> CharSequence.associateTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

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former value in the map.

/*
 * @sample samples.text.Strings.associateWithTo
 */

@SinceKotlin("1.3")
public inline fun <V, M : MutableMap<Char, V>>
CharSequence.associateWithTo(destination: M, valueSelector: (Char) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

*/

/**
 * Appends all characters to the given [destination] collection.
 */
@SinceKotlin("1.3")
public inline fun <<C : MutableCollection<in Char>>
CharSequence.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all characters to the given [destination] collection.
 */
@SinceKotlin("1.3")
public inline fun <C : MutableCollection<in Char>>
CharSequence.toMutableList(): C {
    return toCollection(ArrayList<Char>()).toCollection(Cсон())
}

/**
 * Appends all characters to the given [destination] collection.
 */
@SinceKotlin("1.3")
public inline fun <C : MutableCollection<in Char>>
CharSequence.toSet(): C {
    return toCollection(LinkedHashSet<Char>(mapCapacity(length.coerceAtMost(128)))).toCollection(Cсон())
}

/**
 * Appends all characters to the given [destination] collection.
 */
@SinceKotlin("1.3")
public inline fun <R> CharSequence.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Appends all characters to the given [destination] collection.
 */
@SinceKotlin("1.3")
public inline fun <R, C : MutableCollection<in R>>
CharSequence.flatMapIndexedTo(destination: C, transform: (index: Int, Char) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++,
        element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all characters to the given [destination] collection.
 */
@SinceKotlin("1.3")
public inline fun <R, C : MutableCollection<in R>>
CharSequence.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups characters of the original char sequence by the key returned by the given [keySelector] function
 * applied to each character and its index in the original char sequence, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
public inline fun <K, V>
Charsquence.groupBy((keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups characters of the original char sequence by the key returned by the given [keySelector] function
 * by the key returned by the given [keySelector] function applied to each character and puts to the [destination] map each group key associated with a list of corresponding characters.
 * @return The [destination] map.
 */
public inline fun <K, M : MutableMap<K, MutableList<V>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K): M {
    var retval = destination
    for (element in this) {
        val key = keySelector(element)
        val list = retval.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return retval
}

/**
 * Creates a [Grouping] source from a char sequence to be used later with one of group-and-fold operations
 * by using the specified [keySelector] function to extract a key from each character.
 * @return The [Grouping] source.
 */
@SinceKotlin("1.1")
public inline fun <K> CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K> {
    return object :
        Grouping<Char, K> {
            override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()
            override fun keyOf(element: Char): K = keySelector(element)
        }
}

/**
 * Returns a list containing the results of applying the given [transform] function to each character in the original char sequence.
 * @param [transform] function that takes the index of a character and the character itself and returns the result of the transform applied to the character.
 * @return The list.
 */
public inline fun <R> CharSequence.map(transform: (Char) -> R): List<R> {
    return mapTo(ArrayList<R>(length), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function to each character and its index in the original char sequence.
 * @param [transform] function that takes the index of a character and the character itself and returns the result of the transform applied to the character.
 * @return The list.
 */
public inline fun <R : Any> CharSequence.mapIndexedNotNull(transform: (index: Int, Char) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each character and its index in the original char sequence
 * and appends only the non-null results to the given [destination].
 * @param [transform] function that takes the index of a character and the character itself and returns the result of the transform applied to the character.
 * @return The list.
 */
public inline fun <R : Any, C : MutableCollection<in R>> CharSequence.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each character and its index in the original char sequence
 * and appends only the non-null results to the given [destination].
 * @param [transform] function that takes the index of a character and the character itself and returns the result of the transform applied to the character.
 * @return The list.
 */
public inline fun <R : Any> CharSequence.mapIndexedNotNullTo(destination: R): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}
and appends only the non-null results to the given [destination].\n */
public inline fun <R : Any, C : MutableCollection<R>> CharSequence.mapTo(destination: C, transform: (Char) -> R?): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each character of the original char sequence
 * and appends the results to the given [destination].\n * Returns a lazy [Iterable] that wraps each character of the original char sequence into an
 * [IndexedValue] containing the index of that character and the character itself.\n */
public fun CharSequence.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns `true` if all characters match the given [predicate].\n */
public inline fun CharSequence.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if char sequence has at least one character.\n */
public fun CharSequence.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if at least one character matches the given [predicate].\n */
public inline fun CharSequence.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the length of this char sequence.\n */
@kotlin.internal.InlineOnly
public inline fun CharSequence.count(): Int {
    return length
}

/**
 * Returns the number of characters matching the given [predicate].\n */
public inline fun CharSequence.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with \[initial\] and applying \[operation\] from left to right
 * to each character and current accumulator value.\n * Returns the specified \[initial\] value if the char
 * sequence is empty.\n */
public inline fun <R> CharSequence.fold(initial: R, operation: (R, Char) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with \[initial\] and applying \[operation\] from right to left
 * to each character and current accumulator value.\n * Returns the specified \[initial\] value if the char
 * sequence is empty.\n */
public inline fun <R> CharSequence.foldRight(initial: R, operation: (Char, R) -> R): R {
    var index = 0
    var accumulator = initial
    while (index < length) {
        accumulator = operation(get(index++), accumulator)
        ++index
    }
    return accumulator
}

/**
 * Performs the given \[action\] on each character.\n */
public inline fun CharSequence.forEach(action: (Char) -> Unit): Unit {
    for (element in this) action(element)
}
the action on the character.
 */
public inline fun CharSequence.forEachIndexed(action: (index: Int, Char) -> Unit):
    Unit { 
        var index = 0
        for (item in this) action(index++, item)
    }

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharSequence.max(): Char? {
    return maxOrNull()
}

@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> CharSequence.maxBy(selector: (Char) -> R): Char? {
    var maxElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxElem = this[i]
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each character in the char sequence.
 * 
 * @throws NoSuchElementException if the char sequence is empty.
 * 
 * @since 1.4
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.maxOf(selector: (Char) -> R): R {
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each character in the char sequence or `null` if there are no
 * characters.
 * 
 * @throws NoSuchElementException if the char sequence is empty.
 * 
 * @since 1.4
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.maxOfOrNull(selector: (Char) -> R): R? {
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
public inline fun <R : Comparable<R>> CharSequence.maxOfOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var maxVal = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxVal < v) {
            maxVal = v
        }
    }
    return maxVal
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each character in the char sequence.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.maxOfOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var maxVal = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxVal < v) {
            maxVal = v
        }
    }
    return maxVal
}

/**
 * Returns the largest character or 'null' if there are no characters.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public fun CharSequence.maxOrNull(): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharSequence.maxWithOrNull(selector: (Char) -> R): Char? {
    return maxWithOrNull(selector)
}

/**
 * Returns the first character having the largest value according to the provided [comparator] or 'null' if there are no characters.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public fun CharSequence.maxWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharSequence.min(): Char? {
    return minOrNull()
}

@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> CharSequence.minByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minVal = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minVal > v) {
            minVal = v
        }
    }
    return minVal
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each character in the char sequence.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.minByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minVal = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minVal < v) {
            minVal = v
        }
    }
    return minVal
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each character in the char sequence.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public fun CharSequence.minOrNull(): R? {
    if (isEmpty()) return null
    var minVal = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minVal > v) {
            minVal = v
        }
    }
    return minVal
}

@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharSequence.minWithOrNull(selector: (Char) -> R): R? {
    return minWithOrNull(selector)
}

/**
 * Returns the first character yielding the smallest value of the given function or 'null' if there are no characters.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public fun CharSequence.minWithOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var minVal = selector(this[0])
    for (i in 1..lastIndex) {
        val e = this[i]
        if (minVal > e) minVal = e
    }
    return minVal
}

/**
 * Returns the smallest character or 'null' if there are no characters.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public fun CharSequence.minOrNull(): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharSequence.minWithOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each character in the char sequence.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.minOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minVal = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minVal < v) {
            minVal = v
        }
    }
    return minVal
}
result is `NaN`.\n
*\n* \n* \n* @throws NoSuchElementException if the char sequence is empty.\n
*\n* @SinceKotlin("1.4")\n* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n* @OverloadResolution ByLambdaReturnType\n* @kotlin.internal.InlineOnly\n* @public inline fun CharSequence.minOf(selector: (Char) -> Float): Float {\n  \n  if (isEmpty()) throw NoSuchElementException()\n  \n  var minValue = selector(this[0]) for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    minValue = minOf(minValue, v)\n  }\n  \n  return minValue\n} \n
/**\n * Returns the smallest value among all values produced by [selector] function \n* applied to each character in the char sequence.\n* Returns the smallest value among all values produced by [selector] function \n* applied to each character in the char sequence or `null` if there are no characters.\n* Returns the smallest value among all values produced by [selector] function \n* applied to each character in the char sequence or `null` if there are no characters.\n* Returns the smallest value among all values produced by [selector] function \n* applied to each character in the char sequence or `null` if there are no characters.\n* Returns the smallest value among all values produced by [selector] function \n* applied to each character in the char sequence or `null` if there are no characters.\n* Returns the smallest value among all values produced by [selector] function \n* applied to each character in the char sequence or `null` if there are no characters.\n* Returns the smallest value among all values produced by [selector] function \n* applied to each character in the char sequence or `null` if there are no characters.\n* Returns the smallest value according to the provided [comparator] function \n* applied to each character in the char sequence or `null` if there are no characters.\n* Returns the smallest character or `null` if there are no characters.\n* Returns the smallest value among all values produced by [selector] function \n* applied to each character in the char sequence or `null` if there are no characters.\n* Returns the smallest value according to the provided [comparator] function \n* applied to each character in the char sequence or `null` if there are no characters.\n* Returns the smallest value among all values produced by [selector] function \n* applied to each character in the char sequence or `null` if there are no characters.\n* Returns the smallest value among all values produced by [selector] function \n* applied to each character in the char sequence or `null` if there are no characters.\n* Returns the smallest character or `null` if there are no characters.
    val e = this[i]
    if (min > e) min = e
  }
  return min
}

@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin("1.4")@Published func CharSequence.minWith(@comparator: Comparator<in Char>): Char? {
  var min = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (@comparator.compare(min, e) > 0) min = e
  }
  return min
}

/**
 * Returns the first character having the smallest value according to the
 * provided [comparator] or `null` if there are no characters.
 */
@SinceKotlin("1.4")@Published func CharSequence.minWithOrNull(@comparator: Comparator<in Char>): Boolean {
  return isEmpty() || @comparator.compare(min, this[0]) > 0
}

/**
 * Returns `true` if the char sequence has no characters.
 */
public fun CharSequence.none(): Boolean {
  return isEmpty()
}

/**
 * Returns `true` if no characters match the given [predicate].
 */
public inline fun CharSequence.none(predicate: (Char) -> Boolean): Boolean {
  for (element in this) if (predicate(element)) return false
  return true
}

/**
 * Performs the given [action] on each character and returns the char sequence itself.
 */
@SinceKotlin("1.1") public inline fun <S : CharSequence> S.onEach(action: (Char) -> Unit): S {
  return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each character, providing sequential index with the character,
 * and returns the char sequence itself.
 */
@SinceKotlin("1.4") public inline fun <S : CharSequence> S.onEachIndexed(action: (index: Int, Char) -> Unit): S {
  return apply { forEachIndexed(action) }
}

/**
 * Accumulates value starting with the first character and applying [operation] from left to right
 * to current accumulator value and each character.
 */
public inline fun CharSequence.reduce(operation: (acc: Char, Char) -> Char): Char {
  var accumulator = this[0]
  for (index in 1..lastIndex) {
    accumulator = operation(accumulator, this[index])
  }
  return accumulator
}

/**
 * Accumulates value starting with the first character and applying [operation] from left to right
 * to current accumulator value and each character with its index in the original char sequence.
 */
public inline fun CharSequence.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
  var accumulator = this[0]
  for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
  }
  return accumulator
}

/**
 * Accumulates value starting with the first character and applying [operation] from left to right
 * to current accumulator value and each character with its index in the original char sequence.
 */
public inline fun CharSequence.reduceIndexedOrNull(operation: (index: Int, acc: Char, Char) -> Char): Char? {
  var accumulator = this[0]
  for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
  }
  return accumulator
}

/**
 * Accumulates value starting with the first character and applying [operation] from left to right
 * to current accumulator value and each character.
 */
public inline fun CharSequence.reduceOrNull(operation: (acc: Char) -> Unit): Char? {
  return apply { for (element in this) action(element) }
}
CharSequence.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? { if (isNotEmpty()) return null

var accumulator = this[0] for (index in 1..lastIndex) { accumulator = operation(accumulator, this[index])

return accumulator
}

accumulate value starting with the last character and applying [operation] from right to left

* @param [operation] function that takes a character and current accumulator value,
* @param samples.Collections.Aggregates reduceOrNull

CharSequence.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? { if (isNotEmpty()) throw UnsupportedOperationException("Empty char sequence can't be reduced.")

var accumulator = get(index--) while (index >= 0) { accumulator = operation(get(index--), accumulator)

return accumulator
}

accumulate value starting with the last character and applying [operation] from right to left

* @param [operation] function that takes the index of a character, the character itself and current accumulator value,
* @param sample

CharSequence.reduceRightIndexedOrNull(operation: (index: Int, Char, acc: Char) -> Char): Char? { if (isEmpty()) return null

var accumulator = get(index--) while (index >= 0) { accumulator = operation(index, get(index--), accumulator)

return accumulator
}

accumulates value starting with the last character and applying [operation] from right to left

* @param [operation] function that takes the index of a character, the character itself and current accumulator value,
* @param sample

CharSequence.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char? { if (isEmpty()) throw UnsupportedOperationException("Empty char sequence can't be reduced.")

var accumulator = get(index--) while (index >= 0) { accumulator = operation(index, get(index--), accumulator)

return accumulator
}

- @param [operation] function that takes the index of a character, the character itself and current accumulator value,
* @param sample

CharSequence.reduceRightIndexedOrNull(operation: (index: Int, Char, acc: Char) -> Char): Char? { if (isEmpty()) return null

var accumulator = get(index--) while (index >= 0) { accumulator = operation(index, get(index--), accumulator)

return accumulator
}

accumulate value starting with the last character and applying [operation] from right to left

* @param [operation] function that takes a character and current accumulator value,
* @param sample

CharSequence.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? { if (isNotEmpty()) throw UnsupportedOperationException("Empty char sequence can't be reduced.")

var accumulator = get(index--) while (index >= 0) { accumulator = operation(get(index--), accumulator)

return accumulator
}

accumulate value starting with the last character and applying [operation] from right to left

* @param [operation] function that takes a character and current accumulator value,
* @param sample

CharSequence.runningFold(initial: R, operation: (acc: R, Char) -> R): List<R> { if (isNotEmpty()) return emptyList()

val result = ArrayList<R>(length + 1) apply { add(initial) }

var accumulator = initial while (index >= 0) { accumulator = operation(accumulator, element)

return result.accumulate value starting with the initial value

* @param [operation] function that takes a character and current accumulator value,
* @param sample

CharSequence.runningFold(initial: R, operation: (acc: R, Char) -> R): List<R> { if (isNotEmpty()) return emptyList()

val result = ArrayList<R>(length + 1) apply { add(initial) }

var accumulator = initial while (index >= 0) { accumulator = operation(accumulator, element)

return result.accumulate value starting with the initial value

* @param [operation] function that takes a character and current accumulator value,
* @param sample
```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying 
 * [operation] from left to right\n to each character and current accumulator value 
 * that starts with the first character of this char sequence.\n *\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n *\n * @param \[operation\] function that takes current accumulator value and a character, 
 * and calculates the next accumulator value.\n *\n * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <R> CharSequence.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    return runningFold(initial, operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <R> CharSequence.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}
```

DeprecationLevel.ERROR)\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic inline fun
CharSequence.scanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {\n    return runningReduceIndexed(operation)\n}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun
CharSequence.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.sumOf(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.sumOf(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.sumOf(selector: (Char) -> Long): Long {
    var sum: Long = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@kotlin.experimental.UnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.sumOf(selector: (Char) -> UInt): UInt {
    var sum: UInt = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@kotlin.experimental.UnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.sumOf(selector: (Char) -> ULong): ULong {
    var sum: ULong = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Splits this char sequence into a list of strings each not exceeding the given [size].
 * The last string in the resulting list may have less characters than the given [size].
 */
@sample samples.text.Strings.chunked
@SinceKotlin("1.2")\n@public fun CharSequence.chunked(size: Int): List<String> {\n    return windowed(size, size, partialWindows = true)\n}

/**
 * Splits this char sequence into several char sequences each not exceeding the given [size] and applies the given [transform] function to each.
 * The last string in the resulting list may have less characters than the given [size].
 */
@sample samples.text.Strings.chunkedTransform
@SinceKotlin("1.2")\n@public fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {\n    return windowed(size, size, partialWindows = true, transform = transform)\n}

/**
 * Splits this char sequence into a sequence of strings each not exceeding the given [size] and applies the given [transform] function to each.
 * The last string in the resulting list may have less characters than the given [size].
 */
@sample samples.text.Strings.chunked
@SinceKotlin("1.2")\n@public fun CharSequence.chunked(size: Int): List<String> {\n    return windowed(size, size, partialWindows = true)\n}
number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.

```kotlin
public fun CharSequence.chunkedSequence(size: Int): Sequence<String> {
    return chunkedSequence(size) { it.toString() }
}
```

Splits this char sequence into several char sequences each not exceeding the given [size] and applies the given [transform] function to an each. You should not store it or allow it to escape in some way, unless you made a snapshot of it. The last char sequence may have less characters than the given [size].

```kotlin
@SinceKotlin("1.2")
public fun CharSequence.chunkedSequence(size: Int, transform: (CharSequence) -> R): Sequence<R> {
    return windowedSequence(size, transform = transform) { it.toString() }
}
```

Splits the original char sequence into pair of char sequences, where *first* char sequence contains characters for which [predicate] yielded `true`, while *second* char sequence contains characters for which [predicate] yielded `false`. You should not store it or allow it to escape in some way, unless you made a snapshot of it.

```kotlin
@SinceKotlin("1.2")
public fun <R> CharSequence.chunkedSequence(size: Int, transform: (CharSequence) -> R), windowedSequence(size, partialWindows = true) { it.toString() }
```

Splits the original string into pair of strings, where *first* string contains characters for which [predicate] yielded `true`, while *second* string contains characters for which [predicate] yielded `false`. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.

```kotlin
@SinceKotlin("1.2")
public fun CharSequence.chunkedTransformToSequence(): Sequence<String> {
    return windowedSequence(size, transform = transform) { it.toString() }
}
```

Splits this char sequence into several sequences each not exceeding the given [size] and applies the given [transform] function to an each. You should not store it or allow it to escape in some way, unless you made a snapshot of it. The last sequence may have less characters than the given [size].

```kotlin
@SinceKotlin("1.2")
public fun <R> CharSequence.chunkedTransformToSequence(size: Int, partialWindows: Boolean = false, transform: (CharSequence) -> R) {
    return windowedSequence(size, transform = transform) { it.toString() }
}
```

Splits the original char sequence into several char sequences each not exceeding the given [size] and applies the given [transform] function to an each. You should not store it or allow it to escape in some way, unless you made a snapshot of it. The last char sequence may have less characters than the given [size].

```kotlin
@SinceKotlin("1.2")
public fun <R> CharSequence.chunkedTransformToSequence(size: Int, transform: (CharSequence) -> R) {
    return windowedSequence(size, transform = transform) { it.toString() }
}
```

Splits the original string into pair of strings, where *first* string contains characters for which [predicate] yielded `true`, while *second* string contains characters for which [predicate] yielded `false`. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.

```kotlin
@SinceKotlin("1.2")
public fun CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first, second)
}
```

Splits the original string into pair of strings, where *first* string contains characters for which [predicate] yielded `true`, while *second* string contains characters for which [predicate] yielded `false`. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.

```kotlin
@SinceKotlin("1.2")
public fun <R> CharSequence.partition(predicate: (Char) -> Boolean): Pair<String, String> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first.toString(), second.toString())
}
```

Splits the original string into pair of strings, where *first* string contains characters for which [predicate] yielded `true`, while *second* string contains characters for which [predicate] yielded `false`. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.

```kotlin
@SinceKotlin("1.2")
public fun CharSequence.takeWindows(): List<String> {
    return takeWindows() { it.toString() }
}
```

Splits the original string into pair of strings, where *first* string contains characters for which [predicate] yielded `true`, while *second* string contains characters for which [predicate] yielded `false`. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.
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```kotlin
/**
 * Returns a sequence of snapshots of the window of the given [size]\n * sliding along this char sequence with the given [step], where each
 * snapshot is a string.\n * Several last strings may have less characters than the given [size].\n * Both [size] and [step] must be positive and can be
 * greater than the number of elements in this char sequence.\n * @param step the number of elements to take in each window\n * @param size the number of elements to move the window forward by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample samples.collections.Sequences.Transformations.takeWindows\n */
@SinceKotlin("1.2")
public fun CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {
    (it.toString() \n    return windowedSequence(size, step, partialWindows) { it.toString() \n
    val windows = (if (partialWindows) indices else 0 until length - size + 1) step
    return windows.asSequence().map { index ->
        val end = index + size
        val coercedEnd = if (end < 0 || end > length) length else end
        transform(subSequence(index, coercedEnd))
    }
}

/**
 * Returns a sequence of results
 * of applying the given [transform] function to
 * an each char sequence representing a view over the window of the given [size]\n * sliding along this char sequence with the given [step].\n * Note that the char sequence passed to
 * the [transform] function is ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n * Several last char sequences may have less characters than the given [size].\n * Both [size] and [step] must be positive and can be greater than the number of elements in this
 * char sequence.\n * \n * @param size the number of elements to take in each window\n * \n * @param step the number of elements to move the window forward by on an each step, by default 1\n * \n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample samples.collections.Sequences.Transformations.averageWindows\n */
@SinceKotlin("1.2")
public fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {
    checkWindowSizeStep(size, step)
    val windows = (if (partialWindows) indices else 0 until length - size + 1) step
    return windows.asSequence().map { index ->
        val end = index + size
        val coercedEnd = if (end < 0 || end > length) length else end
        transform(subSequence(index, coercedEnd))
    }
}

/**
 * Returns a list of pairs built from the characters of `this` and the [other] char sequences with the same index\n * The returned list has length of the shortest char sequence.\n * \n * @sample samples.text.Strings.zip\n */
public infix fun CharSequence.zip(other: CharSequence): List<Pair<Char, Char>> {
    return zip(other) { c1, c2 -> c1 to c2 }
}

/**
 * Returns a list of values built from the characters of `this` and the [other] char sequences with the
 * provided [transform] function applied to each pair of characters.\n * \n * @sample samples.text.Strings.zipWithTransform\n */
public inline fun <V> CharSequence.zip(other: CharSequence, transform: (a: Char, b: Char) -> V): List<V> {
    val length = minOf(this.length, other.length)
    val list = ArrayList<V>(length)
    for (i in 0 until length) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to an each pair of two adjacent characters in this char sequence.\n * \n * @sample samples.collections.Collections.Transformations.zipWithNext\n */
@SinceKotlin("1.2")
public inline fun <R> CharSequence.zipWithNext(transform: (a: Char, b: Char) -> R): List<R> {
    return zipWithNext(transform) \n}

/**
 * Creates an [Iterable] instance
 * that wraps the original char sequence returning its characters when being iterated.\n * \n * @sample samples.collections.Collections.Transforms.zipWithNextToFindDeltas\n */
@SinceKotlin("1.2")
public fun <R> CharSequence.zipWithNextToFindDeltas(): InclusiveSequence<R> \n}

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```
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

import kotlin.contracts.contract

/**
 * Returns a sub sequence of this char sequence having leading and trailing characters matching the [predicate] removed.
 */
public inline fun CharSequence.trim(predicate: (Char) -> Boolean): CharSequence {
    var startIndex = 0
    var endIndex = length
    var startFound = false

    while (startIndex <= endIndex) {
        val index = if (!startFound) startIndex else endIndex
        val match = predicate(this[index])

        if (!startFound) {
            if (!match)
                startFound = true
            else
                startIndex += 1
        } else {
            if (!match)
                break
            else
                endIndex -= 1
        }
    }

    return subSequence(startIndex, endIndex + 1)
}

/**
 * Returns a string having leading and trailing characters matching the [predicate] removed.
 */
public inline fun String.trim(predicate: (Char) -> Boolean): String =
    this as CharSequence.trim(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having leading characters matching the [predicate] removed.
 */
public inline fun CharSequence.trimStart(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)

    return ""
}

/**
 * Returns a string having leading characters matching the [predicate] removed.
 */
public inline fun String.trimStart(predicate: (Char) -> Boolean): String =
    this as CharSequence.trimStart(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having trailing characters matching the [predicate] removed.
 */
public inline fun CharSequence.trimEnd(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices.reversed())
        if (!predicate(this[index]))
            return subSequence(0, index + 1)

    return ""
}

/**
 * Returns a string having trailing characters matching the [predicate] removed.
 */
public inline fun String.trimEnd(predicate: (Char) -> Boolean): String =
    this as CharSequence.trimEnd(predicate).toString()

/**
 * Returns a char sequence with content of this char sequence padded at
 * the beginning by the specified [length] with the specified character or space.
 */
@sample
public fun String.padStart(@param length: Int, @param padChar: Char): String =
    this + String(length, padChar)

/**
 * Returns a char sequence with content of this char sequence padded at
 * the end by the specified [length] with the specified character or space.
 */
@sample
public fun String.padEnd(@param length: Int, @param padChar: Char): String =
    String(length, padChar) + this

/**
 * Returns a char sequence padded at the beginning and end by the specified [length] with the specified character.
 */
@sample
public fun String.padBoth(@param length: Int, @param padChar: Char): String =
    padStart(length, padChar) + padEnd(length, padChar)

/**
 * Returns a char sequence having leading and trailing whitespace removed.
 */
public fun String.trim(): String =
    this as String.trim().toString()

/**
 * Returns a char sequence having leading whitespace removed.
 */
@kotlin.internal.InlineOnly
public inline fun String.trimStart(): String =
    this as String.trimStart().toString()

/**
 * Returns a char sequence having trailing whitespace removed.
 */
@kotlin.internal.InlineOnly
public inline fun String.trimEnd(): String =
    this as String.trimEnd().toString()

/**
 * Returns a char sequence having leading and trailing whitespace removed.
 */
public fun String.trimWhitespace(): String =
    this as String.trimWhitespace().toString()
samples.text.Strings.padStart

*private fun CharSequence.padStart(length: Int, padChar: Char = ' '):

CharSequence {
    if (length < 0) throw IllegalArgumentException("Desired length $length is less than zero.")

    if (length <= this.length) return this.subSequence(0, this.length)

    val sb = StringBuilder(length)
    for (i in 1..(length - this.length)) sb.append(padChar)
    sb.append(this)
    return sb
}

/**
 * Pads the string to the specified [length] at the beginning with the specified character or space.
 */
public fun CharSequence.padStart(length: Int, padChar: Char = ' '):

*private fun String.padStart(length: Int, padChar: Char = ' '):

*private fun String.padEnd(length: Int, padChar: Char = ' '):

*private fun CharSequence?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.length == 0
}

/**
 * Returns `true` if this char sequence is empty (contains no characters).
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isEmpty(): Boolean = length == 0

/**
 * Returns `false` if this char sequence is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotEmpty(): Boolean = length > 0

/**
 * Returns `true` if this nullable character sequence is either `null` or empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }

    return this == null || this.isBlank()
}

/**
 * Iterator for characters of the given char sequence.
 */
public operator fun CharSequence.iterator(): CharIterator = object : CharIterator() {
    private var index = 0

    public override fun nextChar(): Char = get(index++)

    public override fun hasNext(): Boolean = index < length
}

/** Returns the string if it is not `null`, or the empty string otherwise.
 */
@kotlin.internal.InlineOnly
public inline fun String?.orEmpty(): String = this ?: ""

/**
 * Returns this character sequence if it's not empty
 * or the result of calling [defaultValue] function if the character sequence is empty.
 *
 * @sample samples.text.Strings.stringIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Returns this char sequence padded with [padChar] as many times as are necessary to reach that length.
 */
public fun CharSequence.padStart(length: Int, padChar: Char = ' '):

*private fun String.padStart(length: Int, padChar: Char = ' '):

*private fun String.padEnd(length: Int, padChar: Char = ' '):

*private fun CharSequence?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.length == 0
}

/**
 * Returns `true` if this character sequence is empty (contains no characters).
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isEmpty(): Boolean = length == 0

/**
 * Returns `false` if this character sequence is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotEmpty(): Boolean = length > 0

/**
 * Returns `true` if this character sequence is not empty and contains some characters except of whitespace characters.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotBlank(): Boolean = !isBlank()

/**
 * Returns `true` if this nullable character sequence is either `null` or empty or consists solely of whitespace characters.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }

    return this == null || this.isBlank()
}

/**
 * Iterator for characters of the given char sequence.
 */
public operator fun CharSequence.iterator(): CharIterator = object : CharIterator() {
    private var index = 0

    public override fun nextChar(): Char = get(index++)

    public override fun hasNext(): Boolean = index < length
}

/** Returns the string if it is not `null`, or the empty string otherwise.
 */
@kotlin.internal.InlineOnly
public inline fun String?.orEmpty(): String = this ?: ""

/**
 * Returns this character sequence if it's not empty
 * or the result of calling [defaultValue] function if the character sequence is empty.
 *
 * @sample samples.text.Strings.stringIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Returns `true` if this nullable character sequence is either `null` or empty or consists solely of whitespace characters.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }

    return this == null || this.isBlank()
}

/**
 * Iterator for characters of the given char sequence.
 */
public operator fun CharSequence.iterator(): CharIterator = object : CharIterator() {
    private var index = 0

    public override fun nextChar(): Char = get(index++)

    public override fun hasNext(): Boolean = index < length
}

/** Returns the string if it is not `null`, or the empty string otherwise.
 */
@kotlin.internal.InlineOnly
public inline fun String?.orEmpty(): String = this ?: ""

/**
 * Returns this character sequence if it's not empty
 * or the result of calling [defaultValue] function if the character sequence is empty.
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 * @sample samples.text.Strings.stringIfEmpty
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@SinceKotlin("1.3")
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public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Returns `true` if this nullable character sequence is either `null` or empty or consists solely of whitespace characters.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }

    return this == null || this.isBlank()
}

/**
 * Returns `true` if this character sequence is empty (contains no characters).
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isEmpty(): Boolean = length == 0

/**
 * Returns `false` if this character sequence is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotEmpty(): Boolean = length > 0

/**
 * Returns `true` if this character sequence is not empty and contains some characters except of whitespace characters.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotBlank(): Boolean = !isBlank()
sequence if it is not empty and doesn't consist solely of whitespace characters, * or the result of calling [defaultValue] function otherwise.

* @SinceKotlin("1.3")* @kotlin.internal.InlineOnly

** Returns the index of the last character in the char sequence or -1 if it is empty.

* @kotlin.internal.InlineOnly
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning@Deprecated("Use parameters named startindex and endIndex.")

* @param startindex the start index (inclusive).
* @param endIndex the end index (exclusive). If not specified, the length of the char sequence is used.

* @param endindex the end index (exclusive).

* @param startindex the start index (inclusive). * This extension is chosen only for invocation with old-named parameters.

* @param endindex the end index (exclusive).

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* @param endindex the end index (exclusive).

* @param startindex the start index (inclusive). * This extension is chosen only for invocation with old-named parameters.

* @param endindex the end index (exclusive).
original string.

```kotlin
public fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + 1, length)
}

public fun String.substringAfterLast(delimiter: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}
```

```kotlin
/**
 * Returns a substring after the last occurrence of [delimiter].
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + 1, length)
}

public fun String.substringAfterLast(delimiter: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}
```

```kotlin
/**
 * Returns a substring after the last occurrence of [delimiter].
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + 1, length)
}

public fun String.substringAfterLast(delimiter: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}
```

```kotlin
/**
 * Returns a char sequence with content of this char sequence where its part at the given range is replaced with the [replacement] char sequence.
 * @param startIndex the index of the first character to be replaced.
 * @param endIndex the index of the first character after the replacement to keep in the string.
 */
@OptIn(ExperimentalStdlibApi::class)
public fun CharSequence.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): CharSequence {
    val sb = StringBuilder()
    sb.appendRange(this, 0, startIndex)
    sb.append(replacement)
    sb.appendRange(this, endIndex, length)
    return sb
}

/**
 * Returns a char sequence with content of this char sequence where its part at the given range is replaced with the [replacement] char sequence.
 * @param startIndex the index of the first character to be replaced.
 * @param endIndex the index of the first character after the replacement to keep in the string.
 */
@OptIn(ExperimentalStdlibApi::class)
public fun CharSequence.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): CharSequence {
    val sb = StringBuilder()
    sb.appendRange(this, 0, startIndex)
    sb.append(replacement)
    sb.appendRange(this, endIndex, length)
    return sb
}
```

```kotlin
/**
 * Replaces the part of the string at the given range with the [replacement] string.
 * @param startIndex the index of the first character to be removed.
 * @param endIndex the index of the first character after the removed part to keep in the string.
 */
@kotlin.internal.InlineOnly
public inline fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: String): String =
    (this as CharSequence).replaceRange(startIndex, endIndex, replacement).toString()

/**
 * Replaces the part of the string at the given range with the [replacement] char sequence.
 * @param startIndex the index of the first character to be replaced.
 * @param endIndex the index of the first character after the removed part to keep in the string.
 */
@kotlin.internal.InlineOnly
public inline fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): String =
    (this as CharSequence).replaceRange(startIndex, endIndex, replacement).toString()
```

```kotlin
/**
 * Removes the part of a string at the given range.
 * @param startIndex the index of the first character to be removed.
 * @param endIndex the index of the first character after the removed part to keep in the string.
 */
@OptIn(ExperimentalStdlibApi::class)
public fun String.removeRange(startIndex: Int, endIndex: Int, replacement: CharSequence): CharSequence {
    if (endIndex <= startIndex)
        throw IndexOutOfBoundsException("End index ($endIndex) is less than start index ($startIndex).")
    val sb = StringBuilder()
    sb.appendRange(this, 0, startIndex)
    sb.append(replacement)
    sb.appendRange(this, endIndex, length)
    return sb
}

/**
 * Removes the part of a string at the given range.
 * @param startIndex the index of the first character to be removed.
 * @param endIndex the index of the first character after the removed part to keep in the string.
 */
@OptIn(ExperimentalStdlibApi::class)
public fun String.removeRange(startIndex: Int, endIndex: Int, replacement: String): CharSequence {
    if (endIndex <= startIndex)
        throw IndexOutOfBoundsException("End index ($endIndex) is less than start index ($startIndex).")
    val sb = StringBuilder()
    sb.appendRange(this, 0, startIndex)
    sb.append(replacement)
    sb.appendRange(this, endIndex, length)
    return sb
}
```

```kotlin
/**
 * Removes the part of a string at the given range.
 * @param startIndex the index of the first character to be removed.
 * @param endIndex the index of the first character after the removed part to keep in the string.
 */
@OptIn(ExperimentalStdlibApi::class)
public fun String.removeRange(startIndex: Int, endIndex: Int, replacement: CharSequence): String =
    (this as CharSequence).removeRange(range).toString()

/**
 * Removes the part of a string at the given range.
 * @param startIndex the index of the first character to be removed.
 * @param endIndex the index of the first character after the removed part to keep in the string.
 */
@OptIn(ExperimentalStdlibApi::class)
public fun String.removeRange(startIndex: Int, endIndex: Int, replacement: String): String =
    (this as CharSequence).removeRange(range).toString()
```
(startsWith(prefix)) \{ n return substring(prefix.length)/n }\n return this\n\n/**\n * If this char sequence ends with the given [suffix], returns a new char sequence\n * with the suffix removed. Otherwise, returns a new char sequence with the same\n * characters.\n */\n\nfunc CharSequence.removeSuffix(suffix: CharSequence):\nCharSequence \{\n if (endsWith(suffix)) \{ n return subSequence(0, length - suffix.length)/n \} n return subSequence(0, length)/n\n\n/**\n * When this char sequence starts with the given [prefix] and ends with the given [suffix],\n * returns a new char sequence having both the given [prefix] and [suffix] removed.\n */\n\nfunc String.removeSuffix(suffix: CharSequence):\nString \{\n if (endsWith(suffix)) \{ n return substring(0, length - suffix.length)/n \}\n return this\n\n/**\n * If this string ends with the given [suffix], returns a new string unchanged.\n */\n\nfunc String.removeSuffix(suffix: CharSequence):\nString \{\n if (endsWith(suffix)) \{ n return this\n\n/**\n * Removes from a string both the [prefix] and [suffix] if and only if it starts with the [prefix] and ends\n * with the [suffix].\n */\n\nfunc String.removeSurrounding(prefix: CharSequence, suffix: CharSequence):\nString \{\n if ((length >= prefix.length + suffix.length) && startsWith(prefix) && endsWith(suffix)) \{\n n return subSequence(prefix.length, length - suffix.length)/n \}\n return subSequence(0, length)/n\n\n/**\n * When this char sequence starts with and ends with the given [delimiter],\n * returns a new char sequence having this [delimiter] removed both from the start and end.\n */\n\nfunc CharSequence.removeSurrounding(delimiter: CharSequence):\nCharSequence = removeSurrounding(delimiter, delimiter)/n\n\n/**\n * Removes the given [delimiter] string from both the start and the end of this string\n * if and only if it starts with and ends with the [delimiter].\n */\n\nfunc String.removeSurrounding(delimiter: CharSequence):\nString = removeSurrounding(delimiter, delimiter)/n\n\n/**\n * Replace part of string before the first occurrence of given delimiter with the [replacement] string.\n */\n\nfunc String.replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String \{\n val index = indexOf(delimiter)\n return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)/n\n\n/**\n * Replace part of string after the first occurrence of given delimiter with the [replacement] string.\n */\n\nfunc String.replaceAfter(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String \{\n val index = lastIndexOf(delimiter)\n return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)/n\n\n/**\n * Replace part of string after the last occurrence of given delimiter with the [replacement] string.\n */\n\nfunc String.replaceAfterLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String \{\n val index = lastIndexOf(delimiter)\n return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)/n\n\nOpen Source Used In DNAC Platform Arica  7989
return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)

return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)

/**
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 * Replace part of string before the last occurrence of given delimiter with the [replacement] string.
 */
public fun String.replaceBeforeLast(delimeter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimeter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

/**
 * Replace part of string before the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 * Replace part of string before the last occurrence of given delimiter with the [replacement] string.
 */
public fun String.replaceBeforeLast(delimeter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimeter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

// public fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean): String // JVM- and JS-specific
// public fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean): String // JVM- and JS-specific

/**
 * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression
 * with the given [replacement].
 * The [replacement] can consist of any combination of literal text and $-substitutions. To treat the replacement string
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, replacement: String): String = regex.replace(this, replacement)

/**
 * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression
 * with the result of the given function [transform] that takes [MatchResult] and returns a string to be used as a
 * replacement for that match.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, noinline transform: (MatchResult) -> CharSequence): String =
    regex.replace(this, transform)

/**
 * Replaces the first occurrence of the given regular expression [regex] in this char sequence with specified [replacement] expression.
 * @param replacement A replacement expression that can include substitutions. See [Regex.replaceFirst] for details.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replaceFirst(regex: Regex, replacement: String): String = regex.replaceFirst(this, replacement)

/**
 * Returns `true` if this char sequence matches the given regular expression.
 */
@kotlin.internal.InlineOnly
public inline infix fun CharSequence.matches(regex: Regex): Boolean = regex.matches(this)

/**
 * Implementation of [regionMatches] for CharSequences.
 * Invoked when it's already known that arguments are not Strings, so that no additional type checks are performed.
 */
internal fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean {
    if ((otherOffset < 0) || (thisOffset < 0) || (thisOffset > this.length - length) ||
        (otherOffset > other.length - length)) {
        return false
    }

    for (index in 0 until length) {
        if
            (!this[thisOffset + index].equals(other[otherOffset + index], ignoreCase))
                return false
    }
    return true
}

/**
 * Returns `true` if this char sequence starts with the specified character.
 */
public fun CharSequence.startsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this.length > 0 &&
    this[0].equals(char, ignoreCase)

/**
 * Returns `true` if this char sequence ends with the specified character.
 */
public fun CharSequence.endsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this.length > 0 &&
    this[lastIndex].equals(char, ignoreCase)

/**
 * Returns `true` if a substring of this char sequence starting at the specified offset [startIndex] starts with the specified prefix.
 * @param prefix A prefix to search for.
 */
public fun CharSequence.startsWith(prefix: CharSequence, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    if ((ignoreCase && this is String && prefix is String) ||
        (this.length > startIndex &&
        this.length - startIndex > prefix.length) &&
        this.regionMatchesImpl(startIndex, prefix, 0, prefix.length, ignoreCase))
    }

    return false
}

/**
 * Returns `true` if a substring of this char sequence starting at the specified offset [startIndex] starts with the specified prefix.
 * @param prefix A prefix to search for.
 */
public fun CharSequence.startsWith(prefix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    if ((ignoreCase && this is String && prefix is String) ||
        (this.length > startIndex &&
        this.length - startIndex > prefix.length) &&
        this.regionMatchesImpl(startIndex, prefix, 0, prefix.length, ignoreCase))
    }

    return false
}

/**
 * Returns the longest string `prefix` such that this char sequence starts with the specified prefix.
 * @param prefix A prefix to search for.
 */
public fun CharSequence.longestPrefixOf(prefix: CharSequence): Int =
    when (this)
        is String {
            this.indexOf(prefix, 0)
        } else {
            this.regionMatchesImpl(0, prefix, 0, prefix.length, ignoreCase)
        }

/**
 * Returns `true` if this char sequence ends with the specified suffix.
 * @param suffix A suffix to search for.
 */
public fun CharSequence.endsWith(suffix: CharSequence): Boolean {
    if ((ignoreCase && this is String && suffix is String) ||
        (this.length > 0 &&
        this.lastIndex - this.length + 1 > suffix.length) &&
        this.regionMatchesImpl(this.length - suffix.length, suffix, 0, suffix.length, ignoreCase))
    }

    return false
}

/**
 * Returns `true` if this char sequence contains the specified character.
 * @param char A character to search for.
 */
public fun CharSequence.containsChar(char: Char, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && char is String)
starting from the specified [startIndex] and optionally ignoring the case.

* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from

* by default `false`. To return a pair of an index of the first occurrence of matched string from [strings] and the string matched if none of [strings] are found.

* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from

* by default `false`. To return a pair of an index of the last occurrence of matched string from [strings] and the string matched if none of [strings] are found.

* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from

* by default `false`. To return an index of the first occurrence of matched string from [strings] or `-1` if none of [strings] are found.

* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from

* by default `false`. To return an index of the last occurrence of matched string from [strings] or `-1` if none of [strings] are found.

* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from

* by default `false`. To return an index of the first occurrence of [char] or `-1` if none is found.

* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from

* by default `false`. To return an index of the last occurrence of matched character in [char] or `-1` if none is found.

* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from

* by default `false`. To return an index of the first occurrence of [string] or `-1` if none is found.

* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from

* by default `false`. To return an index of the last occurrence of matched string from [strings] or `-1` if none of [strings] are found.

* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from

* by default `false`. To return an index of the first occurrence of [char] or `-1` if none is found.

* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from

* by default `false`. To return an index of the last occurrence of matched character in [char] or `-1` if none is found.

* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from

* by default `false`. To return an index of the first occurrence of [string] or `-1` if none is found.

* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from

* by default `false`. To return an index of the last occurrence of matched string from [strings] or `-1` if none of [strings] are found.

* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from

* by default `false`. To return an index of the first occurrence of [char] or `-1` if none is found.

* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from

* by default `false`. To return an index of the last occurrence of matched character in [char] or `-1` if none is found.

* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from
```kotlin
/*
 * Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].
 *
 * @param delimiters One or more characters to be used as delimiters.
 * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
 * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
 * @return An index of the last occurrence of the specified [string], starting from the specified [startIndex].
 */
@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun CharSequence.contains(char: Char, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Boolean =
    indexOf(char, startIndex, ignoreCase = ignoreCase) >= 0

/**
 * Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [string].
 *
 * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
 * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
 * @return An index of the last occurrence of [string] or -1 if none is found.
 */
@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
    regex.containsMatchIn(this)

/**
 * Returns `true` if this char sequence contains the specified [string].
 *
 * @param ignoreCase `true` to ignore character case when comparing strings. By default `false`.
 * @return A boolean indicating whether the specified string or its case-insensitive version exists in the current sequence.
 */
@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun CharSequence.contains(string: String, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Boolean =
    if (other is String)
        indexOfAny(other, startIndex, ignoreCase = ignoreCase) >= 0
    else
        nativeLastIndexOf(string, startIndex)

```
occurrences of the specified [delimiters].

* @param delimiters One or more strings to be used as delimiters.

* @param startIndex The index to start searching delimiters from. No range having its start value less than [startIndex] is returned. [startIndex] is coerced to be non-negative and not greater than length of this string.

* @param ignoreCase 'true' to ignore character case when matching a delimiter. By default 'false'.

* @param limit The maximum number of substrings to return. Zero by default means no limit is set. To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

* @privated fun CharSequence.rangesDelimitedBy(delimiters: Array<out String>, startIndex: Int = 0, ignoreCase: Boolean = false, Int = 0): Sequence<IntRange> { require(limit >= 0, { "Limit must be non-negative, but was $limit." })

DelimitedRangesSequence(this, startIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, ignoreCase = ignoreCase, last = false)?.let { it.first to it.second.length } })

* @val delimitersList = delimiters.asList().return

Splits this char sequence to a sequence of strings around occurrences of the specified [delimiters].

* @param delimiters One or more strings to be used as delimiters.

* @param ignoreCase 'true' to ignore character case when matching a delimiter. By default 'false'.

* @param limit The maximum number of substrings to return. Zero by default means no limit is set. To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and matches at each position the first element in [delimiters] that is equal to a delimiter in this instance at that position.

* @privapublic fun CharSequence.split(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =

rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }

Splits this char sequence to a list of strings around occurrences of the specified [delimiters].

* @param delimiters One or more strings to be used as delimiters.

* @param ignoreCase 'true' to ignore character case when matching a delimiter. By default 'false'.

* @param limit The maximum number of substrings to return. Zero by default means no limit is set. To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and matches at each position the first element in [delimiters] that is equal to a delimiter in this instance at that position.
listOf(this.toString())
    @
    val isLimited = limit > 0
    val result = ArrayList<String>(if (isLimited)
        limit.coerceAtMost(10) else 10)
    do {
        result.add(substring(currentOffset, nextIndex))
        currentOffset = nextIndex + delimiter.length
        // Do not search for next occurrence if we're reaching limit
        if (isLimited && result.size == limit - 1) break
        nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
    } while (nextIndex != -1)
    result.add(substring(currentOffset, length))
    return result

/**
 * Splits this char
sequence around matches of the given regular expression.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.split(regex: Regex, limit: Int = 0): List<String> =
    regex.split(this, limit)

/**
 * Splits this char sequence to a list of lines delimited by any of the following character sequences: CRLF, LF or CR.
 */
public fun CharSequence.lineSequence(): Sequence<String> = splitToSequence("\r\n", "\n", "\r")

/**
 * Splits this char sequence to a list of lines delimited by any of the following character sequences: CRLF, LF or CR.
 */
public fun CharSequence.lines(): List<String> = lineSequence().toList()
internal constructor(@PublishedApi internal val storage: IntArray) : Collection<UInt> {

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(IntArray(size))

    /** Returns the array element at the given [index]. This method can be called using the
        index operator. */
    *fn * If the [index] is out of bounds of this array, throws an
        [IndexOutOfBoundsException] except in Kotlin/JS

    /** Sets the element at the given [index] to the specified value. */
    *fn fun get(index: Int): UInt = storage[index].toUInt() /**
        Returns the number of elements in the array. */
    *fn public override val size: Int get() = index.size

    /** Creates an iterator over the elements of the array. */
    *fn public override fun iterator(): UIntIterator = Iterator(storage)

    private class Iterator(private val array: IntArray) : UIntIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUInt() = if (index < array.size)
            array[index++].toUInt() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UInt): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is UInt) return false
        return storage.contains(element.toInt())
    }

    override fun containsAll(elements: Collection<UInt>): Boolean {
        return (elements as Collection<*>).all { it is UInt && storage.contains(it.toInt()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

//@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline class ULongArray
@PublishedApi
internal constructor(@PublishedApi internal val storage: ULongArray) : Collection<ULong> {

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(ULongArray(size))

    /** Returns the array element at the given [index]. */
    *fn operator fun get(index: Int): ULong = storage[index].toUInt() /**
        Returns the number of elements in the array. */
    *fn public override val size: Int get() = index.size

    /** Creates an iterator over the elements of the array. */
    *fn public override fun iterator(): ULongIterator = Iterator(storage)

    private class Iterator(private val array: ULongArray) : ULongIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextULong() = if (index < array.size)
            array[index++].toULong() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: ULong): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is ULong) return false
        return storage.contains(element.toLong())
    }

    override fun containsAll(elements: Collection<ULong>): Boolean {
        return (elements as Collection<*>).all { it is ULong && storage.contains(it.toDouble()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}
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```kotlin
Collection<ULong>): Boolean {null return (elements as Collection<?>).all { it is ULong &&
storage.contains(it.toLong()) }null override fun isEmpty(): Boolean = this.storage.size == 0null

Creates a new array of the specified [size], where each element is calculated by calling the specified
function. *null * The function [init] is called for each array element sequentially starting from the first one.
null It should return the value for an array element given its index.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {null return ULongArray(LongArray(size) { index ->
init(index).toLong()} }null

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements
/** Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors. null * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file. null */
Auto-generated file. DO NOT EDIT!\npackage kotlin\n@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline class UShortArray
@PublishedApi
@internal constructor(@PublishedApi internal val storage: ShortArray) : Collection<UShort> {null

Creates a new array of the specified [size], with all elements initialized to zero. null public constructor(size: Int): this(ShortArray(size))null /**null * Returns the array element at the given [index]. This method can be called
using the index operator. *null * If the [index] is out of bounds of this array, throws an
[IndexOutOfBoundsException] except in Kotlin/JS null * where the behavior is unspecified. null

public constructor(size: Int) : this(ShortArray(size))null /**null * Sets the element at the given
[index] to the given [value]. This method can be called using the index operator. *null * If the [index] is out of
bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS null * where the behavior is
unspecified. null

public constructor(size: Int) : this(ShortArray(size))null /**null * Returns the number of elements in the array. *null * If the [index] is out of
bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS null * where the behavior is
unspecified. null

public constructor(size: Int) : this(ShortArray(size))null /**null * Creates an iterator over the elements of the array. *null * public override operator fun iterator(): UShortIterator =
}null

private class Iterator(private val array: ShortArray) : UShortIterator() {

index = 0

override fun hasNext() = index < array.size

override fun nextUShort() = if (index < array.size) array[index++].toUShort() else throw NoSuchElementException(index.toString())null

override fun contains(element: UShort): Boolean {

// TODO: Eliminate this check after KT-30016 gets fixed. null // Currently JS BE does not generate special bridge method for this method.

if ((element as Any?) !is UShort)

return false

return storage.contains(element.toShort())null

override fun containsAll(elements: Collection<UShort>): Boolean {null return (elements as Collection<?>).all { it is UShort &&
storage.contains(it.toShort()) }null override fun isEmpty(): Boolean = this.storage.size == 0null

Creates a new array of the specified [size], where each element is calculated by calling the specified
function. *null * The function [init] is called for each array element sequentially starting from the first one.
null It should return the value for an array element given its index.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray(size: Int, init: (Int) -> UShort): UShortArray {null return UShortArray(ShortArray(size) { index ->
init(index).toShort()} }

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ushortArrayOf(vararg elements: UShort): UShortArray = elements
/** Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors. null * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file. null */
Auto-generated file. DO NOT EDIT!\n```
size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UIntArray.component1(): UInt {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun ULongArray.component1(): ULong {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UByteArray.component1(): UByte {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UShortArray.component1(): UShort {
    return get(0)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UIntArray.component2(): UInt {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun ULongArray.component2(): ULong {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UByteArray.component2(): UByte {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UShortArray.component2(): UShort {
    return get(1)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UIntArray.component3(): UInt {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun ULongArray.component3(): ULong {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UByteArray.component3(): UByte {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UShortArray.component3(): UShort {
    return get(2)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UIntArray.component4(): UInt {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun ULongArray.component4(): ULong {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UByteArray.component4(): UByte {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UShortArray.component4(): UShort {
    return get(3)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UIntArray.component5(): UInt {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun ULongArray.component5(): ULong {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UByteArray.component5(): UByte {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UShortArray.component5(): UShort {
    return get(4)
}
behavior is unspecified.

```kotlin
*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.component4(): UInt \{ return get(3)\} throws 4th *element* from the array.\n
*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.component4(): ULong \{ return get(3)\} throws 4th *element* from the array.\n
*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.component4(): UByte \{ return get(3)\} throws 4th *element* from the array.\n
*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component4(): UShort \{ return get(3)\} throws 4th *element* from the array.\n
*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.component5(): UInt \{ return get(4)\} throws 5th *element* from the array.\n
*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.component5(): ULong \{ return get(4)\} throws 5th *element* from the array.\n
*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.component5(): UByte \{ return get(4)\} throws 5th *element* from the array.\n
*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component5(): UShort \{ return get(4)\} throws 5th *element* from the array.\n
*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic expect fun UIntArray.elementAt(index: Int): UInt

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic expect fun ULongArray.elementAt(index: Int): ULong

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic expect fun UByteArray.elementAt(index: Int): UByte

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic expect fun UShortArray.elementAt(index: Int): UShort
```

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic expect fun UIntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UInt): UInt

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic expect fun ULongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> ULong): ULong

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic expect fun UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic expect fun UShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UShort): UShort
```
samples.collections.Collections.Elements.elementAtOrElse
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {\n    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 * 
 * @sinceKotlin("1.3")
 * @experimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 */
public inline fun UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 * 
 * @sinceKotlin("1.3")
 * @experimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 */
public inline fun UShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.find
 * 
 * @sinceKotlin("1.3")
 * @experimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 */
public inline fun UIntArray.find(predicate: (UInt) -> Boolean): UInt? {
    return firstOrNull(predicate)\n}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.find
 * 
 * @sinceKotlin("1.3")
 * @experimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 */
public inline fun ULongArray.find(predicate: (ULong) -> Boolean): ULong? {
    return firstOrNull(predicate)\n}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.find
 * 
 * @sinceKotlin("1.3")
 * @experimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 */
public inline fun UByteArray.find(predicate: (UByte) -> Boolean): UByte? {
    return firstOrNull(predicate)\n}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.find
 * 
 * @sinceKotlin("1.3")
 * @experimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 */
public inline fun UShortArray.find(predicate: (UShort) -> Boolean): UShort? {
    return firstOrNull(predicate)\n}
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly

fun UIntArray.findLast(predicate: (UInt) -> Boolean): UInt? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.find
 */

fun ULongArray.findLast(predicate: (ULong) -> Boolean): ULong? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.find
 */

fun UByteArray.findLast(predicate: (UByte) -> Boolean): UByte? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.find
 */

fun UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? {
    return lastOrNull(predicate)
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */

fun UIntArray.first(): UInt {
    return storage.first().toUInt()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */

fun ULongArray.first(): ULong {
    return storage.first().toULong()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */

fun UByteArray.first(): UByte {
    return storage.first().toUByte()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */

fun UShortArray.first(): UShort {
    return storage.first().toUShort()
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */

fun UIntArray.first(predicate: (UInt) -> Boolean): UInt {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */

fun ULongArray.first(predicate: (ULong) -> Boolean): ULong {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */

fun UByteArray.first(predicate: (UByte) -> Boolean): UByte {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */

fun UShortArray.first(predicate: (UShort) -> Boolean): UShort {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element, or `null` if the array is empty.
 */

fun UIntArray.firstOrNull(): UInt? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun ULongArray.firstOrNull(): ULong? { if (isEmpty()) null else this[0] @ **n * Returns the first element, or `null` if the array is empty.
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UByteArray.firstOrNull(): UByte? { if (isIsEmpty()) null else this[0] @ **n * Returns the first element, or `null` if the array is empty.
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UShortArray.firstOrNull(): UShort? { if (isIsEmpty()) null else this[0] @ **n * Returns the first element matching the given [predicate], or `null` if element was not found.
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@@kotlin.internal.InlineOnly@public inline fun UIntArray.firstOrNull(predicate: (UInt) -> Boolean): UInt? { if (isEmpty()) null else for (element in this) if (predicate(element)) return element @ **n * Returns the first element matching the given [predicate], or `null` if element was not found.
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@@kotlin.internal.InlineOnly@public inline fun ULongArray.firstOrNull(predicate: (ULong) -> Boolean): ULong? { if (isEmpty()) null else for (element in this) if (predicate(element)) return element @ **n * Returns the first element matching the given [predicate], or `null` if element was not found.
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@@kotlin.internal.InlineOnly@public inline fun UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? { if (isEmpty()) null else for (element in this) if (predicate(element)) return element @ **n * Returns the first element matching the given [predicate], or `null` if element was not found.
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@@kotlin.internal.InlineOnly@public inline fun UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? { if (isEmpty()) null else for (element in this) if (predicate(element)) return element @ **n * Returns the first element matching the given [predicate], or `null` if element was not found.
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@@kotlin.internal.InlineOnly@public fun UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt { return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index) @ **n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@@kotlin.internal.InlineOnly@public inline fun UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt { return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index) @ **n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@@kotlin.internal.InlineOnly@public fun ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong { return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index) @ **n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@@kotlin.internal.InlineOnly@public inline fun UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte { return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index) @ **n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@@kotlin.internal.InlineOnly@public inline fun UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort): UShort { return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index) @ **n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
*An@SinceKotlin("1.3")@ ExperimentalUnsignedTypes@ public fun UIntArray.getOrElse(index: Int): UInt? { return if (index >= 0 && index <= lastIndex) get(index) else null @ **n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
*An@SinceKotlin("1.3")@ ExperimentalUnsignedTypes@ public fun ULongArray.getOrElse(index: Int): ULong? { return if (index >= 0 && index <= lastIndex) get(index) else null @ **n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
*An@SinceKotlin("1.3")@ ExperimentalUnsignedTypes@ public fun UByteArray.getOrElse(index: Int): UByte? { return if (index >= 0 && index <= lastIndex) get(index) else null @ **n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
*An@SinceKotlin("1.3")@ ExperimentalUnsignedTypes@ public fun UShortArray.getOrElse(index: Int): UShort? { return if (index >= 0 && index <= lastIndex) get(index) else null @ **n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public fun UShortArray.getOrOrNull(index: Int):
UShort? {\n    return if (index >= 0 && index <= lastIndex) get(index) else null
}

*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun UIntArray.indexOf(element: UInt): Int {\n    return storage.indexOfOf(element.toUInt()) \n}

*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun ULongArray.indexOf(element: ULong): Int {\n    return storage.indexOfOf(element.toULong()) \n}

*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun UByteArray.indexOf(element: UByte): Int {\n    return storage.indexOfOf(element.toUByte()) \n}

*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun UShortArray.indexOf(element: UShort): Int {\n    return storage.indexOfOf(element.toUShort()) \n}

*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun UIntArray.indexOfFirst(predicate: (UInt) -> Boolean): Int {\n    return storage.indexOfFirst { predicate(it.toUInt()) } \n}

*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {\n    return storage.indexOfFirst { predicate(it.toULong()) } \n}

*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {\n    return storage.indexOfFirst { predicate(it.toUByte()) } \n}

*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {\n    return storage.indexOfFirst { predicate(it.toUShort()) } \n}

*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun UIntArray.lastIndexOf(predicate: (UInt) -> Boolean): Int {\n    return storage.lastIndexOf { predicate(it.toUInt()) } \n}

*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun ULongArray.lastIndexOf(predicate: (ULong) -> Boolean): Int {\n    return storage.lastIndexOf { predicate(it.toULong()) } \n}

*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun UByteArray.lastIndexOf(predicate: (UByte) -> Boolean): Int {\n    return storage.lastIndexOf { predicate(it.toUByte()) } \n}

*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun UShortArray.lastIndexOf(predicate: (UShort) -> Boolean): Int {\n    return storage.lastIndexOf { predicate(it.toUShort()) } \n}

*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public fun UIntArray.last(): UInt {\n    return storage.last().toUInt() \n}

*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public fun ULongArray.last(): ULong {\n    return storage.last().toULong() \n}
```

---

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@throws [NoSuchElementException] if the array is empty.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ kotlinx.internal.InlineOnly
public inline fun ULongArray.last(): ULong {  
    return storage.last().toULong()  
}  
@throws [NoSuchElementException] if the array is empty.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ kotlinx.internal.InlineOnly
public inline fun UByteArray.last(): UByte {  
    return storage.last().toUByte()  
}  
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ kotlinx.internal.InlineOnly
public inline fun UShortArray.last(): UShort {  
    return storage.last().toUShort()  
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ kotlinx.internal.InlineOnly
public inline fun UIntArray.last(predicate: (UInt) -> Boolean): UInt {  
    for (index in this.indices.reversed()) {  
        val element = this[index]  
        if (predicate(element)) return element  
    }  
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ kotlinx.internal.InlineOnly
public inline fun ULongArray.last(predicate: (ULong) -> Boolean): ULong {  
    for (index in this.indices.reversed()) {  
        val element = this[index]  
        if (predicate(element)) return element  
    }  
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ kotlinx.internal.InlineOnly
public inline fun UByteArray.last(predicate: (UByte) -> Boolean): UByte {  
    for (index in this.indices.reversed()) {  
        val element = this[index]  
        if (predicate(element)) return element  
    }  
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ kotlinx.internal.InlineOnly
public inline fun UShortArray.last(predicate: (UShort) -> Boolean): UShort {  
    for (index in this.indices.reversed()) {  
        val element = this[index]  
        if (predicate(element)) return element  
    }  
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ kotlinx.internal.InlineOnly
public inline fun UIntArray.lastIndexOf(element: UInt): Int {  
    return storage.lastIndexOf(element.toInt())  
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ kotlinx.internal.InlineOnly
public inline fun ULongArray.lastIndexOf(element: ULong): Int {  
    return storage.lastIndexOf(element.toLong())  
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ kotlinx.internal.InlineOnly
public inline fun UByteArray.lastIndexOf(element: UByte): Int {  
    return storage.lastIndexOf(element.toByte())  
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ kotlinx.internal.InlineOnly
public inline fun UShortArray.lastIndexOf(element: UShort): Int {  
    return storage.lastIndexOf(element.toShort())  
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.lastOrNull(): UInt? {  
    return if (isEmpty()) null else this[size - 1]  
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.lastOrNull(): ULong? {  
    return if (isEmpty()) null else this[size - 1]  
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.lastOrNull(): UByte? {  
    return if (isEmpty()) null else this[size - 1]  
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.lastOrNull(): UShort? {  
    return if (isEmpty()) null else this[size - 1]  
}
```

```
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```
@ExperimentalUnsignedTypes
public fun UShortArray.lastOrNull(): UShort? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element matching the given [predicate], or
 * `null` if no such element was found.
 */
@ExperimentalUnsignedTypes
public inline fun UIntArray.lastOrNull(predicate: (UInt) -> Boolean): UInt? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@ExperimentalUnsignedTypes
public inline fun ULongArray.lastOrNull(predicate: (ULong) -> Boolean): ULong? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@ExperimentalUnsignedTypes
public inline fun UByteArray.lastOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@ExperimentalUnsignedTypes
public inline fun UShortArray.lastOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@ExperimentalUnsignedTypes
public fun UIntArray.random(random: Random): UInt {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@ExperimentalUnsignedTypes
public fun ULongArray.random(random: Random): ULong {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.random(random: Random): UByte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.random(random: Random): UShort {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
randomOrNull(Random): ULong? * Returns a random element from this array, or `null` if this array is empty.

@SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.randomOrNull(): ULong? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.randomOrNull(): UByte? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.randomOrNull(): UShort? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.randomOrNull(random: Random): UInt? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.randomOrNull(random: Random): ULong? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.randomOrNull(random: Random): UByte? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.randomOrNull(random: Random): UShort? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.single(): UInt {
    return storage.single().toUInt()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.single(): ULong {
    return storage.single().toULong()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.single(): UByte {
    return storage.single().toUByte()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.single(): UShort {
    return storage.single().toUShort()
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.single(predicate: (UInt) -> Boolean): UInt {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

    return single
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.single(predicate: (ULong) -> Boolean): ULong {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

    return single
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.single(predicate: (UByte) -> Boolean): UByte {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

    return single
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

    return single
}
for (element in this) {
    if (predicate(element)) {
        if (found) throw IllegalArgumentException("Array contains more than one matching element.")
        single = element
        found = true
    }
}
if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

@Suppress("UNCHECKED_CAST")
    return single as ULong
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 * @since kotlin.
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun UByteArray.single(predicate: (UByte) -> Boolean): UByte {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

    @Suppress("UNCHECKED_CAST")
        return single as UByte
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 * @since kotlin.
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

    @Suppress("UNCHECKED_CAST")
    return single as UShort
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 * @since kotlin.
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public fun UIntArray.singleOrNull(): UInt? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 * @since kotlin.
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public fun ULongArray.singleOrNull(): ULong? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 * @since kotlin.
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public fun UByteArray.singleOrNull(): UByte? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 * @since kotlin.
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public fun UShortArray.singleOrNull(): UShort? {
    return if (size == 1) this[0] else null
}

/**
 * Returns a list
containing all elements except first \([n]\) elements.\n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples

*\@SinceKotlin("1.3\")\n*\@ExperimentalUnsignedTypes\n*\public fun UIntArray.drop(n: Int): List\<UInt> {\n    require(n >= 0) { \"Requested element count \([n]\) is less than zero.\" }\n    return takeLast((size - n).coerceAtLeast(0))\n}***\n* \n* \n* Returns a list containing all elements except first \([n]\) elements.\n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples

*\@SinceKotlin("1.3\")\n*\@ExperimentalUnsignedTypes\n*\public fun ULongArray.drop(n: Int): List\<ULong> {\n    require(n >= 0) { \"Requested element count \([n]\) is less than zero.\" }\n    return takeLast((size - n).coerceAtLeast(0))\n}***\n* \n* \n* Returns a list containing all elements except first \([n]\) elements.\n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples

*\@SinceKotlin("1.3\")\n*\@ExperimentalUnsignedTypes\n*\public fun UByteArray.drop(n: Int): List\<UByte> {\n    require(n >= 0) { \"Requested element count \([n]\) is less than zero.\" }\n    return takeLast((size - n).coerceAtLeast(0))\n}***\n* \n* \n* Returns a list containing all elements except first \([n]\) elements.\n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample

*\@SinceKotlin("1.3\")\n*\@ExperimentalUnsignedTypes\n*\public fun UShortArray.drop(n: Int): List\<UShort> {\n    require(n >= 0) { \"Requested element count \([n]\) is less than zero.\" }\n    return takeLast((size - n).coerceAtLeast(0))\n}***\n* \n* \n* Returns a list containing all elements except first \([n]\) elements.\n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample

*\@SinceKotlin("1.3\")\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\public inline fun UIntArray.dropLast(n: Int): List\<UInt> {\n    require(n >= 0) { \"Requested element count \([n]\) is less than zero.\" }\n    return take((size - n).coerceAtLeast(0))\n}***\n* \n* \n* Returns a list containing all elements except last \([n]\) elements.\n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample

*\@SinceKotlin("1.3\")\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\public inline fun ULongArray.dropLast(n: Int): List\<ULong> {\n    require(n >= 0) { \"Requested element count \([n]\) is less than zero.\" }\n    return take((size - n).coerceAtLeast(0))\n}***\n* \n* \n* Returns a list containing all elements except last \([n]\) elements.\n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample

*\@SinceKotlin("1.3\")\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\public inline fun UByteArray.dropLast(n: Int): List\<UByte> {\n    require(n >= 0) { \"Requested element count \([n]\) is less than zero.\" }\n    return take((size - n).coerceAtLeast(0))\n}***\n* \n* \n* Returns a list containing all elements except last \([n]\) elements.\n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample

*\@SinceKotlin("1.3\")\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\public inline fun UShortArray.dropLast(n: Int): List\<UShort> {\n    require(n >= 0) { \"Requested element count \([n]\) is less than zero.\" }\n    return take((size - n).coerceAtLeast(0))\n}***\n* \n* \n* Returns a list containing all elements except last \([n]\) elements.\n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample

*\@SinceKotlin("1.3\")\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\public inline fun UIntArray.dropLastWhile(predicate: (UInt) -> Boolean): List\<UInt> {\n    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}***\n* \n* \n* Returns a list containing all elements except last elements that satisfy the given predicate.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample

*\@SinceKotlin("1.3\")\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\public inline fun ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List\<ULong> {\n    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}***\n* \n* \n* Returns a list containing all elements except last elements that satisfy the given predicate.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample

*\@SinceKotlin("1.3\")\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List\<UByte> {\n    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}***\n* \n* \n* Returns a list containing all elements except last elements that satisfy the given predicate.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample

*\@SinceKotlin("1.3\")\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\public inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List\<UShort> {\n    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}***\n* \n* \n* Returns a list containing all elements except last elements that satisfy the given predicate.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample \n * sample \n * samples \n * \n * @throws \n * IllegalArgumentException if \([n]\) is negative.\n * \n * @sample

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Returns a list containing all elements except last elements that satisfy the given [predicate].

- **UByteArray.dropLastWhile** (predicate: (UByte) -> Boolean): List<UByte>

- **UShortArray.dropLastWhile** (predicate: (UShort) -> Boolean): List<UShort>

- **UIntArray.dropWhile** (predicate: (UInt) -> Boolean): List<UInt>

- **ULongArray.dropWhile** (predicate: (ULong) -> Boolean): List<ULong>

- **UByteArray.dropWhile** (predicate: (UByte) -> Boolean): List<UByte>

- **UShortArray.dropWhile** (predicate: (UShort) -> Boolean): List<UShort>

- **UIntArray.filter** (predicate: (UInt) -> Boolean): List<UInt>

- **ULongArray.filter** (predicate: (ULong) -> Boolean): List<ULong>

- **UByteArray.filter** (predicate: (UByte) -> Boolean): List<UByte>

- **UShortArray.filter** (predicate: (UShort) -> Boolean): List<UShort>
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort> {
    return filterTo(ArrayList<UShort>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterIndexed(predicate: (index: Int, UInt) -> Boolean): List<UInt> {
    return filterIndexedTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterIndexed(predicate: (index: Int, ULong) -> Boolean): List<ULong> {
    return filterIndexedTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> {
    return filterIndexedTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> {
    return filterIndexedTo(ArrayList<UShort>(), predicate)
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterTo
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UInt>> UIntArray.filterIndexedTo(destination: C, predicate: (index: Int, UInt) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterTo
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in ULong>> ULongArray.filterIndexedTo(destination: C, predicate: (index: Int, ULong) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterTo
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UByte>> UByteArray.filterIndexedTo(destination: C, predicate: (index: Int, UByte) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterTo
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UShort>> UShortArray.filterIndexedTo(destination: C, predicate: (index: Int, UShort) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}
samples.collections.Collections.Filtering.filterIndexedTo

*\n@SinceKotlin("1.3."")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C : MutableCollection\<in UShort>> UShortArray.filterIndexedTo(destination: C, predicate: (index: Int, UShort) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element))
            destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterNot(predicate: (UInt) -> Boolean): List<UInt> {
    return filterNotTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {
    return filterNotTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {
    return filterNotTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {
    return filterNotTo(ArrayList<UShort>(), predicate)
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * @sample samples.collections.Collections.Filtering.filterTo
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection\<in UInt>> UIntArray.filterNotTo(destination: C, predicate: (UInt) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * @sample samples.collections.Collections.Filtering.filterTo
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection\<in ULong>> ULongArray.filterNotTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * @sample samples.collections.Collections.Filtering.filterTo
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection\<in UByte>> UByteArray.filterNotTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * @sample samples.collections.Collections.Filtering.filterTo
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection\<in UShort>> UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
mutable.

```kotlin
MutableCollection<in ULong>> ULongArray.filterTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterTo
 * @sinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @kotlin.internal.InlineOnly
 */
public fun <C : MutableCollection<in UByte>> UByteArray.filterTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 * 
 * @sinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @public fun UIntArray.slice(indices: IntRange): List<UInt> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 * 
 * @sinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @public fun ULongArray.slice(indices: IntRange): List<ULong> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 * 
 * @sinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @public fun UByteArray.slice(indices: IntRange): List<UByte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 * 
 * @sinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @public fun UShortArray.slice(indices: IntRange): List<UShort> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 * 
 * @sinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @public fun UIntArray.slice(indices: Iterable<Int>): List<UInt> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UInt>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 * 
 * @sinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @public fun ULongArray.slice(indices: Iterable<Int>): List<ULong> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<ULong>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 * 
 * @sinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @public fun UByteArray.slice(indices: Iterable<Int>): List<UByte> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UByte>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns an array containing elements of this array at specified [indices].
 * 
 * @sinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @public fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray {
    return UIntArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 * 
 * @sinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @public fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 * 
 * @sinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @public fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 * 
 * @sinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @public fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}
```
Collection<Int>): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceArray(indices: IntRange): UIntArray {
    return UIntArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: IntRange): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.take(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UInt>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.takeLast(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UInt>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.takeLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<ULong>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.takeLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<UByte>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.takeLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<UShort>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeWhile(predicate: (UInt) -> Boolean): List<UInt> {
    val list = ArrayList<UInt>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeWhile(predicate: (ULong) -> Boolean): List<ULong> {
    val list = ArrayList<ULong>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.reversed(): List<UShort> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reversedArray(): UIntArray {
    return UIntArray(storage.reversedArray())
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reversedArray(): ULongArray {
    return ULongArray(storage.reversedArray())
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reversedArray(): UByteArray {
    return UByteArray(storage.reversedArray())
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reversedArray(): UShortArray {
    return UShortArray(storage.reversedArray())
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortDescending(): Unit {
    if (size > 1) {
        sort() reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortDescending(): Unit {
    if (size > 1) {
        sort() reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort() reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortDescending(): Unit {
    if (size > 1) {
        sort() reverse()
    }
}
according to their natural sort order.

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sorted(): List<UInt> {
    return copyOf().apply { sort() }.asList().toMutableList() * SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongArray.sorted(): List<ULong> {
    return copyOf().apply { sort() }.asList().toMutableList() * SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UByteArray.sorted(): List<UByte> {
    return copyOf().apply { sort() }.asList().toMutableList() * SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UShortArray.sorted(): List<UShort> {
    return copyOf().apply { sort() }.asList().toMutableList() * SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UIntArray.sortedArray(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }.toMutableList()
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortedArrayDescending(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }.asList().toMutableList() * SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongArray.sortedArray(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }.toMutableList()
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortedArrayDescending(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }.asList().toMutableList() * SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UShortArray.sortedArrayDescending(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }.asList().toMutableList() * SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UIntArray.sortedDescending(): List<UInt> {
    return copyOf().apply { sortDescending() }.reversed().toMutableList() * SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongArray.sortedDescending(): List<ULong> {
    return copyOf().apply { sortDescending() }.reversed().toMutableList() * SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UByteArray.sortedDescending(): List<UByte> {
    return copyOf().apply { sortDescending() }.reversed().toMutableList() * SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UShortArray.sortedDescending(): List<UShort> {
    return copyOf().apply { sortDescending() }.reversed().toMutableList() * SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UIntArray.sortedArrayDescending(): List<UInt> {
    return copyOf().apply { sortDescending() }.reversed().toMutableList() * SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongArray.sortedArrayDescending(): List<ULong> {
    return copyOf().apply { sortDescending() }.reversed().toMutableList() * SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UByteArray.sortedArrayDescending(): List<UByte> {
    return copyOf().apply { sortDescending() }.reversed().toMutableList() * SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UShortArray.sortedArrayDescending(): List<UShort> {
    return copyOf().apply { sortDescending() }.reversed().toMutableList() * SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UIntArray.sortedDescending(): List<UInt> {
    return copyOf().apply { sortDescending() }.reversed().toMutableList() * SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongArray.sortedDescending(): List<ULong> {
    return copyOf().apply { sortDescending() }.reversed().toMutableList() * SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UByteArray.sortedDescending(): List<UByte> {
    return copyOf().apply { sortDescending() }.reversed().toMutableList() * SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UShortArray.sortedDescending(): List<UShort> {
    return copyOf().apply { sortDescending() }.reversed().toMutableList() * SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UIntArray.sortedArray(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }.toMutableList()
}

/**
 * Returns a list of all elements sorted ascending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortedArray(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }.toMutableList()
}

/**
 * Returns a list of all elements sorted ascending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortedArray(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }.toMutableList()
}

/**
 * Returns a list of all elements sorted ascending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortedArray(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }.toMutableList()
}

/**
 * Returns a list of all elements sorted ascending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortedArray(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }.toMutableList()
}
List<?uByte> {
    return copyOf().apply { sort() }.reversed()
} * Returns a list of all elements sorted descending according to their natural sort order. The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UShortArray.sortedDescending(): List<UShort> {
    return copyOf().apply { sort() }.reversed()
} * Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UByteArray.asList(): List<UByte> * Returns a [List] that wraps the original array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UShortArray.asList(): List<UShort> * Returns a [List] that wraps the original array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UIntArray.asList(): List<UInt> * Returns a [List] that wraps the original array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun ULongArray.asList(): List<ULong> * Returns a [List] that wraps the original array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UIntArray.asByteArray(): ByteArray * Returns an array of type [ByteArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UShortArray.asByteArray(): UByteArray * Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UIntArray.asIntArray(): IntArray * Returns an array of type [IntArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UShortArray.asIntArray(): UShortArray * Returns an array of type [UShortArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UIntArray.asList(): List<UInt> * Returns a [List] that wraps the original array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UShortArray.asList(): List<UShort> * Returns a [List] that wraps the original array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UIntArray.asList(): List<UInt> * Returns a [List] that wraps the original array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun ULongArray.asList(): List<ULong> * Returns a [List] that wraps the original array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UIntArray.asByteArray(): ByteArray * Returns an array of type [ByteArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UShortArray.asByteArray(): UByteArray * Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UIntArray.asIntArray(): IntArray * Returns an array of type [IntArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UShortArray.asIntArray(): UShortArray * Returns an array of type [UShortArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UIntArray.asList(): List<UInt> * Returns a [List] that wraps the original array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UShortArray.asList(): List<UShort> * Returns a [List] that wraps the original array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UIntArray.asList(): List<UInt> * Returns a [List] that wraps the original array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun ULongArray.asList(): List<ULong> * Returns a [List] that wraps the original array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UIntArray.asByteArray(): ByteArray * Returns an array of type [ByteArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UShortArray.asByteArray(): UByteArray * Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UIntArray.asIntArray(): IntArray * Returns an array of type [IntArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UShortArray.asIntArray(): UShortArray * Returns an array of type [UShortArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UIntArray.asList(): List<UInt> * Returns a [List] that wraps the original array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UShortArray.asList(): List<UShort> * Returns a [List] that wraps the original array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
@public expect fun UIntArray.asList(): List<UInt> * Returns a [List] that wraps the original array.
fun ULongArray.contentEquals(other: ULongArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
fun UByteArray.contentEquals(other: UByteArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
fun UShortArray.contentEquals(other: UShortArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
fun UIntArray?.contentEquals(other: UIntArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
fun ULongArray?.contentEquals(other: ULongArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
fun UByteArray?.contentEquals(other: UByteArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
fun UShortArray?.contentEquals(other: UShortArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

/**
 * Returns a hash code based on the contents of this array as if it is `[List]`.
 */
fun UIntArray.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is `[List]`.
 */
fun ULongArray.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is `[List]`.
 */
fun UByteArray.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is `[List]`.
 */
fun UShortArray.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is `[List]`.
 */
fun UIntArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is `[List]`.
 */
fun ULongArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is `[List]`.
 */
fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}
return this?.storage.contentHashCode() // Returns a hash code based on the contents of this array as if it is [List].

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray?.contentToString(): String {
    return this?.contentToString() ?: "null"
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.contentToString(): String {
    return this?.contentToString() ?: "null"
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.contentToString(): String {
    return this?.contentToString() ?: "null"
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.contentToString(): String {
    return this?.contentToString() ?: "null"
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.contentToString(): String {
    return this?.contentToString() ?: "null"
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when [startIndex] > [endIndex].
 * @param destinationOffset the position in the [destination] array to copy to.
 * @param destination the array to copy to. 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @param destination the array to copy to. 0 by default.
 * @param destinationOffset the position in the [destination] array to copy to.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalStateException] when [startIndex] or [endIndex] is out of range of this array indices or when [startIndex] > [endIndex].
 * @param destination the array to copy to. 0 by default.
 * @param destinationOffset the position in the [destination] array to copy to.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @param destination the array to copy to. 0 by default.
 * @param destinationOffset the position in the [destination] array to copy to.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalStateException] when [startIndex] or [endIndex] is out of range of this array indices or when [startIndex] > [endIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun
UIntArray.copyInto(destination: UIntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
UIntArray {\n    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)\n    return destination\n}/*\n* Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n* @param destination the array to copy to.\n* @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n* @return the [destination] array.*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\ninline fun UIntArray.copyInto(destination: UIntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
UIntArray {\n    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)\n    return destination\n}/*\n* Copies this array or its subrange into the [destination] array and returns that array.\n* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n* @param destination the array to copy to.\n* @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n* @return the [destination] array.*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\ninline fun ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
ULongArray {\n    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)\n    return destination\n}/*\n* Copies this array or its subrange into the [destination] array and returns that array.\n* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n* @param destination the array to copy to.\n* @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n* @return the [destination] array.*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\ninline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
UByteArray {\n    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)\n    return destination\n}/*\n* Copies this array or its subrange into the [destination] array and returns that array.\n* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n* @param destination the array to copy to.\n* @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n* @return the [destination] array.*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\ninline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
UShortArray {\n    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)\n    return destination\n}/*\n* Copies this array or its subrange into the [destination] array and returns that array.\n* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n* @param destination the array to copy to.\n* @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n* @return the [destination] array.*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\ninline fun UByteArray.copyOf(): UByteArray {\n    return UByteArray(storage.copyOf())\n}/*\n* Returns new array which is a copy of the original array.\n* @sample samples.collections.Arrays.CopyOfOperations.copyOf\n* \n* @return new array.*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\ninline fun UIntArray.copyOf(): UIntArray {\n    return UIntArray(storage.copyOf())\n}/*\n* Returns new array which is a copy of the original array.\n* @sample samples.collections.Arrays.CopyOfOperations.copyOf\n* \n* @return new array.*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\ninline fun ULongArray.copyOf(): ULongArray {\n    return ULongArray(storage.copyOf())\n}/*\n* Returns new array which is a copy of the original array.\n* @sample samples.collections.Arrays.CopyOfOperations.copyOf\n* \n* @return new array.*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\ninline fun UByteArray.copyOf(): UByteArray {\n    return UByteArray(storage.copyOf())\n}/*\n* Returns new array which is a copy of the original array.\n* @sample samples.collections.Arrays.CopyOfOperations.copyOf\n* \n* @return new array.*/
which is a copy of the original array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.copyOf(): UShortArray { return UShortArray(storage.copyOf()) } // Returns new array which is a copy of the original array, resized to the given [newSize].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.copyOf(newSize: Int): UIntArray { return UIntArray(storage.copyOf(newSize)) } // Returns new array which is a copy of the original array, resized to the given [newSize].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.copyOf(newSize: Int): ULongArray { return ULongArray(storage.copyOf(newSize)) } // Returns new array which is a copy of the original array, resized to the given [newSize].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.copyOf(newSize: Int): UByteArray { return UByteArray(storage.copyOf(newSize)) } // Returns new array which is a copy of the original array, resized to the given [newSize].
```

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
specified range of the original array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray {
    return UShortArray(storage.copyOfRange(fromIndex, toIndex))
}
```

```kotlin
/**
 * Fills this array or its subrange with the specified [element] value.
 * If [fromIndex] is less than zero or [toIndex] is greater than the size of this array,
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of the array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.fill(element: UInt, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toInt(), fromIndex, toIndex)
}
```

```kotlin
/**
 * Fills this array or its subrange with the specified [element] value.
 * If [fromIndex] is less than zero or [toIndex] is greater than the size of this array,
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of the array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toLong(), fromIndex, toIndex)
}
```

```kotlin
/**
 * Fills this array or its subrange with the specified [element] value.
 * If [fromIndex] is less than zero or [toIndex] is greater than the size of this array,
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of the array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toByte(), fromIndex, toIndex)
}
```

```kotlin
/**
 * Fills this array or its subrange with the specified [element] value.
 * If [fromIndex] is less than zero or [toIndex] is greater than the size of this array,
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of the array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toShort(), fromIndex, toIndex)
}
```

```kotlin
/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.indices: IntRange
    get() = storage.indices

/**
 * Returns an array containing all elements of the original array and then the given
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun UIntArray.plus(element: UInt): UIntArray {
    return UIntArray(storage +
    element.toInt())
}

/**
 * Returns an array containing all elements of the original array and then the given
 * [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun ULongArray.plus(element: ULong): ULongArray {
    return ULongArray(storage +
    element.toLong())
}

/**
 * Returns an array containing all elements of the original array and then the given
 * [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun UByteArray.plus(element: UByte): UByteArray {
    return UByteArray(storage +
    element.toByte())
}

/**
 * Returns an array containing all elements of the original array and then the given
 * [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun UShortArray.plus(element: UShort): UShortArray {
    return UShortArray(storage +
    element.toShort())
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [collections].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator
fun UIntArray.plus(elements: Collection<UInt>): UIntArray {
    var index = size
    val result =
    storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toInt()
    return
    UIntArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [collections].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator
fun ULongArray.plus(elements: Collection<ULong>): ULongArray {
    var index = size
    val result =
    storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toLong()
    return
    ULongArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [collections].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator
fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result =
    storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte()
    return
    UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [collections].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator
fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result =
    storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toShort()
    return
    UShortArray(result)
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun
UIntArray.plus(elements: Collection<UInt>): UIntArray {
    return UIntArray(storage +
    elements.storage)
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun
ULongArray.plus(elements: Collection<ULong>): ULongArray {
    return ULongArray(storage +
    elements.storage)
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun
UByteArray.plus(elements: Collection<UByte>): UByteArray {
    return UByteArray(storage +
    elements.storage)
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun
UShortArray.plus(elements: Collection<UShort>): UShortArray {
    return UShortArray(storage +
    elements.storage)
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun
UIntArray.sort(): Unit {
    if (size > 1)
    sortArray(this, 0, size)
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun
ULongArray.sort(): Unit {
    if (size > 1)
    sortArray(this, 0, size)
}

/**
 * Sorts the array in-place.
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@SinceKotlin("1.3")
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/**
 * Sorts the array in-place.
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@SinceKotlin("1.3")
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@kotlin.internal.InlineOnly
public inline
operator fun
UShortArray.sort(): Unit {
    if (size > 1)
    sortArray(this, 0, size)
}
samples.collections.Arrays.Sorting.sortArray
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}

/**
 * Sorts the array in-place.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    sortArray(this, fromIndex, toIndex)
    sort(fromIndex, toIndex, sortArray)
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
    sort(fromIndex, toIndex, sortArray)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortDescending
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex, sortArray)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortDescending
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex, sortArray)
}
greater than the size of this array.\n
 stayed are sorted descending according to their natural sort order.\n
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n    return storage.copyOf()\n
 * Returns an array of type [UByteArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.\n
 * @SinceKotlin("1.3")\n
 UByteArray.toByteArrayList(): ByteArrayList {\n    return storage.copyOf()\n
 * Returns a *typed* object array containing all of the elements of this array.

 * @SinceKotlin("1.3")\n
 UByteArray.toByteArrayList(): ByteArrayList {\n    return storage.copyOf()\n
 * Returns an array of type [ByteArrayList], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

 * @SinceKotlin("1.3")\n
 * @SinceKotlin("1.3")\n
 * Returns a *typed* object array containing all of the elements of this array.

 * @SinceKotlin("1.3")\n
 * Returns an array of type [UByteArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.

 * @SinceKotlin("1.3")\n
 * Returns an array of type [ByteArrayList], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

 * @SinceKotlin("1.3")\n
 * Returns an array of type [ByteArrayList], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.

 * @SinceKotlin("1.3")\n
 * Returns an array of type [ByteArrayList], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

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 * Returns an array of type [ByteArrayList], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.

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 * Returns an array of type [ByteArrayList], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

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 * Returns an array of type [ByteArrayList], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.

 * @SinceKotlin("1.3")\n
 * Returns an array of type [ByteArrayList], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

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 * @SinceKotlin("1.3")\n
 * Returns an array of type [ByteArrayList], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

 * @SinceKotlin("1.3")\n
 * Returns an array of type [ByteArrayList], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.
Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, where key is the element itself and value is provided by the [valueSelector] function applied to that key.

If any two elements are equal, the last one overwrites the former value in the map.

@sample samples.collections.Collections.Transformations.associateWithTo

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in ULong, in V>> ULongArray.associateWithTo(destination: M, valueSelector: (ULong) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 * @sample samples.collections.Collections.Transformations.associateWithTo

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in UByte, in V>> UByteArray.associateWithTo(destination: M, valueSelector: (UByte) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 * @sample samples.collections.Collections.Transformations.associateWithTo

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in UShort, in V>> UShortArray.associateWithTo(destination: M, valueSelector: (UShort) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.collections.Collections.Transformations.flatMap

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.flatMap(transform: (UInt) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.collections.Collections.Transformations.flatMap

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.flatMap(transform: (ULong) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.collections.Collections.Transformations.flatMap

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.collections.Collections.Transformations.flatMap

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * and its index in the original array.
 * @sample samples.collections.Collections.Transformations.flatMapIndexed

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.flatMapIndexed(transform: (index: Int, UInt) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.collections.Collections.Transformations.flatMapIndexed

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.flatMapIndexed(transform: (index: Int, ULong) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.collections.Collections.Transformations.flatMapIndexed

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.flatMapIndexed(transform: (index: Int, UByte) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.collections.Collections.Transformations.flatMapIndexed

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.flatMapIndexed(transform: (index: Int, UShort) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}
results of \[\text{transform}\] function being invoked on each element\(n\) and its index in the original array.\(n\) * \(n\) *

```
@sample samples.collections.Collections.Transformations.flatMapIndexed

/*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\u003cn@ExperimentalUnsignedTypes\u003cs@kotlin.internal.InlineOnly\u003epublic inline fun \u003cR>
ULongArray.flatMapIndexed(transform: \(\text{fn} \to \text{List}\langle\text{R}\rangle\)): \text{List}\langle\text{R}\rangle |\(n\) * \(n\) * Returns a single list of all elements yielded from results of \[\text{transform}\] function being invoked on each element\(n\) and its index in the original array.\(n\) * \(n\) *

@sample samples.collections.Collections.Transformations.flatMapIndexed

/*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\u003cn@ExperimentalUnsignedTypes\u003cs@kotlin.internal.InlineOnly\u003epublic inline fun <R>
UByteArray.flatMapIndexed(transform: \(\text{fn} \to \text{List}\langle\text{R}\rangle\)): \text{List}\langle\text{R}\rangle |\(n\) * \(n\) * Returns a single list of all elements yielded from results of \[\text{transform}\] function being invoked on each element\(n\) and its index in the original array.\(n\) * \(n\) *

@sample samples.collections.Collections.Transformations.flatMapIndexed

/*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\u003cn@ExperimentalUnsignedTypes\u003cs@kotlin.internal.InlineOnly\u003epublic inline fun <R>
UShortArray.flatMapIndexed(transform: \(\text{fn} \to \text{List}\langle\text{R}\rangle\)): \text{List}\langle\text{R}\rangle |\(n\) * \(n\) * Returns a single list of all elements yielded from results of \[\text{transform}\] function being invoked on each element\(n\) and its index in the original array.\(n\) * \(n\) *

@sample samples.collections.Collections.Transformations.flatMapIndexed

/*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\u003cn@ExperimentalUnsignedTypes\u003cs@kotlin.internal.InlineOnly\u003epublic inline fun <R, C :
MutableCollection\(\in\text{R}\)> UIntArray.flatMapIndexedTo\(\text{destination}:\text{C},\text{transform}:\text{fn}\to\text{Iterable}\langle\text{R}\rangle\)): \text{C} |\(n\) var \text{index} = 0 |\(n\) for \text{element} in \text{this} |\(n\) val \text{list} = \text{transform}(\text{index}++, \text{element})|\(n\) \text{destination}.add\text{All}(\text{list}) |\(n\) * \(n\) * \text{Appends all elements yielded from results of \[\text{transform}\] function being invoked on each element\(n\) and its index in the original array, to the given \text{destination}\).\(n\)

@sample samples.collections.Collections.Transformations.flatMapIndexed

/*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\u003cn@ExperimentalUnsignedTypes\u003cs@kotlin.internal.InlineOnly\u003epublic inline fun <R, C :
MutableCollection\(\in\text{R}\)> ULongArray.flatMapIndexedTo\(\text{destination}:\text{C},\text{transform}:\text{fn}\to\text{Iterable}\langle\text{R}\rangle\)): \text{C} |\(n\) var \text{index} = 0 |\(n\) for \text{element} in \text{this} |\(n\) val \text{list} = \text{transform}(\text{index}++, \text{element})|\(n\) \text{destination}.add\text{All}(\text{list}) |\(n\) * \(n\) * \text{Appends all elements yielded from results of \[\text{transform}\] function being invoked on each element\(n\) and its index in the original array, to the given \text{destination}\).\(n\)

@sample samples.collections.Collections.Transformations.flatMapIndexed

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ByLambdaReturnType\u003cn@ExperimentalUnsignedTypes\u003cs@kotlin.internal.InlineOnly\u003epublic inline fun <R, C :
MutableCollection\(\in\text{R}\)> UByteArray.flatMapIndexedTo\(\text{destination}:\text{C},\text{transform}:\text{fn}\to\text{Iterable}\langle\text{R}\rangle\)): \text{C} |\(n\) var \text{index} = 0 |\(n\) for \text{element} in \text{this} |\(n\) val \text{list} = \text{transform}(\text{index}++, \text{element})|\(n\) \text{destination}.add\text{All}(\text{list}) |\(n\) * \(n\) * \text{Appends all elements yielded from results of \[\text{transform}\] function being invoked on each element\(n\) and its index in the original array, to the given \text{destination}\).\(n\)

@sample samples.collections.Collections.Transformations.flatMapIndexed

/*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\u003cn@ExperimentalUnsignedTypes\u003cs@kotlin.internal.InlineOnly\u003epublic inline fun <R, C :
MutableCollection\(\in\text{R}\)> UShortArray.flatMapIndexedTo\(\text{destination}:\text{C},\text{transform}:\text{fn}\to\text{Iterable}\langle\text{R}\rangle\)): \text{C} |\(n\) var \text{index} = 0 |\(n\) for \text{element} in \text{this} |\(n\) val \text{list} = \text{transform}(\text{index}++, \text{element})|\(n\) \text{destination}.add\text{All}(\text{list}) |\(n\) * \(n\) * \text{Appends all elements yielded from results of \[\text{transform}\] function being invoked on each element\(n\) and its index in the original array, to the given \text{destination}\).\(n\)

@sample samples.collections.Collections.Transformations.flatMapIndexed

/*\@SinceKotlin("1.3")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\u003cn@ExperimentalUnsignedTypes\u003cs@kotlin.internal.InlineOnly\u003epublic inline fun <R, C :
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V>
UIntArray.groupByTo(destination: (UInt) -> K, valueTransform: (UInt) -> V): Map<K, List<V>> {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UInt>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V>
UByteArray.groupByTo(destination: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UByte>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V>
UShortArray.groupByTo(destination: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>> {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UShort>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V>
ULongArray.groupByTo(destination: (ULong) -> K, valueTransform: (ULong) -> V): Map<K, List<V>> {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<ULong>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V>
ByteArray.groupByTo(destination: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>> {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<Byte>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V>
ByteArray.groupByTo(destination: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>> {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<Byte>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V>
ByteArray.groupByTo(destination: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>> {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<Byte>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V>
ByteArray.groupByTo(destination: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>> {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<Byte>()
        }
        list.add(element)
    }
    return destination
}
original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. Returns the [destination] map.

*.samples.collections.Collections.Transformations.groupBy

<@ Since Kotlin("1.3")> @ExecutableUnsignedTypes@<@ in kotlin.internal.InlineOnly@<@> public inline fun <K, M : MutableMap<in K, MutableList<UShort>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K):

M {
    for (element in this)

        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UShort>()
        }
        list.add(element)
    }
    return destination
}

// Group by key and values
@SinceKotlin("1.3")
@ExecutableUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K,
valueTransform: (UInt) -> V): M {

    for (element in this)

        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

@SinceKotlin("1.3")
@ExecutableUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K,
valueTransform: (ULong) -> V): M {

    for (element in this)

        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

@SinceKotlin("1.3")
@ExecutableUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K,
valueTransform: (UByte) -> V): M {

    for (element in this)

        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

@SinceKotlin("1.3")
@ExecutableUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K,
valueTransform: (UShort) -> V): M {

    for (element in this)

        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}
element in the original array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R>
UByteArray.map(transform: (UByte) -> R): List<R> {
    return mapTo(ArrayList<R>(size),
        transform)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R>
UShortArray.map(transform: (UShort) -> R): List<R> {
    return mapTo(ArrayList<R>(size),
        transform)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R>
UIntArray.mapIndexed(transform: (index: Int, UInt) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline
fun <R> ULongArray.mapIndexed(transform: (index: Int, ULong) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline
fun <R> UByteArray.mapIndexed(transform: (index: Int, UByte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline
fun <R> UShortArray.mapIndexed(transform: (index: Int, UShort) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R, C :
MutabelCollection<in R>> UIntArray.mapIndexedTo(destination: C, transform: (index: Int, UInt) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R, C :
MutabelCollection<in R>> ULongArray.mapIndexedTo(destination: C, transform: (index: Int, ULong) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R, C :
MutabelCollection<in R>> UByteArray.mapIndexedTo(destination: C, transform: (index: Int, UByte) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R, C :
MutabelCollection<in R>> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```
element and the element itself * and returns the result of the transform applied to the element.

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UShortArray.mapIndexedTo(destination: C, transform: (Int, UShort) -> R): C {
\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UIntArray.mapTo(destination: C, transform: (UInt) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
```

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> ULongArray.mapTo(destination: C, transform: (ULong) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
```

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
```

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
```

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun UIntArray.withIndex(): Iterable<IndexedValue<UInt>> {
    return IndexingIterable { iterator() }
}
```

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun ULongArray.withIndex(): Iterable<IndexedValue<ULong>> {
    return IndexingIterable { iterator() }
}
```

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun UByteArray.withIndex(): Iterable<IndexedValue<UByte>> {
    return IndexingIterable { iterator() }
}
```

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun UShortArray.withIndex(): Iterable<IndexedValue<UShort>> {
    return IndexingIterable { iterator() }
}
```

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun UIntArray.all(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun ULongArray.all(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun UByteArray.all(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun UShortArray.all(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun ULongArray.all(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun UByteArray.all(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun UShortArray.all(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```
false
    return true
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UCharArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UCharArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if at least one element matches
 * the given [predicate].
 * 
 * @sample
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UCharArray.any(predicate: (UChar) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches
 * the given [predicate].
 * 
 * @sample
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UCharArray.any(predicate: (UChar) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements matching the given
 * [predicate].
 * 
 * @sample
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UCharArray.count(predicate: (UChar) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given
 * [predicate].
 * 
 * @sample
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UCharArray.count(predicate: (UChar) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and
 * applying [operation] from left to right from each
 * element.
 * 
 * @param [operation] function that takes current accumulator
 * value and an element, and calculates the next accumulator
 * value and an element, and calculates the next accumulator
 * value.
 * 
 * @sample
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
    UCharArray.fold(initial: R, operation: (acc: R, UChar) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying
 * [operation] from left to right from each
 * element.
 * 
 * @param [operation] function that takes current accumulator
 * value and an element, and calculates the next accumulator
 * value and an element, and calculates the next accumulator
 * value.
 * 
 * @sample
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
    UCharArray.fold(initial: R, operation: (acc: R, UChar) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
public inline fun <R> ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value, and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UShort) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value, and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value, and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value, and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
next accumulator value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UIntArray.foldRight(initial: R, operation: (UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
ULongArray.foldRight(initial: R, operation: (ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UIntArray.foldRightIndexed(initial: R, operation: (index: Int, UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
ULongArray.foldRightIndexed(initial: R, operation: (index: Int, ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UShortArray.foldRightIndexed(initial: R, operation: (index: Int, UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```
value and applying [operation] from right to left.  For each element with its index in the original array and current accumulator value. Returns the specified [initial] value if the array is empty. @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.forEach(action: (UInt) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.forEach(action: (ULong) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.forEach(action: (UByte) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.forEach(action: (UShort) -> Unit): Unit {
    for (element in this) action(element)
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.max(): UInt? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.max(): ULong? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.max(): UByte? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.max(): UShort? {
    return maxOrNull()
}
```

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ReplaceWith("maxOrNull()")\n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.max(): UShort? {\n    return maxOrNull()\n}\n
ReplaceWith("maxByOrNull(selector)")\n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {\n    return maxByOrNull(selector)\n} \n
ReplaceWith("maxByOrNull(selector)")\n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {\n    return maxByOrNull(selector)\n}

/**
 * Returns the first element yielding the largest value of the given function or 'null' if there are no elements.
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UIntArray.maxByOrNull(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or 'null' if there are no elements.
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ULongArray.maxByOrNull(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or 'null' if there are no elements.
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UByteArray.maxByOrNull(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or 'null' if there are no elements.
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UShortArray.maxByOrNull(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws
 */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun |
NoSuchElementException if the array is empty.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.maxOf(selector: (UInt) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.maxOf(selector: (ULong) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.maxOf(selector: (UByte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.maxOf(selector: (UShort) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.maxOf(selector: (UInt) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.maxOf(selector: (ULong) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.maxOf(selector: (UByte) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.maxOf(selector: (UShort) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```
maxOf(maxValue, v) return maxValue

// Returns the largest value among all values produced by [selector] function\n* @throws NoSuchElementException if the array is empty.

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun UShortArray.maxOf(selector: (UShort) -> Float): Float 

if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue

// Returns the largest value among all values produced by [selector] function\n* applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun <R : Comparable<R>> UIntArray.maxOf(selector: (UInt) -> R): R 

if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue

// Returns the largest value among all values produced by [selector] function\n* applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun <R : Comparable<R>> ULongArray.maxOf(selector: (ULong) -> R): R 

if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue

// Returns the largest value among all values produced by [selector] function\n* applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun <R : Comparable<R>> UByteArray.maxOf(selector: (UByte) -> R): R 

if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue

// Returns the largest value among all values produced by [selector] function\n* applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun <R : Comparable<R>> UShortArray.maxOf(selector: (UShort) -> R): R 

if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue

// Returns the largest value among all values produced by [selector] function\n* applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun

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ULongArray.maxOfOrNull(selector: (ULong) -> Double): Double? {
    var maxValue = selector(this[0])
    for (i in 1 until lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun UByteArray.maxOfOrNull(selector: (UByte) -> Double): Double? {
    var maxValue = selector(this[0])
    for (i in 1 until lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun UShortArray.maxOfOrNull(selector: (UShort) -> Double): Double? {
    var maxValue = selector(this[0])
    for (i in 1 until lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun UIntArray.maxOfOrNull(selector: (UInt) -> Float): Float? {
    var maxValue = selector(this[0])
    for (i in 1 until lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun ULongArray.maxOfOrNull(selector: (ULong) -> Float): Float? {
    var maxValue = selector(this[0])
    for (i in 1 until lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun UByteArray.maxOfOrNull(selector: (UByte) -> Float): Float? {
    var maxValue = selector(this[0])
    for (i in 1 until lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun UShortArray.maxOfOrNull(selector: (UShort) -> Float): Float? {
    var maxValue = selector(this[0])
    for (i in 1 until lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
Comparable<R>> UIntArray.maxOfOrNull(selector: (UInt) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values
 * produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.maxOfOrNull(selector: (ULong) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values
 * produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxOfOrNull(selector: (UByte) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values
 * produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxOfOrNull(selector: (UShort) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values
 * produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.maxOfWith(comparator: Comparator<in R>, selector: (UInt) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values
 * produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.maxOfWith(comparator: Comparator<in R>, selector: (ULong) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values
 * produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxOfWith(comparator: Comparator<in R>, selector: (UByte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values
 * produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
By LambdaReturnType\n@ExperimentalUnsignedTypes\n@otlin.internal.InlineOnly\n\npublic inline fun <R> UShortArray.maxOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    return maxOfWithOrNull(comparator, selector)
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced
 * by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By LambdaReturnType\n@ExperimentalUnsignedTypes\n@otlin.internal.InlineOnly\n\npublic inline fun <R> UIntArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UInt) -> R): R? {
    if (isEmpty()) return null
    return maxOfWithOrNull(comparator, selector)
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By LambdaReturnType\n@ExperimentalUnsignedTypes\n@otlin.internal.InlineOnly\n\npublic inline fun <R> ULongArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (ULong) -> R): R? {
    if (isEmpty()) return null
    return maxOfWithOrNull(comparator, selector)
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By LambdaReturnType\n@ExperimentalUnsignedTypes\n@otlin.internal.InlineOnly\n\npublic fun UIntArray.maxOrNull(): UInt? {
    if (isEmpty()) return null
    return maxOrNull()
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By LambdaReturnType\n@ExperimentalUnsignedTypes\n@otlin.internal.InlineOnly\n\npublic fun ULongArray.maxOrNull(): ULong? {
    if (isEmpty()) return null
    return maxOrNull()
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By LambdaReturnType\n@ExperimentalUnsignedTypes\n@otlin.internal.InlineOnly\n\npublic fun UByteArray.maxOrNull(): UByte? {
    if (isEmpty()) return null
    return maxOrNull()
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By LambdaReturnType\n@ExperimentalUnsignedTypes\n@otlin.internal.InlineOnly\n\npublic fun UShortArray.maxOrNull(): UShort? {
    if (isEmpty()) return null
    return maxOrNull()
}
```kotlin
instead.
ReplaceWith("\n\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.maxWith(comparator: Comparator<in ULong>): ULong? {\n    return maxWithOrNull(comparator)\n}\n\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.maxWith(comparator: Comparator<in UByte>): UByte? {\n    return maxWithOrNull(comparator)\n}\n\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.maxWith(comparator: Comparator<in UShort>): UShort? {\n    return maxWithOrNull(comparator)\n}\n\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.maxWithOrNull(comparator: Comparator<in UInt>): UInt? {\n    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e
    }\n    return max
}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.maxWithOrNull(comparator: Comparator<in UByte>): UByte? {\n    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e
    }\n    return max
}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.maxWithOrNull(comparator: Comparator<in UShort>): UShort? {\n    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e
    }\n    return max
}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.maxWithOrNull(comparator: Comparator<in ULong>): ULong? {\n    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e
    }\n    return max
}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.maxWithOrNull(comparator: Comparator<in UByte>): UByte? {\n    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e
    }\n    return max
}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.maxWithOrNull(comparator: Comparator<in UShort>): UShort? {\n    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e
    }\n    return max
}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.min(): ULong? {
    return minOrNull()
}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.min(): UByte? {
    return minOrNull()
}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.min(): UShort? {
    return minOrNull()
}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.min(): UInt? {
    return minOrNull()
}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.min(): ULong? {
    return minOrNull()
}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.min(): UByte? {
    return minOrNull()
}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.min(): UShort? {
    return minOrNull()
}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.minByOrNull(selector: (UInt) -> R): UInt? {
    return minByOrNull(selector)\n}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.minByOrNull(selector: (ULong) -> R): ULong? {
    return minByOrNull(selector)\n}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.minByOrNull(selector: (UByte) -> R): UByte? {
    return minByOrNull(selector)\n}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.minByOrNull(selector: (UShort) -> R): UShort? {
    return minByOrNull(selector)\n}\n```
ReplaceWith("minByOrNull(selector)\")@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R : Comparable<R>> UByteArray.minBy(selector: (UByte) -> R): UByte? {\n    return minByOrNull(selector)\n} @Deprecated("Use minByOrNull instead.\")
ReplaceWith("minByOrNull(selector)\")@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R : Comparable<R>> UShortArray.minBy(selector: (UShort) -> R): UShort? {\n    return minByOrNull(selector)\n} @Deprecated("Use minByOrNull instead.\")
ReplaceWith("minByOrNull(selector)\")@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R : Comparable<R>> UIntArray.minByOrNull(selector: (UInt) -> R): UInt? {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
} @Deprecated("Use minByOrNull instead.\")
ReplaceWith("minByOrNull(selector)\")@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R : Comparable<R>> ULongArray.minByOrNull(selector: (ULong) -> R): ULong? {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
} @Deprecated("Use minByOrNull instead.\")
ReplaceWith("minByOrNull(selector)\")@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R : Comparable<R>> UByteArray.minByOrNull(selector: (UByte) -> R): UByte? {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
} @Deprecated("Use minByOrNull instead.\")
ReplaceWith("minByOrNull(selector)\")@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R : Comparable<R>> UShortArray.minByOrNull(selector: (UShort) -> R): UShort? {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
} @Deprecated("Use minByOrNull instead.\")
var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n * @since Kotlin("1.4")\n * @optIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @overloadResolution ByLambdaReturnType\n * @experimentalUnsignedTypes\n * @kotlin.internal.InlineOnly\n * @public inline fun UByteArray.minOf(selector: (UByte) -> Double): Double {
 var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n * @since Kotlin("1.4")\n * @optIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @overloadResolution ByLambdaReturnType\n * @experimentalUnsignedTypes\n * @kotlin.internal.InlineOnly\n * @public inline fun UShortArray.minOf(selector: (UShort) -> Double): Double {
 var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n * @since Kotlin("1.4")\n * @optIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @overloadResolution ByLambdaReturnType\n * @experimentalUnsignedTypes\n * @kotlin.internal.InlineOnly\n * @public inline fun UIntArray.minOf(selector: (UInt) -> Float): Float {
 var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n * @since Kotlin("1.4")\n * @optIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @overloadResolution ByLambdaReturnType\n * @experimentalUnsignedTypes\n * @kotlin.internal.InlineOnly\n * @public inline fun ULongArray.minOf(selector: (ULong) -> Float): Float {
 var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n * @since Kotlin("1.4")\n * @optIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @overloadResolution ByLambdaReturnType\n * @experimentalUnsignedTypes\n * @kotlin.internal.InlineOnly\n * @public inline fun UByteArray.minOf(selector: (UByte) -> Float): Float {
 var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n * @since Kotlin("1.4")\n * @optIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @overloadResolution ByLambdaReturnType\n * @experimentalUnsignedTypes\n * @kotlin.internal.InlineOnly\n * @public inline fun UShortArray.minOf(selector: (UShort) -> Float): Float {
 var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n * @since Kotlin("1.4")\n * @optIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @overloadResolution ByLambdaReturnType\n * @experimentalUnsignedTypes\n * @kotlin.internal.InlineOnly\n * @public inline fun UIntArray.minOf(selector: (UInt) -> Float): Float {
 var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n * @since Kotlin("1.4")\n * @optIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @overloadResolution ByLambdaReturnType\n * @experimentalUnsignedTypes\n * @kotlin.internal.InlineOnly\n * @public inline fun ULongArray.minOf(selector: (ULong) -> Float): Float {
 var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
Open Source Used In DNAC Platform Arica 8050
*\@SinceKotlin("1.4")\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution

ByLambdaReturnType\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\@public inline fun

UShortArray.minOfOrNull(selector: (UShort) -> Double): Double? { \n    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) { \n        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.
 * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

*\@SinceKotlin("1.4")\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution

ByLambdaReturnType\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\@public inline fun

UIntArray.minOfOrNull(selector: (UInt) -> Float): Float? { \n    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) { \n        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.
 * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

*\@SinceKotlin("1.4")\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution

ByLambdaReturnType\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\@public inline fun

ULongArray.minOfOrNull(selector: (ULong) -> Float): Float? { \n    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) { \n        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.
 * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

*\@SinceKotlin("1.4")\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution

ByLambdaReturnType\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\@public inline fun

UByteArray.minOfOrNull(selector: (UByte) -> Float): Float? { \n    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) { \n        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.
 * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

*\@SinceKotlin("1.4")\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution

ByLambdaReturnType\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\@public inline fun

UShortArray.minOfOrNull(selector: (UShort) -> Float): Float? { \n    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) { \n        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.
 * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

*\@SinceKotlin("1.4")\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution

ByLambdaReturnType\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\@public inline fun

UIntArray.minOfOrNull(selector: (UInt) -> R): R? { \n    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) { \n        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.
 * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

*\@SinceKotlin("1.4")\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution

ByLambdaReturnType\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\@public inline fun

ULongArray.minOfOrNull(selector: (ULong) -> R): R? { \n    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) { \n        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.
 * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

*\@SinceKotlin("1.4")\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution

ByLambdaReturnType\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\@public inline fun

UByteArray.minOfOrNull(selector: (UByte) -> R): R? { \n    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) { \n        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.
 * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

*\@SinceKotlin("1.4")\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution

ByLambdaReturnType\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\@public inline fun

UShortArray.minOfOrNull(selector: (UShort) -> R): R? { \n    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) { \n        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
Comparable<R>> UByteArray.minOfOrNull(selector: (UByte) -> R): R? {
    if (isEmpty()) return null
    var
    minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minOfOrNull(selector: (UShort) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparator<in R>> UIntArray.minOfWith(comparator: Comparator<in R>, selector: (UInt) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparator<in R>> UByteArray.minOfWith(comparator: Comparator<in R>, selector: (UByte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparator<in R>> UShortArray.minOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
function applied to each element in the array or ‘null’ if there are no elements.

```kotlin
*\@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
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ByLambdaReturnType@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)

public inline fun <R>
UShortArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R): R? {
    if (isEmpty())
        return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector]
function applied to each element in the array or ‘null’ if there are no elements.

*\@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)

 UBArray.minOfWithOrNull(comparator: Comparator<in UByte>, selector: (UByte) -> UByte): UByte? {
    if (isEmpty())
        return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest element or ‘null’ if there are no elements.

*\@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)

 UIntArray.minOrNull(): UInt?

@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)

 public fun UIntArray.minWith(comparator: Comparator<in UInt>): UInt? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)

 public fun ULongArray.minWith(comparator: Comparator<in ULong>): ULong? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)

 public fun UByteArray.minWith(comparator: Comparator<in UByte>): UByte? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)

 public fun UShortArray.minWith(comparator: Comparator<in UShort>): UShort? {
    return minWithOrNull(comparator)
}
```

Open Source Used In DNAC Platform Arica 8053
Since Kotlin("1.4")\n@ExperimentalUnsignedTypes\nfun UIntArray.minWithOrNull(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

Since Kotlin("1.4")\n@ExperimentalUnsignedTypes\nfun ULongArray.minWithOrNull(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

Since Kotlin("1.4")\n@ExperimentalUnsignedTypes\nfun UByteArray.minWithOrNull(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

Since Kotlin("1.4")\n@ExperimentalUnsignedTypes\nfun UShortArray.minWithOrNull(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

Since Kotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.none(): Boolean {
    return isEmpty()
}

Since Kotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.none(): Boolean {
    return isEmpty()
}

Since Kotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.none(): Boolean {
    return isEmpty()
}

Since Kotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.none(): Boolean {
    return isEmpty()
}

Since Kotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.onEach(action: (UInt) -> Unit): UIntArray {
    return apply { for (element in this)
        action(element) }
}

Since Kotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.onEach(action: (ULong) -> Unit): ULongArray {
    return apply { for (element in this)
        action(element) }
}

Since Kotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.onEach(action: (UByte) -> Unit): UByteArray {
    return apply { for (element in this)
        action(element) }
}

Since Kotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.onEach(action: (UShort) -> Unit): UShortArray {
    return apply { for (element in this)
        action(element) }
}
action(element) 

Performs the given [action] on each element and returns the array itself afterwards.

Performs the given [action] on each element and returns the array itself afterwards.

Performs the given [action] on each element, providing sequential index with the element, and returns the array itself afterwards.

@param [action] function that takes the index of an element and the element itself and performs the action on the element.

Performs the given [action] on each element, providing sequential index with the element, and returns the array itself afterwards.

@param [action] function that takes the index of an element and the element itself and performs the action on the element.

Performs the given [action] on each element, providing sequential index with the element, and returns the array itself afterwards.

@param [action] function that takes the index of an element and the element itself and performs the action on the element.

Performs the given [action] on each element, providing sequential index with the element, and returns the array itself afterwards.

@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceOrNull] instead. It returns `null` when its receiver is empty.

@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceOrNull] instead. It returns `null` when its receiver is empty.
accumulator

```kotlin
*\n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty()) throw
    UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

Accumulates value starting with the first element and applying [operation] from left to right, to current accumulator value and each element.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

*\n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.reduce(operation: (acc: UShort, UShort) -> UShort): UShort {
    if (isEmpty()) throw
    UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

Accumulates value starting with the first element and applying [operation] from left to right, to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

*\n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.reduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty()) throw
    UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

Accumulates value starting with the first element and applying [operation] from left to right, to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

*\n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.reduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty()) throw
    UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

Accumulates value starting with the first element and applying [operation] from left to right, to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

*\n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.reduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty()) throw
    UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

Accumulates value starting with the first element and applying [operation] from left to right, to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

*\n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.reduceIndexed(operation: (index: Int, acc: UShort, UShort) -> UShort): UShort {
    if (isEmpty()) throw
    UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

Accumulates value starting with the first element and applying [operation] from left to right, to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

*\n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.reduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty()) throw
    UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

Accumulates value starting with the first element and applying [operation] from left to right, to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

*\n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.reduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty()) throw
    UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

Accumulates value starting with the first element and applying [operation] from left to right, to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

*\n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.reduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty()) throw
    UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

Accumulates value starting with the first element and applying [operation] from left to right, to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
element, current accumulator value and the element itself, \n * and calculates the next accumulator value, \n * \n * @sample samples.collections.Collections.Aggregates.reduce

*\n@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly\npublic inline fun
{ \n    if (isEmpty()) \n        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) \n        accumulator = operation(acc, accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the first element
 * and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param \[operation\] function that takes the index of an element, current accumulator value
 * and the element itself, \n * and calculates the next accumulator value, \n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n@SinceKotlin("1.4\")\n@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.reduceIndexedOrNull(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt?
{ \n    if (isEmpty()) \n        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) \n        accumulator = operation(acc, accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the first element
 * and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param \[operation\] function that takes the index of an element, current accumulator value
 * and the element itself, \n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n@SinceKotlin("1.4\")\n@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.reduceIndexedOrNull(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong?
{ \n    if (isEmpty()) \n        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) \n        accumulator = operation(acc, accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the first element
 * and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns `null` if the array is empty.
 * @param \[operation\] function that takes current accumulator value and an element, \n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n@SinceKotlin("1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reduceIndexedOrNull(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte?
{ \n    if (isEmpty()) \n        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) \n        accumulator = operation(acc, accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the first element
 * and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns `null` if the array is empty.
 * @param \[operation\] function that takes current accumulator value and an element, \n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n@SinceKotlin("1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly\npublic inline fun
{ \n    if (isEmpty()) \n        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) \n        accumulator = operation(acc, accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the first element
 * and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns `null` if the array is empty.
 * @param \[operation\] function that takes current accumulator value and an element, \n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n@SinceKotlin("1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.reduceOrNull(operation: (acc: UInt, Uint) -> UInt): UInt?
{ \n    if (isEmpty()) \n        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) \n        accumulator = operation(accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the first element
 * and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns `null` if the array is empty.
 * @param \[operation\] function that takes current accumulator value and an element, \n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n@SinceKotlin("1.4\")\n@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reduceOrNull(operation: (acc: UByte, UByte) -> UByte): UByte?
{ \n    if (isEmpty()) \n        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) \n        accumulator = operation(accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the first element
 * and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns `null` if the array is empty.
 * @param \[operation\] function that takes current accumulator value and an element, \n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n@SinceKotlin("1.4\")\n@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly\npublic inline fun
{ \n    if (isEmpty()) \n        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) \n        accumulator = operation(accumulator, this[index])
    return accumulator
}
element.\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes current accumulator value and an element.\n* \n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceOrNull\n
\n*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
\npublic inline fun ULongArray.reduceOrNull(operation: (acc: ULong, ULong) -> ULong): ULong? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex)
        \n            accumulator = operation(accumulator, this[index])
    \n* \n* Accumulates value starting with the first element and applying [operation] from left to right\n* \n* to current accumulator value and each element.\n* \n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes current accumulator value and an element.\n* \n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceOrNull\n
\n*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
\npublic inline fun UByteArray.reduceOrNull(operation: (acc: UByte, UByte) -> UByte): UByte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex)
        \n            accumulator = operation(accumulator, this[index])
    \n* \n* Accumulates value starting with the first element and applying [operation] from left to right\n* \n* to current accumulator value and each element.\n* \n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes current accumulator value and an element.\n* \n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceOrNull\n
\n*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex)
        \n            accumulator = operation(accumulator, this[index])
    \n* \n* Accumulates value starting with the first element and applying [operation] from left to right\n* \n* to current accumulator value and each element.\n* \n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes current accumulator value and an element.\n* \n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceOrNull\n
\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
\npublic inline fun UIntArray.reduceRight(operation: (UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    \n        while (index >= 0)
            \n                accumulator = operation(get(index--), accumulator)
    \n* \n* Throws an exception if this array is empty. If the array can be empty in an expected way,\n* \n* please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n* \n* @param [operation] function that takes an element and current accumulator value.\n* \n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceRight\n
\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
\npublic inline fun ULongArray.reduceRight(operation: (ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    \n        while (index >= 0)
            \n                accumulator = operation(get(index--), accumulator)
    \n* \n* Accumulates value starting with the last element and applying [operation] from right to left\n* \n* to each element and current accumulator value.\n* \n* \n* Throws an exception if this array is empty. If the array can be empty in an expected way,\n* \n* please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n* \n* @param [operation] function that takes an element and current accumulator value.\n* \n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceRight\n
\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
\npublic inline fun ULonArray.reduceRight(operation: (ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    \n        while (index >= 0)
            \n                accumulator = operation(get(index--), accumulator)
    \n* \n* Accumulates value starting with the last element and applying [operation] from right to left\n* \n* to each element and current accumulator value.\n* \n* \n* Throws an exception if this array is empty. If the array can be empty in an expected way,\n* \n* please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n* \n* @param [operation] function that takes an element and current accumulator value.\n* \n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceRight\n

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```kotlin
/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reduceRight(operation: (UByte, acc: UByte) -> UByte): UByte {\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperation(expected("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index != 0) {\n        accumulator = operation(accumulator, get(index--))\n    }\n    return accumulator}\n}**\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.reduceRight(operation: (UShort, acc: UShort) -> UShort): UShort {\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException(expected("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index != 0) {\n        accumulator = operation(accumulator, get(index--))\n    }\n    return accumulator}\n}
```

```kotlin
/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
 * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight
 */
```
expected way. * * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty. * * * * @param [operation] function that takes the index of an element, the element itself and current accumulator value, * * and calculates the next accumulator value. * * * @sample samples.collections.Collections.Aggregates.reduceRight

*A@SinceKotlin("1.3")@ExperimentalUnsignedTypes
*public inline fun
*UShortArray.reduceRightIndexedOrNull(operation: (index: Int, UShort, acc: UShort) -> UShort): UShort { * var index = lastIndex * if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.") * var accumulator = get(--index) * while (index >= 0) { * accumulator = operation(index, get(index), accumulator) * --index } * return accumulator * * * * * * Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value. * * * * * * Returns `null` if the array is empty. * * * * @param [operation] function that takes the index of an element, the element itself and current accumulator value, * * and calculates the next accumulator value. * * * * * * @sample samples.collections.Collections.Aggregates.reduceRightOrNull

*A@SinceKotlin("1.4")@ExperimentalUnsignedTypes
*public inline fun
*UIntArray.reduceRightIndexedOrNull(operation: (index: Int, UInt, acc: UInt) -> UInt): UInt? { * var index = lastIndex * if (index < 0) return null * var accumulator = get(--index) * while (index >= 0) { * accumulator = operation(index, get(index), accumulator) * --index } * return accumulator * * * * * * Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value. * * * * * * Returns `null` if the array is empty. * * * * @param [operation] function that takes the index of an element, the element itself and current accumulator value, * * and calculates the next accumulator value. * * * * * * @sample samples.collections.Collections.Aggregates.reduceRightOrNull

*A@SinceKotlin("1.4")@ExperimentalUnsignedTypes
*public inline fun
*ULongArray.reduceRightIndexedOrNull(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong? { * var index = lastIndex * if (index < 0) return null * var accumulator = get(--index) * while (index >= 0) { * accumulator = operation(index, get(index), accumulator) * --index } * return accumulator * * * * * * Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value. * * * * * * Returns `null` if the array is empty. * * * * @param [operation] function that takes the index of an element, the element itself and current accumulator value, * * and calculates the next accumulator value. * * * * * * @sample samples.collections.Collections.Aggregates.reduceRightOrNull

*A@SinceKotlin("1.4")@ExperimentalUnsignedTypes
*public inline fun
*UByteArray.reduceRightIndexedOrNull(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte? { * var index = lastIndex * if (index < 0) return null * var accumulator = get(--index) * while (index >= 0) { * accumulator = operation(index, get(index), accumulator) * --index } * return accumulator * * * * * * Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value. * * * * * * Returns `null` if the array is empty. * * * * @param [operation] function that takes the index of an element, the element itself and current accumulator value, * * and calculates the next accumulator value. * * * * * * @sample samples.collections.Collections.Aggregates.reduceRightOrNull

*A@SinceKotlin("1.4")@ExperimentalUnsignedTypes
*public inline fun
*UShortArray.reduceRightIndexedOrNull(operation: (index: Int, UShort, acc: UShort) -> UShort): UShort? { * var index = lastIndex * if (index < 0) return null * var accumulator = get(--index) * while (index >= 0) { * accumulator = operation(index, get(index), accumulator) * --index } * return accumulator * * * * * * Accumulates value starting with the last element and applying [operation] from right to left to each element and its index in the original array and current accumulator value. * * * * * * Returns `null` if the array is empty. * * * * @param [operation] function that takes the index of an element, the element itself and current accumulator value, * * and calculates the next accumulator value. * * * * * * @sample samples.collections.Collections.Aggregates.reduceRightOrNull

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@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightOrNull(operation: (UInt, acc: UInt) -> UInt): UInt? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param 
 * @param 
 * @sample 
 * @param 
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRightOrNull(operation: (ULong, acc: ULong) -> ULong): ULong? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param 
 * @param 
 * @sample 
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.runningFold(initial: R, operation: (acc: R, UInt) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right * to each element and current accumulator value that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated; * otherwise it would affect the
 * previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an
 * element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.runningFold(initial: R, operation: (acc: R, UByte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply {
        var accumulator = initial
        for (element in this) {
            accumulator = operation(accumulator, element)
            add(accumulator)
        }
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right * to each element and current accumulator value that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated; * otherwise it would affect the
 * previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an
 * element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply {
        var accumulator = initial
        for (element in this) {
            accumulator = operation(accumulator, element)
            add(accumulator)
        }
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right * to each element, its index in the original array and current accumulator value
 * that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated; * otherwise it would affect the
 * previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply {
        var accumulator = initial
        for (index in indices) {
            accumulator = operation(index, accumulator, this[index])
            add(accumulator)
        }
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated; * otherwise it would affect the
 * previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and an
 * element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply {
        var accumulator = initial
        for (index in indices) {
            accumulator = operation(index, accumulator, this[index])
            add(accumulator)
        }
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated; * otherwise it would affect the
 * previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and an
 * element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply {
        var accumulator = initial
        for (index in indices) {
            accumulator = operation(index, accumulator, this[index])
            add(accumulator)
        }
    }
    return result
}
(isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * @param [initial] value\n * @return List\n */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.runningFoldIndexed(initial: R, operation: (Int, acc: R, UShort) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with the first element of this array.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * @param [initial] value\n * @return List\n */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.runningReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {\n    if (isEmpty()) return emptyList()\n    var accumulator = this[0]\n    val result = ArrayList<UInt>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with the first element of this array.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * @param [initial] value\n * @return List\n */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.runningReduce(operation: (acc: ULong, ULong) -> ULong): List<ULong> {\n    if (isEmpty()) return emptyList()\n    var accumulator = this[0]\n    val result = ArrayList<ULong>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with the first element of this array.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * @param [initial] value\n * @return List\n */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.runningReduce(operation: (acc: UByte, UByte) -> UByte): List<UByte> {\n    if (isEmpty()) return emptyList()\n    var accumulator = this[0]\n    val result = ArrayList<UByte>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result
}
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UShort>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}

@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun UIntArray.runningReduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UInt>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}

@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun ULongArray.runningReduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply {
        add(accumulator)\n        for (index in 1 until size) {\n            accumulator = operation(index, accumulator, this[index])\n            result.add(accumulator)\n        }\n        return result\n    }
}

@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun UByteArray.runningReduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply {
        add(accumulator)\n        for (index in 1 until size) {\n            accumulator = operation(index, accumulator, this[index])\n            result.add(accumulator)\n        }\n        return result\n    }
}

@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UShort>(size).apply {
        add(accumulator)\n        for (index in 1 until size) {\n            accumulator = operation(index, accumulator, this[index])\n            result.add(accumulator)\n        }\n        return result\n    }
}
values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. 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Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list. Otherwise it would affect the previous value in resulting list.
R, ULong) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

@Deprecated("Use runningReduce instead.", ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.scanReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduceIndexed instead.", ReplaceWith("runningReduceIndexed(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.scanReduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): List<UByte> {
    return runningReduceIndexed(operation)
}

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DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.scanReduceIndexed(operation: (Int, acc: UShort) -> UShort) {
    return runningReduceIndexed(operation)
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumBy(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumBy(selector: (ULong) -> ULong): ULong {
    var sum: ULong = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumBy(selector: (UByte) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumBy(selector: (UShort) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumByDouble(selector: (UInt) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumOf(selector: (UInt) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumOf(selector: (ULong) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@Suppress("INAPPLICABLE_JVM_NAME")@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun UByteArray.sumOf(selector: (UByte) -> Double): Double { var sum: Double = 0.toDouble() for (element in this) { sum += selector(element) return sum } } * Returns the sum of all values produced by [selector] function applied to each element in the array.

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@Suppress("INAPPLICABLE_JVM_NAME")@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun UShortArray.sumOf(selector: (UShort) -> Double): Double { var sum: Double = 0.toDouble() for (element in this) { sum += selector(element) return sum } } * Returns the sum of all values produced by [selector] function applied to each element in the array.

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@Suppress("INAPPLICABLE_JVM_NAME")@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun UIntArray.sumOf(selector: (UInt) -> Int): Int { var sum: Int = 0.toInt() for (element in this) { sum += selector(element) return sum } } * Returns the sum of all values produced by [selector] function applied to each element in the array.

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@Suppress("INAPPLICABLE_JVM_NAME")@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun UByteArray.sumOf(selector: (UByte) -> Int): Int { var sum: Int = 0.toInt() for (element in this) { sum += selector(element) return sum } } * Returns the sum of all values produced by [selector] function applied to each element in the array.

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@Suppress("INAPPLICABLE_JVM_NAME")@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun UShortArray.sumOf(selector: (UShort) -> Int): Int { var sum: Int = 0.toInt() for (element in this) { sum += selector(element) return sum } } * Returns the sum of all values produced by [selector] function applied to each element in the array.

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@Suppress("INAPPLICABLE_JVM_NAME")@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun ULongArray.sumOf(selector: (ULong) -> Long): Long { var sum: Long = 0.toLong() for (element in this) { sum += selector(element) return sum } } * Returns the sum of all values produced by [selector] function applied to each element in the array.

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@Suppress("INAPPLICABLE_JVM_NAME")@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun UIntArray.sumOf(selector: (UInt) -> Long): Long { var sum: Long = 0.toLong() for (element in this) { sum += selector(element) return sum } } * Returns the sum of all values produced by [selector] function applied to each element in the array.
```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfLong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfLong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumOf(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumOf(selector: (ULong) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

---

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```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 *
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UIntArray.zip(other: Array<out R>): List<Pair<UInt, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 *
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> ULongArray.zip(other: Array<out R>): List<Pair<ULong, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 *
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UByteArray.zip(other: Array<out R>): List<Pair<UByte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 *
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UShortArray.zip(other: Array<out R>): List<Pair<UShort, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index.
 *
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V> UIntArray.zip(other: Array<out R>, transform: (a: UInt, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index.
 *
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V> ULongArray.zip(other: Array<out R>, transform: (a: ULong, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index.
 *
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V> UByteArray.zip(other: Array<out R>, transform: (a: UByte, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index.
 *
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

---

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with the same index

* Returns a list of pairs built from the elements of ‘this’ collection and [other] array with the same

* The returned list has length of the shortest collection.

* The returned list has length of the shortest collection.

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* The returned list has length of the shortest collection.

* The returned list has length of the shortest collection.

* The returned list has length of the shortest collection.

* The returned list has length of the shortest collection.
UShortArray.zip(other: Iterable<R>, transform: (a: UShort, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULongArray.zip(other: ULongArray): List<Pair<ULong, ULong>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UByteArray.zip(other: UByteArray): List<Pair<UByte, UByte>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    return zip(other) { t1, t2 -> t1 to t2 }
}
/*
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 * and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license
 * that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UCollectionsKt")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an array of UByte containing all of the
 * elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UByte>.toUByteArray(): UByteArray {
    val result = UByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of UInt containing all of the
 * elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UInt>.toUIntArray(): UIntArray {
    val result = UIntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of ULong containing all of the
 * elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<ULong>.toULongArray(): ULongArray {
    val result = ULongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of UShort containing all of the
 * elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UShort>.toUShortArray(): UShortArray {
    val result = UShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
Array<out UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }

    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfLong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
Array<out ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }

    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
Array<out UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }

    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
Array<out UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }

    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.sum(): UInt {
    return storage.sum().toUInt()
}

/**
 * Returns the sum of all elements in the
 * array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.sum(): ULong {
    return storage.sum().toULong()
}

/**
 * Returns the sum of all elements in the
 * array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.sum(): UInt {
    return sumBy { it.toUInt() }
}

/**
 * Returns the sum of all elements in the
 * array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.sum(): UInt {
    return sumBy { it.toUInt() }
}
Iterable<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}

fun maxOf(a: UByte, b: UByte): UByte {
    return if (a >= b) a else b
}

fun maxOf(a: UShort, b: UShort): UShort {
    return if (a >= b) a else b
}

fun maxOf(a: UInt, vararg other: UInt): UInt {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

fun maxOf(a: ULong, vararg other: ULong): ULong {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

fun minOf(a: UByte, vararg other: UByte): UByte {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

fun minOf(a: UShort, vararg other: UShort): UShort {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

fun minOf(a: ULong, vararg other: ULong): ULong {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

fun minOf(a: UInt, vararg other: UInt): UInt {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}
minOf(a: UByte, b: UByte, c: UByte): UByte {
    return minOf(minOf(a, minOf(b, c)), a)
}

    return minOf(minOf(a, minOf(b, c)), a)
}

minOf(a: UInt, vararg other: UInt): UInt {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

minOf(a: ULong, vararg other: ULong): ULong {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

minOf(a: UByte, vararg other: UByte): UByte {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

minOf(a: UShort, vararg other: UShort): UShort {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("URangesKt")

package kotlin.ranges

import java.util.*

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntRange.random(): UInt {
    return random(random())
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntRange.random(random: Random): UInt {
    try {
        return random.nextUInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun UIntRange.randomOrNull(random: Random): UInt? {
    if (isEmpty())
        return null
    return random.nextUInt(this)
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun ULongRange.random(): ULong {
    return random(random())
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun ULongRange.randomOrNull(random: Random): ULong? {
    if (isEmpty())
        return null
    return random.nextULong(this)
}

/**
 * Returns `true` if this range contains the specified [element].
 * Always returns `false` if the [element] is `null`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline operator fun UIntRange.contains(element: UInt): Boolean

**UIntRange.contains(element: UInt?): Boolean**

```kotlin
UIntRange.contains(element: UInt?): Boolean {
    return element != null && contains(element)
}
```

```kotlin
/**
 * Returns `true` if this range contains the specified [element].
 * Always returns `false` if the [element] is `null`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline operator fun UIntRange.contains(element: UInt?): Boolean {
    return element != null && contains(element)
}
```

```kotlin
/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UByte): Boolean {
    return contains(value.toUInt())
}
```

```kotlin
/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UByte): Boolean {
    return contains(value.toULong())
}
```

```kotlin
/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UInt): Boolean {
    return contains(value.toULong())
}
```

```kotlin
/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: ULong): Boolean {
    return (value shr UInt.SIZE_BITS) == 0uL && contains(value.toUInt())
}
```

```kotlin
/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UShort): Boolean {
    return contains(value.toUInt())
}
```

```kotlin
/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UShort): Boolean {
    return contains(value.toULong())
}
```

```kotlin
/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to this value.
 * If the [to] value is greater than this value the returned progression is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UByte.downTo(to: UByte): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)
}
```

```kotlin
/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to this value.
 * If the [to] value is greater than this value the returned progression is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UInt.downTo(to: UInt): UIntProgression {
    return UIntProgression.fromClosedRange(this, to, -1, this.step, this.step)
}
```

```kotlin
/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to this value.
 * If the [to] value is greater than this value the returned progression is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULong.downTo(to: ULong): ULongProgression {
    return ULongProgression.fromClosedRange(this, to, -1, this.step, this.step)
}
```

```kotlin
/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntProgression.reversed(): UIntProgression {
    return UIntProgression.fromClosedRange(last, first, -step)
}
```

```kotlin
/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongProgression.reversed(): ULongProgression {
    return ULongProgression.fromClosedRange(last, first, -step)
}
```

```kotlin
/**
 * Returns a progression that goes over the same range with the given step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UIntProgression.step(step: Int): UIntProgression {
    checkStepIsPositive(step > 0, step)
    return UIntProgression.fromClosedRange(first, last, step)
}
```

```kotlin
/**
 * Returns a progression that goes over the same range with the given step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULongProgression.step(step: Long): ULongProgression {
    checkStepIsPositive(step > 0, step)
    return ULongProgression.fromClosedRange(first, last, step)
}
```
this value up to but excluding the specified [to] value.\n * @return a range from this value up to but excluding the specified [to] value.\n * @throws IllegalArgumentException if the [from] value is greater than or equal to the [to] value.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun
UByte.until(to: UByte): UIntRange {
    if (to <= UByte.MIN_VALUE) return UIntRange.EMPTY\n    return this.toUInt() .. (to - 1u).toUInt()\n
/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * @return a range from this value up to but excluding the specified [to] value.\n * @throws IllegalArgumentException if the [from] value is greater than or equal to the [to] value.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UInt.until(to: UInt): UIntRange {
    if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY\n    return this .. (to - 1u).toUInt()\n
/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * @return a range from this value up to but excluding the specified [to] value.\n * @throws IllegalArgumentException if the [from] value is greater than or equal to the [to] value.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULong.until(to: ULong): ULongRange {
    if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY\n    return this .. (to - 1u).toULong()\n
/**
 * Ensures that this value is not less than or equal to the specified [minimumValue].\n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * @throws IllegalArgumentException if the [from] value is greater than or equal to the [to] value.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtLeast(minimumValue: UInt): UInt {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than or equal to the specified [minimumValue].\n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * @throws IllegalArgumentException if the [from] value is greater than or equal to the [to] value.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtLeast(minimumValue: ULong): ULong {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than or equal to the specified [minimumValue].\n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * @throws IllegalArgumentException if the [from] value is greater than or equal to the [to] value.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtLeast(minimumValue: UByte): UByte {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than or equal to the specified [minimumValue].\n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * @throws IllegalArgumentException if the [from] value is greater than or equal to the [to] value.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceAtLeast(minimumValue: UShort): UShort {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].\n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * @throws IllegalArgumentException if the [from] value is greater than or equal to the [to] value.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtMost(maximumValue: UInt): UInt {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].\n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * @throws IllegalArgumentException if the [from] value is greater than or equal to the [to] value.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtMost(maximumValue: ULong): ULong {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].\n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * @throws IllegalArgumentException if the [from] value is greater than or equal to the [to] value.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtMost(maximumValue: UByte): UByte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].\n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * @throws IllegalArgumentException if the [from] value is greater than or equal to the [to] value.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceAtMost(maximumValue: UShort): UShort {
    return if (this > maximumValue) maximumValue else this
}
UByte): UByte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue]; otherwise.
 * @sinceKotlin("1.3")
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtMost(maximumValue: UByte): UByte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..<maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sinceKotlin("1.3")
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(minimumValue: UInt, maximumValue: UInt): UInt {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..<maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sinceKotlin("1.3")
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(minimumValue: ULong, maximumValue: ULong): ULong {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..<maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sinceKotlin("1.3")
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceIn(minimumValue: UByte, maximumValue: UByte): UByte {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..<maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sinceKotlin("1.3")
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceIn(minimumValue: UShort, maximumValue: UShort): UShort {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
fun ULong.coerceIn(range: ClosedRange<ULong>): ULong {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<ULong>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

val error: Throwable
    get() = when {
    this is Error -> this
    this is Exception -> this
    this is RuntimeException -> this
    this is IllegalArgumentException -> this
    this is IllegalStateException -> this
    this is IndexOutOfBoundsException -> this
    this is ConcurrentModificationException -> this
    this is UnsupportedOperationException -> this
    this is NumberFormatException -> this
    this is NullPointerException -> this
    this is ClassCastException -> this
    this is AssertionError -> this
    else -> throw this
    }

expect open class Error : Throwable {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}
expect open class Exception : Throwable {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}
expect open class RuntimeException : Exception {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}
expect open class IllegalArgumentException : RuntimeException {
    constructor()
    constructor(message: Any?)
}
expect open class IllegalStateException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}
expect open class IndexOutOfBoundsException : RuntimeException {
    constructor()
    constructor(message: String?)
}
expect open class ConcurrentModificationException : RuntimeException {
    constructor()
    constructor(message: String?)
    @Deprecated("The constructor is not supported on all platforms and will be removed from kotlin-stdlib-common soon.", level = DeprecationLevel.ERROR)
    constructor(message: String?, cause: Throwable?)
    @Deprecated("The constructor is not supported on all platforms and will be removed from kotlin-stdlib-common soon.", level = DeprecationLevel.ERROR)
    constructor(cause: Throwable?)
}
expect open class UnsupportedOperationException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}
expect open class NumberFormatException : IllegalArgumentException {
    constructor()
    constructor(message: String?)
}
expect open class NullPointerException : RuntimeException {
    constructor()
    constructor(message: String?)
}
expect open class ClassCastException : RuntimeException {
    constructor()
    constructor(message: String?)
}
expect open class AssertionError : Error {
    constructor()
    constructor(message: Any?)
}

NoSuchElementException : RuntimeException {
    constructor()
    constructor(message: String?)
}

@SinceKotlin("1.3")
public expect open class ArithmeticException : RuntimeException {
    constructor()
    constructor(message: String?)
}

@Deprecated("This exception type is not supposed to be thrown or caught in common code and will be removed from kotlin-stdlib-common soon.", level = DeprecationLevel.ERROR)
public expect open class NoWhenBranchMatchedException : RuntimeException {
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

@Deprecated("This exception type is not supposed to be thrown or caught in common code and will be removed from kotlin-stdlib-common soon.", level = DeprecationLevel.ERROR)
public expect class UninitializedPropertyAccessException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

/**
 * Throws after invocation of a function or property that was expected to return `Nothing`,
 * but returned something instead.
 */
@SinceKotlin("1.4")
@PublishedApi
internal class KotlinNothingValueException : RuntimeException {
    constructor() : super()
    constructor(message: String?) : super(message)
    constructor(message: String?, cause: Throwable?) : super(message, cause)
    constructor(cause: Throwable?) : super(cause)
}

/**
 * Returns the detailed description of this throwable
 * with its stack trace.
 */
@SinceKotlin("1.4")
public expect fun Throwable.stackTraceToString(): String

/**
 * Prints the [detailed description][Throwable.stackTraceToString]
 * of this throwable to the standard output or standard error output.
 */
@SinceKotlin("1.4")
public expect fun Throwable.printStackTrace(): Unit

/**
 * When supported by the platform, adds the specified exception to the
 * list of exceptions that were suppressed in order to deliver this exception.
 * Returns a list of all exceptions that were
 * suppressed in order to deliver this exception.
 * The list can be empty.
 * - if no exceptions were suppressed;
 * - if the platform doesn't support suppressed exceptions;
 * - if this [Throwable] instance has disabled the suppression.
 */
@SinceKotlin("1.4")
public expect fun Throwable.addSuppressed(exception: Throwable)

/**
 * Returns a list of all exceptions that were
 * suppressed in order to deliver this exception.
 * The list can be empty:
 * - if no exceptions were suppressed;
 * - if the platform doesn't support suppressed exceptions.
 * Usage of such annotations will be reported as warnings unless an explicit opt-in with
 * the [OptIn] annotation, e.g.
 * `@OptIn(ExperimentalJsExport::class)`,
 * is given.
 */
@Experimental
@RequiresOptIn
@OptIn(ExperimentalJsExport::class)
fun channel(): String

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The classes in this interface support only read-only access to the collection.

The collection is covariant in its element type.

public interface List<out E> : Collection<E> {

    // Positional Access

    contains(element: @UnsafeVariance E): Boolean
    override fun iterator(): Iterator<E>

    // Bulk Operations

    replaceAll(elements: Collection<@UnsafeVariance E>): Boolean
    clear(): Unit
    retainAll(elements: Collection<E>): Boolean
    removeAll(elements: Collection<E>): Boolean

    // Query Operations

    override val size: Int
    override fun isEmpty(): Boolean
    override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean

    /**
     * Returns the element at the specified index in the list.
     */
    public operator fun get(index: Int): E

    override fun iterator(): Iterator<E>

    // Bulk Modification Operations
    /**
     * Adds all of the elements of the specified collection
     * to this collection.
     *
     * @return `true` if any of the specified elements was added to the collection, `false` if
     * the collection was not modified.
     */
    public fun addAll(elements: Collection<E>): Boolean

    /**
     * Adds the specified element to the collection.
     *
     * @return `true` if the element has been added, `false` if the collection does not support
     * duplicates and the element is already contained in the collection.
     */
    public fun add(element: E): Boolean

    /**
     * Removes all of the collection's elements that are also contained in the specified collection.
     * @return `true` if any of the specified elements was removed from the collection, `false` if
     * the collection was not modified.
     */
    public fun removeAll(elements: Collection<E>): Boolean

    /**
     * Removes all from this collection.
     * @return `true` if any element was removed from the collection, `false` if the collection
     * was not modified.
     */
    public fun remove(element: E): Boolean

    /**
     * Removes a single instance of the specified element from this collection, if it is present.
     * @return `true` if the element has been successfully removed, `false` if it was not present.
     */
    public fun removeAt(index: Int): Boolean
}

/**
 * A generic collection of elements. Methods in this interface support only read-only access to
 * the collection;
 * read/write access is supported through the [MutableList] interface.
 * @param T the type of elements contained in the collection.
 * @param E the type of elements supported during iteration.
 */
public interface Collection<out E> : Iterable<E> {
    // Query Operations

    /**
     * Checks if all elements in the specified collection are contained in this collection.
     */
    public operator fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean

    /**
     * Checks if the specified element is contained in this collection.
     */
    public operator fun contains(element: @UnsafeVariance E): Boolean

    override fun iterator(): Iterator<E>

    // Bulk Operations

    removeAll(elements: Collection<E>): Boolean
    clear(): Unit
    retainAll(elements: Collection<E>): Boolean
    removeAll(elements: Collection<E>): Boolean

    /**
     * Removes all of this collection's elements that are also contained in the specified collection.
     * @return `true` if any of the specified elements was removed from the collection, `false` if
     * the collection was not modified.
     */
    public fun removeAll(elements: Collection<E>): Boolean

    /**
     * Returns the size of the collection.
     */
    public val size: Int

    /**
     * Returns
     * `true` if the collection is empty (contains no elements), `false` otherwise.
     */
    public fun isEmpty(): Boolean

    override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean

    /**
     * Checks if all elements in the specified collection are contained in this collection.
     */
    public operator fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean

    /**
     * Checks if the specified element is contained in this collection.
     */
    public operator fun contains(element: @UnsafeVariance E): Boolean

    override fun iterator(): Iterator<E>

    // Bulk Operations

    /**
     * Removes all of the elements of the specified collection
     * from this collection.
     * @param T the type of element
     * @param E the type of elements contained in the list.
     */
    public fun removeAll(elements: Collection<E>): Boolean

    /**
     * Removes all from this list.
     * @param T the type of element
     * @param E the type of elements contained in the list.
     */
    public fun removeAll(elements: Collection<E>): Boolean

    /**
     * Returns an iterator over the elements of this sequence that supports removing elements
during iteration.
     */
    override fun iterator(): Iterator<T>

    /**
     * Returns
     * `true` if the collection is empty (contains no elements), `false` otherwise.
     */
    public fun isEmpty(): Boolean

    override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean

    /**
     * Checks if all elements in the specified collection are contained in this collection.
     */
    public operator fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean

    /**
     * Checks if the specified element is contained in this collection.
     */
    public operator fun contains(element: @UnsafeVariance E): Boolean

    override fun iterator(): Iterator<E>

    // Bulk Operations

    /**
     * Removes all of the elements of the specified collection
     * from this collection.
     * @param T the type of element
     * @param E the type of elements contained in the list.
     */
    public fun removeAll(elements: Collection<E>): Boolean

    /**
     * Returns an iterator over the elements of this sequence that supports removing elements
during iteration.
     */
    override fun iterator(): Iterator<T>

    /**
     * Checks if all elements in the specified collection are contained in this collection.
     */
    public operator fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean

    /**
     * Checks if the specified element is contained in this collection.
     */
    public operator fun contains(element: @UnsafeVariance E): Boolean

    override fun iterator(): Iterator<E>

    // Bulk Operations

    /**
     * Removes all of the elements of the specified collection
     * from this collection.
     * @param T the type of element
     * @param E the type of elements contained in the list.
     */
    public fun removeAll(elements: Collection<E>): Boolean

    /**
     * Returns an iterator over the elements of this sequence that supports removing elements
during iteration.
     */
    override fun iterator(): Iterator<T>

    /**
     * Checks if all elements in the specified collection are contained in this collection.
     */
    public operator fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean

    /**
     * Checks if the specified element is contained in this collection.
     */
    public operator fun contains(element: @UnsafeVariance E): Boolean

    override fun iterator(): Iterator<E>

    // Bulk Operations
public abstract class BooleanIterator : Iterator<Boolean> {
    override final fun next() = nextBoolean()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextBoolean(): Boolean
}

/** An iterator over a sequence of values of type `Boolean`. */
public abstract class BooleanIterator : Iterator<Boolean> {
    override final fun next() = nextBoolean()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextBoolean(): Boolean
}

/** An iterator over a sequence of values of type `Long`. */
public abstract class LongIterator : Iterator<Long> {
    override final fun next() = nextLong()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextLong(): Long
}

/** An iterator over a sequence of values of type `Long`. */
public abstract class LongIterator : Iterator<Long> {
    override final fun next() = nextLong()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextLong(): Long
}

/** An iterator over a sequence of values of type `Char`. */
public abstract class CharIterator : Iterator<Char> {
    private val finalElement = last.toInt()
    private var hasNext: Boolean = if (step > 0) first <= finalElement
        else last >= finalElement
    private var next = if (hasNext) first.toInt() else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextChar(): Char {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        }
        else {
            next += step
        }
        return value.toChar()
    }
}

/** An iterator over a sequence of values of type `Char`. */
public abstract class CharIterator : Iterator<Char> {
    private val finalElement = last.toInt()
    private var hasNext: Boolean = if (step > 0) first <= finalElement
        else last >= finalElement
    private var next = if (hasNext) first.toInt() else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextChar(): Char {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        }
        else {
            next += step
        }
        return value.toChar()
    }
}

// Auto-generated file. DO NOT EDIT!

package kotlin.ranges

/**
 * A progression of values of type `Char`.
 * @property step the number by which the value is incremented on each step.
 * @property finalElement the last value in the progression.
 */
public class CharProgression : Progression<Char> {
    internal constructor
    (
            start: Char,
            endInclusive: Char,
            step: Int
    ) : super(start, endInclusive, step)

    override fun iterator(): CharIterator = CharProgressionIterator

    companion object {
        val NO SUCH ELEMENT EXCEPTION: ClassCastException
            = throw kotlin.NoSuchElementException()
        val MIN_VALUE: Int = Int.MIN_VALUE
        val MAX_VALUE: Int = Int.MAX_VALUE
    }

    override fun toString(): String = if (step == 0) "" else "from $start to $endInclusive step $step"
}

<CharProgression>

/**
 * A progression of values of type `Char`.
 * @property step the number by which the value is incremented on each step.
 * @property finalElement the last value in the progression.
 */
public class CharProgression : Progression<Char> {
    internal constructor
    (
            start: Char,
            endInclusive: Char,
            step: Int
    ) : super(start, endInclusive, step)

    override fun iterator(): CharIterator = CharProgressionIterator

    companion object {
        val NO SUCH ELEMENT EXCEPTION: ClassCastException
            = throw kotlin.NoSuchElementException()
        val MIN_VALUE: Int = Int.MIN_VALUE
        val MAX_VALUE: Int = Int.MAX_VALUE
    }

    override fun toString(): String = if (step == 0) "" else "from $start to $endInclusive step $step"
}

<CharProgression>
other is CharProgression & & (isEmpty()) & & other.isEmpty()) || ]n first == other.first & & last == other.last & & step == other.step)\n\n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * (31 * first.toInt() + last.toInt()) + step)\n\n override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step $step"\n\n companion object {\n /**\n * Creates CharProgression within the specified bounds of a closed range.\n * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].\n * In order to go backwards the [step] must be negative.\n * [step] must be greater than 'Int.MIN_VALUE' and not equal to zero.\n */\n\n public fun fromClosedRange(rangeStart: Char, rangeEnd: Char, step: Int): CharProgression =\n CharProgression(rangeStart, rangeEnd, step)\n ]n]n/*\n * A progression of values of type 'Long'.\n */\n\n public open class LongProgression internal constructor\n (\n start: Long,\n endInclusive: Long,\n step: Long\n ) :\n Iterable<Long> {\n init {\n if (step == 0L) throw kotlin.IllegalArgumentException("Step must be non-zero.");\n other is LongProgression & & (isEmpty() & & other.isEmpty()) || ]n first == other.first & & last == other.last & & step == other.step)\n\n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * (31 * first + last) + step)\n\n override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step $step"\n\n companion object {\n /**\n * Checks if the progression is empty.\n */\n\n public val first: Long = start\n
 /**\n * The first element in the progression.\n */\n\n public val last: Long = getProgressionLastElement(start.toLong(), endInclusive.toLong(), step).toLong()\n
 /**\n * The step of the progression.\n */\n\n public val step: Long = step\n
 /**\n * The last element in the progression.\n */\n\n internal constructor\n (\n start: Long,\n endInclusive: Long,\n step: Long\n ) :\n Iterable<Long> {\n init {\n if (step == 0L) throw kotlin.IllegalArgumentException("Step must be non-zero.");\n other is LongProgression & & (isEmpty() & & other.isEmpty()) || ]n first == other.first & & last == other.last & & step == other.step)\n\n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * (31 * first + last) + step)\n\n override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step $step"\n\n companion object {\n /**\n * Creates LongProgression within the specified bounds of a closed range.\n * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].\n * In order to go backwards the [step] must be negative.\n * [step] must be greater than 'Long.MIN_VALUE' and not equal to zero.\n */\n\n public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long): LongProgression =\n LongProgression(rangeStart, rangeEnd, step)\n ]n]n/*\n * A progression of values of type 'Int'.\n */\n\n public open class IntProgression internal constructor\n (\n start: Int,\n endInclusive: Int,\n step: Int\n ) :\n Iterable<Int> {\n init {\n if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.");\n other is IntProgression & & (isEmpty() & & other.isEmpty()) || ]n first == other.first & & last == other.last & & step == other.step)\n\n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * (31 * first + last) + step)\n\n override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step $step"\n\n companion object {\n /**\n * Checks if the progression is empty.\n */\n\n public val first: Int = start\n
 /**\n * The first element in the progression.\n */\n\n public val last: Int =\n Long.MIN_VALUE to avoid overflow on negation.")\n    }

    /**
     * The step
     */
    public val step: Int = step

    override fun iterator(): IntIterator =
    LongProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
    if (isEmpty()) false else\n    other is LongProgression && (isEmpty() && other.isEmpty() ||
    first == other.first && last == other.last &&
    isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun hashCode(): Int =
    if (isEmpty()) -1 else (31 * (31 * first + last) + step)
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documentation](https://kotlinlang.org/docs/reference/ranges.html) for more information.

```java
public interface ClosedRange<T: Comparable<T>> {
    /**
     * The minimum value in the range.
     */
    public val start: T

    /**
     * The maximum value in the range (inclusive).
     */
    public val endInclusive: T

    /**
     * Checks whether the specified [value] belongs to the range.
     */
    operator fun contains(value: T): Boolean = value >= start && value <= endInclusive

    /**
     * Checks whether the range is empty.
     */
    public fun isEmpty(): Boolean = start > endInclusive
}
```

```java
package kotlin

/**
 * The type with only one value: the `Unit` object. This type corresponds to the `void` type in Java.
 */
public object Unit {
    override fun toString() = "kotlin.Unit"
}
```

```java
package kotlin.annotation

import kotlin.annotation.AnnotationTarget.*

/**
 * Contains the list of code elements which are the possible annotation targets
 */
public enum class AnnotationTarget {
    /**
     * Class, interface or object, annotation class is also included
     */
    CLASS,
    /**
     * Annotation class only
     */
    ANNOTATION_CLASS,
    /**
     * Generic type parameter (unsupported yet)
     */
    TYPE_PARAMETER,
    /**
     * Property
     */
    PROPERTY,
    /**
     * Field, including property's backing field
     */
    FIELD,
    /**
     * Local variable
     */
    LOCAL_VARIABLE,
    /**
     * Value parameter of a function or a constructor
     */
    VALUE_PARAMETER,
    /**
     * Constructor only (primary or secondary)
     */
    CONSTRUCTOR,
    /**
     * Function (constructors are not included)
     */
    FUNCTION,
    /**
     * Property getter only
     */
    PROPERTY_GETTER,
    /**
     * Property setter only
     */
    PROPERTY_SETTER,
    /**
     * Type usage
     */
    TYPE,
    /**
     * Any expression
     */
    EXPRESSION,
    /**
     * File
     */
    FILE,
    /**
     * Type alias
     */
    @SinceKotlin("1.1")
    TYPEALIAS

    /**
     * Contains the list of possible annotation targets
     */
    @Target(AnnotationTarget.ANNOTATION_CLASS)
    @MustBeDocumented
    public annotation class Target(vararg allowedTargets: AnnotationTarget)

    /**
     * Determines how an annotation is stored in binary output.
     */
    @Target(AnnotationTarget.ANNOTATION_CLASS)
    public annotation class Retention(val value: AnnotationRetention = AnnotationRetention.RUNTIME)

    /**
     * Determines that an annotation is applicable twice or more on a single code element
     */
    @Target(AnnotationTarget.ANNOTATION_CLASS)
    public annotation class Repeatable

    /**
     * Determines that an annotation is a part of public API and therefore should be included in the generated documentation for the element to which the annotation is applied.
     */
    @Target(AnnotationTarget.ANNOTATION_CLASS)
    @Retention(AnnotationRetention.RUNTIME)
    @MustBeDocumented
    @Repeatable
    @Target(AnnotationTarget.ANNOTATION_CLASS)
    @Retention(AnnotationRetention.RUNTIME)
    @MustBeDocumented
    public annotation class @Target(AnnotationTarget.ANNOTATION_CLASS)
    @Retention(AnnotationRetention.RUNTIME)
    @MustBeDocumented
    public annotation class Repeatable

    /**
     * Determines that an annotation is applicable twice or more on a single code element
     */
    @Target(AnnotationTarget.ANNOTATION_CLASS)
    @Retention(AnnotationRetention.RUNTIME)
    @MustBeDocumented
    @Repeatable
    @Target(AnnotationTarget.ANNOTATION_CLASS)
    @Retention(AnnotationRetention.RUNTIME)
    @MustBeDocumented
    public annotation class Repeatable

    /**
     * Determines that an annotation is applicable twice or more on a single code element
     */
    @Target(AnnotationTarget.ANNOTATION_CLASS)
    @Retention(AnnotationRetention.RUNTIME)
    @MustBeDocumented
    @Repeatable
    @Target(AnnotationTarget.ANNOTATION_CLASS)
    @Retention(AnnotationRetention.RUNTIME)
    @MustBeDocumented
    public annotation class Repeatable

    /**
     * Determines that an annotation is applicable twice or more on a single code element
     */
    @Target(AnnotationTarget.ANNOTATION_CLASS)
    @Retention(AnnotationRetention.RUNTIME)
    @MustBeDocumented
    @Repeatable
    @Target(AnnotationTarget.ANNOTATION_CLASS)
    @Retention(AnnotationRetention.RUNTIME)
    @MustBeDocumented
    public annotation class Repeatable

    /**
     * Determines that an annotation is applicable twice or more on a single code element
     */
    @Target(AnnotationTarget.ANNOTATION_CLASS)
    @Retention(AnnotationRetention.RUNTIME)
    @MustBeDocumented
    @Repeatable
    @Target(AnnotationTarget.ANNOTATION_CLASS)
    @Retention(AnnotationRetention.RUNTIME)
    @MustBeDocumented
    public annotation class Repeatable

    /**
     * Determines that an annotation is applicable twice or more on a single code element
     */
    @Target(AnnotationTarget.ANNOTATION_CLASS)
    @Retention(AnnotationRetention.RUNTIME)
    @MustBeDocumented
    @Repeatable
    @Target(AnnotationTarget.ANNOTATION_CLASS)
    @Retention(AnnotationRetention.RUNTIME)
    @MustBeDocumented
    public annotation class Repeatable

    /**
     * Determines that an annotation is applicable twice or more on a single code element
     */
    @Target(AnnotationTarget.ANNOTATION_CLASS)
    @Retention(AnnotationRetention.RUNTIME)
    @MustBeDocumented
    @Repeatable
    @Target(AnnotationTarget.ANNOTATION_CLASS)
    @Retention(AnnotationRetention.RUNTIME)
    @MustBeDocumented
    public annotation class Repeatable
@Target(AnnotationTarget.ANNOTATION_CLASS)
@Retention(AnnotationRetention.BINARY)
@internal annotation class PureReifiable

/**
 * Specifies that the corresponding built-in method exists depending on platform.
 * Current implementation for JVM looks whether method with same JVM descriptor exists in the module JDK.
 * For example MutableMap.remove(K, V) available only if corresponding method 'java/util/Map.remove(Ljava/lang/Object;Ljava/lang/Object;)Z' is defined in JDK (i.e. for major versions >= 8)
 */
@Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
internal annotation class PureReifiable

/**
 * Specifies that the corresponding built-in method exists depending on platform.
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] case of a positive [step], or from [end] to [start] case of a negative [step].
 * The given parameters should satisfy the condition:
 * - either `step > 0` and `start <= end`,
 * - or `step < 0` and `start >= end`.
 * @param start first element of the progression
 * @param end final element of the progression
 * @param step difference of successive elements in the progression
 * @return the final element of the progression
 */
@PublishedApi
internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when
{ step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
 step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
 else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] case of a positive [step], or from [end] to [start] case of a negative [step].
 * The given parameters should satisfy the condition:
 * - either `step > 0` and `start <= end`,
 * - or `step < 0` and `start >= end`.
 * @param start first element of the progression
 * @param end final element of the progression
 * @param step difference of successive elements in the progression
 * @return the final element of the progression
 */
@PublishedApi
internal fun getProgressionLastElement(start: Long, end: Long, step: Long): Long = when
{ step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
 step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
 else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

@JsName("arrayIterator")
internal fun arrayIterator(array: dynamic, type: String?) = when (type) {
    null -> {
        val arr: Array<dynamic> = array
        object : Iterator<dynamic> {
            var index = 0
            override fun hasNext() = index < arr.size
            override fun next() = if (index < arr.size) arr[index++]
        }
    }
    "BooleanArray" -> booleanArrayIterator(array)
    "ByteArray" -> byteArrayIterator(array)
    "ShortArray" -> shortArrayIterator(array)
    "CharArray" -> charArrayIterator(array)
    else -> throw NoSuchElementException(""Array does not have iterator for type $type""
        )
}

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// a mod b (in arithmetical sense)
private fun mod(a: Int, b: Int): Int {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

private fun mod(a: Long, b: Long): Long {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

// (a - b) mod c
private fun differenceModulo(a: Int, b: Int, c: Int): Int {
    return mod(mod(a, c) - mod(b, c), c)
}

private fun differenceModulo(a: Long, b: Long, c: Long): Long {
    return mod(mod(a, c) - mod(b, c), c)
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] case of a positive [step], or from [end] to [start] case of a negative [step].
 * The given parameters should satisfy the condition:
 * - either `step > 0` and `start <= end`,
 * - or `step < 0` and `start >= end`.
 * @param start first element of the progression
 * @param end final element of the progression
 * @param step difference of successive elements in the progression
 * @return the final element of the progression
 */
@PublishedApi
internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when
{ step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
 step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
 else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] case of a positive [step], or from [end] to [start] case of a negative [step].
 * The given parameters should satisfy the condition:
 * - either `step > 0` and `start <= end`,
 * - or `step < 0` and `start >= end`.
 * @param start first element of the progression
 * @param end final element of the progression
 * @param step difference of successive elements in the progression
 * @return the final element of the progression
 */
@PublishedApi
internal fun getProgressionLastElement(start: Long, end: Long, step: Long): Long = when
{ step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
 step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
 else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

// a mod b (in arithmetical sense)
private fun mod(a: Int, b: Int): Int {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

private fun mod(a: Long, b: Long): Long {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

// (a - b) mod c
private fun differenceModulo(a: Int, b: Int, c: Int): Int {
    return mod(mod(a, c) - mod(b, c), c)
}

private fun differenceModulo(a: Long, b: Long, c: Long): Long {
    return mod(mod(a, c) - mod(b, c), c)
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] case of a positive [step], or from [end] to [start] case of a negative [step].
 * The given parameters should satisfy the condition:
 * - either `step > 0` and `start <= end`,
 * - or `step < 0` and `start >= end`.
 * @param start first element of the progression
 * @param end final element of the progression
 * @param step difference of successive elements in the progression
 * @return the final element of the progression
 */
@PublishedApi
internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when
{ step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
 step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
 else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] case of a positive [step], or from [end] to [start] case of a negative [step].
 * The given parameters should satisfy the condition:
 * - either `step > 0` and `start <= end`,
 * - or `step < 0` and `start >= end`.
 * @param start first element of the progression
 * @param end final element of the progression
 * @param step difference of successive elements in the progression
 * @return the final element of the progression
 */
@PublishedApi
internal fun getProgressionLastElement(start: Long, end: Long, step: Long): Long = when
{ step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
 step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
 else -> throw kotlin.IllegalArgumentException("Step is zero.")
}
intArrayIterator(array) → longArrayIterator(array) → floatArrayIterator(array) → doubleArrayIterator(array) else → throw IllegalStateException("Unsupported type argument for arrayIterator:
Sype\n")

private fun booleanArrayIterator(array: BooleanArray) =
object : BooleanIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextBoolean() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

private fun byteArrayIterator(array: ByteArray) = object : ByteIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextByte() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

private fun shortArrayIterator(array: ShortArray) = object : ShortIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextShort() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

private fun charArrayIterator(array: CharArray) = object : CharIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextChar() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

private fun intArrayIterator(array: IntArray) = object : IntIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextInt() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

private fun floatArrayIterator(array: FloatArray) = object : FloatIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextFloat() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

private fun doubleArrayIterator(array: DoubleArray) = object : DoubleIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextDouble() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

private fun longArrayIterator(array: LongArray) = object : LongIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextLong() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

private fun subSequence(c: CharSequence, startIndex: Int, endIndex: Int): CharSequence {
    if (c is String) {
        return c.substring(startIndex, endIndex)
    } else {
        return c.asDynamic().`subSequence_vux9f0$`(startIndex, endIndex)
    }
}

private fun captureStack(baseClass: JsClass<in Throwable>, instance: Throwable) {
    if (js("Error").captureStackTrace) {
        // Using uncropped stack traces due to KT-37563.
        // Precise stack traces are implemented in JS IR compiler and stdlib
        js("Error").captureStackTrace(instance);
    } else {
        instance.asDynamic().stack = js("new Error()").stack;
    }
}

private fun newThrowable(message: String?, cause: Throwable?): Throwable {
    val throwable = js("new Error()")
    throwable.message = if (jsTypeOf(message) == "undefined") {
        if (cause != null) cause.toString() else null
    } else {
        message
    }
    throwable.cause = cause
    throwable.name = "Throwable"
    return throwable
}

@kotlin.internal.InlineOnly
internal inline fun <T> concat(args: Array<T>): T {
    val typed = js("Array")(*args)
}
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typed[i] = js(["\n"].slice.call(arr)\n) else \n    typed[i] = arr\n\n} return
js(["\n"].concat.apply(js(["\n"], typed))\n)\n
/**
 * Concat regular Array's and TypedArray's into an Array.
 */
@PublishedApi
@JsName("arrayConcat")
@Suppress("UNUSED_PARAMETER")
internal fun <T>
arrayConcat(a: T, b: T): T {
    return concat(js(["arguments"]))\n)\n
/**
 * Concat primitive arrays. Main use: prepare vararg arguments.\n * For compatibility with 1.1.0 the arguments may be a mixture of Array's and
TypedArray's.\n * If the first argument is TypedArray (Byte-, Short-, Char-, Int-, Float-, and DoubleArray)
returns a TypedArray, otherwise an Array.\n * If the first argument has the $type$ property (Boolean-, Char-, and
LongArray) copy its value to result.$type$.\n * If the first argument is a regular Array without the $type$ property
default to arrayConcat.\n */
@PublishedApi
@JsName("primitiveArrayConcat")
@Suppress("UNUSED_PARAMETER")
internal
fun <T> primitiveArrayConcat(a: T, b: T): T {
    val args: Array<T> = js("arguments")\n    if (a is Array<*> &&
a.asDynamic().$type$ === undefined) {
        return concat(args)\n    } else {
        var size = 0\n        for (i in
            args.indices) {
            size += args[i].asDynamic().length as Int\n        }\n        val result = js("new\n            a.constructor(size)")\n        kotlin.copyArrayType(a, result)\n        size = 0\n        for (i in
            args.indices) {
            val
                arr = args[i].asDynamic()\n            for (j in 0 until arr.length) {
                result[size++] = arr[j]\n            }\n        }\n        return result\n    }\n}

@JsName("booleanArrayOf")
internal fun booleanArrayOf() =
    withType("BooleanArray", js(["\n"].slice.call(arguments)))\n
@JsName("charArrayOf")
internal fun charArrayOf() =
    withType("CharArray", js("new\n        Uint16Array(["\n"].slice.call(arguments))"))\n
@JsName("longArrayOf")
internal fun longArrayOf() =
    withType("LongArray", js(["\n"].slice.call(arguments)))\n
@JsName("withType")
@kotlin.internal.InlineOnly
internal inline fun
    withType(type: String, array: dynamic): dynamic {
        array.$type$ = type\n        return array
    } // The arguments have to be slice'd here because of Rhino (see KT-16974)\n
package kotlin.js

/**
 * Function corresponding to JavaScript's `typeof` operator
 */
@kotlin.internal.InlineOnly
@Suppress("UNUSED_PARAMETER")
public inline fun jsTypeOf(a: Any?):
    String = js("typeof a")

@file:Suppress("UNUSED_PARAMETER", "NOTHING_TO_INLINE")

package kotlin

/**
 * Returns an empty array of the specified type [T].\n */
public inline fun <T> emptyArray(): Array<T> = js(["\n")\n
@library
public fun <T> arrayOf(vararg elements: T): Array<T> = definedExternally

@library
public fun doubleArrayOf(vararg elements: Double): DoubleArray = definedExternally

@library
public fun floatArrayOf(vararg elements: Float): FloatArray = definedExternally

@library
public fun longArrayOf(vararg elements: Long): LongArray =
    definedExternally\n
@library
public fun intArrayOf(vararg elements: Int): IntArray =
    definedExternally\n
@library
public fun charArrayOf(vararg elements: Char): CharArray =
    definedExternally\n
@library
public fun shortArrayOf(vararg elements: Short): ShortArray =
    definedExternally\n
@library
public fun byteArrayOf(vararg elements: Byte): ByteArray =
    definedExternally\n
@library
public fun booleanArrayOf(vararg elements: Boolean): BooleanArray =
    definedExternally\n
*\n
internal fun fillFrom(src: dynamic, dst: dynamic):
    dynamic {
        val srcLen: Int = src.length
        val dstLen: Int = dst.length\n        var index: Int = 0\n        while (index < srcLen && index < dstLen) {
            dst[index] = src[index++]\n        }\n        return dst\n    }\n
internal fun arrayCopyResize(source:
dynamic, newSize: Int, defaultValue: Any?): dynamic {
    val result = source.slice(0, newSize)
    copyArrayType(source, result)
    var index: Int = source.length
    if (newSize > index) {
        result.length = newSize
        while (index < newSize) result[index++] = defaultValue
    }
    return result
}

internal fun <T> arrayPlusCollection(array: dynamic, collection: Collection<T>): dynamic {
    val result = array.slice()
    result.length += collection.size
    copyArrayType(array, result)
    var index: Int = array.length
    for (element in collection) result[index++] = element
    return result
}

internal fun <T> fillFromCollection(dst: dynamic, startIndex: Int, collection: Collection<T>): dynamic {
    var index = startIndex
    for (element in collection) dst[index++] = element
    return dst
}

internal inline fun copyArrayType(from: dynamic, to: dynamic) {
    if (from.`$type$` !== undefined) {
        to.`$type$` = from.`$type$`
    }
}

internal inline fun jsIsType(obj: dynamic, jsClass: dynamic) = js("Kotlin").isType(obj, jsClass)
Any?
) : Serializable {
    
    // discovery
    /*
     * Returns `true` if this instance represents a successful outcome.
     * In this case [isFailure] returns `false`.
     */
    public val isSuccess: Boolean get() = value !is Failure
    /*
     * Returns `true` if this instance represents a failed outcome.
     * In this case [isSuccess] returns `false`.
     */
    public val isFailure: Boolean get() = value is Failure
    // value & exception retrieval
    /*
     * Returns the encapsulated value if this instance represents [success][Result.isSuccess] or `null`
     * if it is [failure][Result.isFailure].
     */
    inline fun success(value: T): Result<T> =
        Result(value)
    /*
     * Returns the encapsulated [Throwable] exception if this instance represents [failure][isFailure] or `null`
     * if it is [success][isSuccess].
     */
    inline fun failure(exception: Throwable): Result<T> =
        Result(createFailure(exception))

    /**
     * Companion object for [Result] class that contains its constructor functions
     * [success] and [failure].
     */
    public companion object {
        /**
         * Returns a string `Success(v)` if this instance represents
         * [success][Result.isSuccess] where `v` is a string representation of the value or a string `Failure(x)` if
         * it is [failure][isFailure] where `x` is a string representation of the exception.
         */
        public fun exceptionOrNull(): Throwable? =
            when (value) {
                is Failure -> value.exception
                else -> null
            }
        /**
         * Returns `true` if this instance represents a successful
         * outcome.
         * In this case [isSuccess] returns `true`.
         */
        public val isSuccess: Boolean get() = value !is Failure
        // value
        /*
         * Returns `false` if this instance represents a failed outcome.
         * In this case [isSuccess] returns `false`.
         */
        public val isFailure: Boolean get() = value is Failure
    }

    // value & exception
    /**
     * Returns the encapsulated value if this instance represents [success][Result.isSuccess] or `null`
     * if it is [failure][Result.isFailure].
     */
    inline fun getOrNull(): T? =
        when {
            isFailure -> null
            else -> value as T
        }
    /**
     * Returns the encapsulated [Throwable] exception if this instance represents [failure][isFailure] or `null`
     * if it is [success][isSuccess].
     */
    inline fun getOrThrow(): Throwable? =
        when (value) {
            is Failure -> null
            else -> value as T
        }

    /**
     * Returns a shorthand for `getOrElse { null }` (see [getOrElse]).
     */
    @InlineOnly
    @SinceKotlin("1.3")
    public inline fun <R, T :
    $$
    @Suppress("INAPPLICABLE_JVM_NAME")
    @InlineOnly
    @JvmName("success")
    public inline fun <T> success(value: T): Result<T> =
        Result(value)
    /*
     * Returns an instance that encapsulates the given [value] as successful value.
     */
    @Suppress("INAPPLICABLE_JVM_NAME")
    @InlineOnly
    @JvmName("failure")
    public inline fun <T> failure(exception: Throwable): Result<T> =
            Result(createFailure(exception))

    /**
     * Companion object for [Result]
     */
    public companion object {
        /**
         * Returns a string `Success(v)` if this instance represents
         * [success][Result.isSuccess] where `v` is a string representation of the value or a string `Failure(x)` if
         * it is [failure][isFailure] where `x` is a string representation of the exception.
         */
        public fun exceptionOrNull(): Throwable? =
            when (value) {
                is Failure -> value.exception
                else -> null
            }
        /**
         * Returns `true` if this instance represents a successful
         * outcome.
         * In this case [isSuccess] returns `true`.
         */
        public val isSuccess: Boolean get() = value !is Failure
        // value
        /*
         * Returns `false` if this instance represents a failed outcome.
         * In this case [isSuccess] returns `false`.
         */
        public val isFailure: Boolean get() = value is Failure
    }

    // value & exception
    /**
     * Returns the encapsulated value if this instance represents [success][Result.isSuccess] or `null`
     * if it is [failure][Result.isFailure].
     */
    inline fun getOrNull(): T? =
        when {
            isFailure -> null
            else -> value as T
        }
    /**
     * Returns the encapsulated [Throwable] exception if this instance represents [failure][isFailure] or `null`
     * if it is [success][isSuccess].
     */
    inline fun getOrThrow(): Throwable? =
        when (value) {
            is Failure -> null
            else -> value as T
        }

    /**
     * Returns a shorthand for `getOrElse { null }` (see [getOrElse]).
     */
    @InlineOnly
    @SinceKotlin("1.3")
    public inline fun <R> getOrThrow(): R? =
        when {
            isFailure -> null
            else -> value as T
        }

    /**
     * Returns an instance that encapsulates the given [value] as successful value.
     */
    @Suppress("INAPPLICABLE_JVM_NAME")
    @InlineOnly
    @JvmName("getOrThrow")
    public
    }
R> Result<T>.getOrElse(onFailure: (exception: Throwable) -> R): R {
\n contract {\n     \ncallsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)\n   }\n return when (val exception = exceptionOrNull()) {\n     null -> value as T\n     else -> onFailure(exception)\n   }\n
/*\n* An@InlineOnly\n@SinceKotlin("1.3")\n*/\npublic inline fun <R, T: R> Result<T>.getOrDefault(defaultValue: R): R {
\n contract {
     \ncallsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)\n   }\n return when (val exception = exceptionOrNull()) {\n     null -> value as T\n     else -> onFailure(exception)\n   }\n
/**\n* Returns the encapsulated value if this instance represents [success][Result.isSuccess] or the\n* null * [defaultValue] if it is [failure][Result.isFailure].\n* * This function is a shorthand for `getOrElse { defaultValue }` (see [getOrElse]).\n*\n* An@InlineOnly\n@SinceKotlin("1.3")\n*/\npublic inline fun <R, T : R> Result<T>.onFailure(action: (exception: Throwable) -> Unit): Result<T> {\n    \n    val value = value // workaround for inline classes BE\n    \n    return when (val exception = exceptionOrNull()) {\n        null -> this\n        else -> runCatching {\n            \n            transform(exception)\n        }\n    }\n
/**\n* Performs the given [action] on the encapsulated [Throwable] exception if this instance represents\n* [failure][Result.isFailure].\n* 
* An@InlineOnly\n@SinceKotlin("1.3")\n*/\npublic inline fun <R, T : R> Result<T>.onFailure(action: (exception: Throwable) -> Unit): Result<T> {\n    \n    contract {\n        \ncallsInPlace(action, InvocationKind.AT_MOST_ONCE)\n    }\n    return when (val exception = exceptionOrNull()) {\n        null -> this\n        else -> action(it)\n    }\n}
encapsulated value if this instance represents [success][Result.isSuccess].

* Returns the original `Result` unchanged.

+/*@InlineOnly*/ Result.onSuccess(action: (value: T) -> Unit): Result<T> {
    contract {
        callsInPlace(action, InvocationKind.AT_MOST_ONCE)
    }
    if (isSuccess) action(value as T)
    return this
}

// -------------------
/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.coroutines

import kotlin.contracts.*
import kotlin.coroutines.intrinsics.*
import kotlin.internal.InlineOnly

/**
 * Interface representing a continuation after a suspension point that returns a value of type `T`.
 */
@SinceKotlin("1.3")
public interface Continuation<in T> {
    /**
     * The context of the coroutine that corresponds to this continuation.
     */
    public val context: CoroutineContext

    /**
     * Resumes the execution of the corresponding coroutine passing a successful or failed [result] as the return value of the last suspension point.
     */
    public fun resumeWith(result: Result<T>)
}

/**
 * Classes and interfaces marked with this annotation are restricted when used as receivers for extension `suspend` functions. These `suspend` extensions can only invoke other member or extension `suspend` functions on this particular `receiver` and are restricted from calling arbitrary suspension functions.
 */
@SinceKotlin("1.3")
@Target(AnnotationTarget.CLASS)
@Retention(AnnotationRetention.BINARY)
public annotation class RestrictsSuspension

/**
 * Resumes the execution of the corresponding coroutine passing [value] as the return value of the last suspension point.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T> Continuation<T>.resume(value: T): Unit =
    resumeWith(Result.success(value))

/**
 * Resumes the execution of the corresponding coroutine so that the [exception] is re-thrown right after the last suspension point.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T> Continuation<T>.resumeWithException(exception: Throwable): Unit =
    resumeWith(Result.failure(exception))

/**
 * Creates a `Continuation` instance with the given [context] and implementation of [resumeWith] method.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T> Continuation(
    context: CoroutineContext,
    crossinline resumeWith: (Result<T>) -> Unit
): Continuation<T> =
    object : Continuation<T> {
        override val context: CoroutineContext
            get() = context

        override fun resumeWith(result: Result<T>) =
            resumeWith(result)
    }

/**
 * Creates a coroutine without a receiver and with result type [T].
 */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <T> (suspend () -> T).createCoroutine(
    completion: Continuation<T>
): Continuation<Unit> =
    SafeContinuation(createCoroutineUnintercepted(completion).intercepted(), COROUTINE_SUSPENDED)

/**
 * Creates a coroutine with receiver type [R] and result type [T].
 */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <R, T> (suspend R.() -> T).createCoroutine(
    receiver: R,
    completion: Continuation<T>
): Continuation<Unit> =
    SafeContinuation(createCoroutineUnintercepted(receiver, completion).intercepted(), COROUTINE_SUSPENDED)

/**
 * Starts a coroutine without a receiver and with result type [T].
 */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <T> (suspend () -> T).startCoroutine(
    completion: Continuation<T>
) {
    createCoroutineUnintercepted(completion).intercepted().resume(Unit)
}

/**
 * Starts a coroutine with receiver
*/
type [R] and result type [T].

* This function creates and starts a new, fresh instance of suspendable computation every time it is invoked.

* The [completion] continuation is invoked when the coroutine completes with a result or an exception.

* Obtains the current continuation instance inside suspend functions and suspends the currently running coroutine.

* In this function both [Completion.resume] and [Completion.resumeWithException] can be used either synchronously or asynchronously later in the same thread or from a different thread of execution. Subsequent invocation of any resume function will produce an [IllegalStateException].

* Starts an unintercepted coroutine without a receiver and with result type [T] and executes it until its first suspension.

* Returns the result of the coroutine or throws its exception if it does not suspend or if it suspends.

* In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

* The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

* This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

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* This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.
context is established.

* Note that [completion] of this function may get invoked in an arbitrary context.

* [Completion.intercepted] can be used to acquire the intercepted continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `null` both the coroutine and [completion] happens in the invocation context established by `null`.

* Repeated invocation of any resume function on the resulting continuation corrupts `null` state machine of the coroutine and may result in arbitrary behaviour or exception.

[Implementation.intercepted] can be used to acquire the intercepted continuation.

* Invocation of `resume(Unit)` on the returned [Completion] instance may get invoked in an arbitrary context.

* [Completion.intercepted] can be used to acquire the intercepted continuation.

* Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

[Completion.intercepted] can be used to acquire the intercepted continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `null` both the coroutine and [completion] happens in the invocation context established by `null`.

* Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

[Implementation.intercepted] that might be present in the completion's [CoroutineContext].

* It is the invoker's responsibility to ensure that a proper invocation context is established.

* Note that [completion] of this function may get invoked in an arbitrary context.

* [Completion.intercepted] can be used to acquire the intercepted continuation.

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* [Completion.intercepted] can be used to acquire the intercepted continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `null` both the coroutine and [completion] happens in the invocation context established by `null`.

* Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.
actual open class Error actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null)
{    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
actual open class Exception actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null)
{    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public actual open class RuntimeException actual constructor(message: String?, cause: Throwable?) : Exception(message, cause)
{    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class IllegalArgumentException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause)
{    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class IllegalStateException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause)
{    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class IndexOutOfBoundsException actual constructor(message: String?) : RuntimeException(message)
{    actual constructor() : this(null)
}

public actual open class ConcurrentModificationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause)
{    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause)
{    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message)
{    actual constructor() : this(null)
}

public actual open class NullPointerException actual constructor(message: String?) : RuntimeException(message)
{    actual constructor() : this(null)
}

public actual open class ClassCastException actual constructor(message: String?) : RuntimeException(message)
{    actual constructor() : this(null)
}

public actual open class AssertionError
@SinceKotlin("1.4")
constructor(message: String?, cause: Throwable?) : Error(message, cause)
{    actual constructor() : this(message.toString(), message as? Throwable)
}

public actual open class NoSuchElementException actual constructor(message: String?) : RuntimeException(message)
{    actual constructor() : this(null)
}

@SinceKotlin("1.3")
public actual open class ArithmeticException actual constructor(message: String?) : RuntimeException(message)
{    actual constructor() : this(null)
}

public actual open class NoWhenBranchMatchedException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause)
{    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UninitializedPropertyAccessException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause)
{    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

/*
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 * governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
package kotlin.js

@kotlin.internal.InlineOnly
internal inline fun jsDeleteProperty(obj: Any, property: Any) {
    js("delete obj[property]")
}

@kotlin.internal.InlineOnly
internal inline fun jsBitwiseOr(lhs: Any?, rhs: Any?): Int =
    js("lhs | rhs").unsafeCast<Int>()

/*
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 * contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.
 */
package kotlin.math

/**
 * Returns this value with the sign bit same as of the
 * [sign] value.
 * * Returns this value with the sign bit same as of the
 * [sign] value.
 * * Returns this value with the sign bit same as of the
 */
@SinceKotlin("1.2")
public actual
fun Double.withSign(sign: Double): Double {
    val thisSignBit = js("Kotlin").doubleSignBit(this).unsafeCast<Int>()
    val newSignBit = js("Kotlin").doubleSignBit(sign).unsafeCast<Int>()
    return if (thisSignBit == newSignBit) this else -this
}

---

The Open Source Used In DNAC Platform Arica (8097)
THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt

See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

//

import kotlin.js.*

/**
 * Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.
 */
public actual fun CharSequence.elementAt(index: Int): Char {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, length: $length") }
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file.
 */

package kotlin.collections

/*
 * THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
 * See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
 */

import kotlin.js.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.elementAt(index: Int): UInt {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun ULongArray.elementAt(index: Int): ULong {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.elementAt(index: Int): UByte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.elementAt(index: Int): UShort {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.asList(): List<UInt> {
    return object : AbstractList<UInt>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UInt): Boolean = this@asList.contains(element)
        override fun get(index: Int): UInt {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun ULongArray.asList(): List<ULong> {
    return object : AbstractList<ULong>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: ULong): Boolean = this@asList.contains(element)
        override fun get(index: Int): ULong {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.asList(): List<UByte> {
    return object : AbstractList<UByte>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UByte): Boolean = this@asList.contains(element)
        override fun get(index: Int): UByte {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.asList(): List<UShort> {
    return object : AbstractList<UShort>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UShort): Boolean = this@asList.contains(element)
        override fun get(index: Int): UShort {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}
null

abstract fun checksElementIndex(index, size): return this.asList[index]

override fun indexof(element: UByte): Int = if ((element as Any?) !is UByte) return -1
return this.asList.indexOf(element)

override fun lastIndexOf(element: UByte): Int = if ((element as Any?) !is UByte) return -1
return this.asList.lastIndexOf(element)

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.asList(): List<UShort> {
    return object : AbstractList<UShort>(), RandomAccess {

        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UShort): Boolean = this@asList.contains(element)
        override fun get(index: Int): UShort = 
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        override fun indexOf(element: UShort): Int = if ((element as Any?) !is UShort) return -1
            return this@asList.indexOf(element)
        override fun lastIndexOf(element: UShort): Int = if ((element as Any?) !is UShort) return -1
            return this@asList.lastIndexOf(element)
    }
}

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 */

@file:Suppress("DEPRECATION_ERROR")
package jquery.ui

import jquery.JQuery
import kotlin.js.Json

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.buttonset(): JQuery = asDynamic().buttonset()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.dialog(): JQuery = asDynamic().dialog()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.dialog(params: Json): JQuery = asDynamic().dialog(params)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.dialog(mode: String): JQuery = asDynamic().dialog(mode)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.dialog(mode: String, param: String, value: Any?): JQuery = asDynamic().dialog(mode, param, value)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.button(): JQuery = asDynamic().button()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.accordion(): JQuery = asDynamic().accordion()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.draggable(params: Json): JQuery = asDynamic().draggable(params)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.selectable(): JQuery = asDynamic().selectable()

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 */

package kotlin


public actual fun interface Comparator<T> {

    @JsName("compare")
    public actual fun compare(a: T, b: T): Int
}

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 */

package kotlin.js

import kotlin.annotation.AnnotationTarget.*

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic", level = DeprecationLevel.ERROR)
public annotation class nativeGetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic", level = DeprecationLevel.ERROR)
public annotation class nativeSetter

@Target(CLASS, FUNCTION, PROPERTY)
internal
annotation class library(public val name: String = `\"\"")

@Target(CLASS)
internal annotation class marker

/**
 * Gives a declaration (a function, a property or a class) specific name in JavaScript.
 * This may be useful in the following cases:
 * * There are two functions for which the compiler gives same name in JavaScript, you can mark one with @JsName(...) to prevent the compiler from reporting error.
 * * You are writing a JavaScript library in Kotlin. The compiler produces mangled names for functions with parameters, which is unnatural for usual Java script developer.
 * You can put @JsName(...) on functions you want to be available from JavaScript.
 * * For some reason you want to rename declaration, e.g. there’s common term in JavaScript for a concept provided by the declaration, which in uncommon in Kotlin.
 * * Example:

Example:

```
annotation class library(public val name: String = `\"\"")

@Target(CLASS)
internal annotation class marker

/**
 * Gives a declaration (a function, a property or a class) specific name in JavaScript.
 * This may be useful in the following cases:
 * * There are two functions for which the compiler gives same name in JavaScript, you can mark one with @JsName(...) to prevent the compiler from reporting error.
 * * You are writing a JavaScript library in Kotlin. The compiler produces mangled names for functions with parameters, which is unnatural for usual Java script developer.
 * You can put @JsName(...) on functions you want to be available from JavaScript.
 * * For some reason you want to rename declaration, e.g. there’s common term in JavaScript for a concept provided by the declaration, which in uncommon in Kotlin.
 * * Example:

Example:

```

```
applied to either files or top-level declarations.

It is currently prohibited to export the following kinds of declarations:

- `expect` declarations
- inline functions with reified type parameters
- `suspend` functions
- secondary constructors without `@JsName`
- extension properties
- enum classes
- `dynamic`, `Any`, `String`, `Boolean`, `Byte`, `Short`, `Int`, `Float`, `Double`
- `ByteArray`, `CharArray`, `IntArray`, `FloatArray`, `DoubleArray`
- `Array<exportable-type>`
- `Function` types with exportable parameters and return types
- `external` or `@JsExport` classes and interfaces
- `Nullable` counterparts of types above
- `Unit` type return. Must not be nullable

This annotation is experimental, meaning that restrictions mentioned above are subject to change.

```kotlin
@ExperimentalJsExport
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
@SinceKotlin("1.3")
public actual annotation class JsExport
```

---

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 */

package kotlin.jvm

// these are used in common generated code in stdlib

// TODO: find how to deprecate these ones

@Target( AnnotationTarget.FIELD)
@Retention( AnnotationRetention.SOURCE)
public actual annotation class Volatile

@Target( AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)
@Retention( AnnotationRetention.SOURCE)
public actual annotation class Synchronized

```
```
maps that are built (frozen) must throw `UnsupportedOperationException`.

```kotlin
    internal open fun checkIsMutable(): Unit {}
```

```kotlin
    override fun equals(other: Any?): Boolean {
        if (other === this) return true
        if (other !is Set<*>) return false
        return AbstractSet.setEquals(this, other)
    }
```

```kotlin
    override fun hashCode(): Int = AbstractSet.unorderedHashCode(this)
```

```kotlin
    public actual open class ArrayList<E> internal constructor(private var array: Array<Any?>) : AbstractMutableList<E>(), MutableList<E>, RandomAccess {
        private var isReadOnly: Boolean = false

        /**
         * Creates an empty [ArrayList].
         */
        public actual constructor() : this(emptyArray()) {}

        /**
         * Creates an empty [ArrayList].
         * @param initialCapacity initial capacity (ignored)
         */
        @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
        public actual constructor(initialCapacity: Int = 0) : this(emptyArray()) {}

        /**
         * Creates an [ArrayList] filled from the [elements] collection.
         */
        public actual constructor(elements: Collection<E>) :
```

```kotlin
        actual override val size: Int get() = array.size
```

```kotlin
        actual override fun get(index: Int): E = array[rangeCheck(index)] as E
```

```kotlin
        actual override fun set(index: Int, element: E): E {
            checkIsMutable()
            rangeCheck(index)
            @Suppress("UNCHECKED_CAST")
            return array[index].apply { array[index] = element } as E
        }
```

```kotlin
        actual override fun add(element: E): Boolean {
            checkIsMutable()
            for (index in array.indices) {
                if (array[index] == element) {
                    array.asDynamic().splice(index, 1)
                    modCount++
                    return true
                }
            }
            return false
        }
```

```kotlin
        override fun removeAt(index: Int): E {
            checkIsMutable()
            rangeCheck(index)
            modCount++
            return if (index == lastIndex)
                array.asDynamic().pop()
            else
                array.asDynamic().splice(index, 1)
        }
```

```kotlin
        override fun remove(element: E): Boolean {
            checkIsMutable()
            for (index in array.indices) {
                if (array[index] == element) {
                    array.asDynamic().splice(index, 1)
                    modCount++
                    return true
                }
            }
            return false
        }
```

```kotlin
        override fun removeRange(fromIndex: Int, toIndex: Int) {
            checkIsMutable()
            modCount++
            array.asDynamic().splice(fromIndex, toIndex - fromIndex)
        }
```

```kotlin
        actual override fun addAll(elements: Collection<E>): Boolean {
            if (elements.isEmpty()) return false
            when (index) {
                size -> return addAll(elements)
                0 -> array = elements.toTypedArray<Any?>() + array
                else -> array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(), array.copyOfRange(index, size))
            }
            modCount++
            return true
        }
```

```kotlin
        actual override fun removeRange(fromIndex: Int, toIndex: Int) {
            checkIsMutable()
            for (index in array.indices) {
                if (array[index] == element) {
                    array.asDynamic().splice(index, 1)
                    modCount++
                    return true
                }
            }
            return false
        }
```

```kotlin
        actual override fun removeRange(fromIndex: Int, toIndex: Int) {
            checkIsMutable()
            for (index in array.indices) {
                if (array[index] == element) {
                    array.asDynamic().splice(index, 1)
                    modCount++
                    return true
                }
            }
            return false
        }
```

```kotlin
        actual override fun addAll(elements: Collection<E>): Boolean {
            if (elements.isEmpty()) return false
            when (index) {
                size -> return addAll(elements)
                0 -> array = elements.toTypedArray<Any?>() + array
                else -> array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(), array.copyOfRange(index, size))
            }
            modCount++
            return true
        }
```

```kotlin
        actual override fun removeRange(fromIndex: Int, toIndex: Int) {
            checkIsMutable()
            for (index in array.indices) {
                if (array[index] == element) {
                    array.asDynamic().splice(index, 1)
                    modCount++
                    return true
                }
            }
            return false
        }
```

```kotlin
        actual override fun addAll(elements: Collection<E>): Boolean {
            if (elements.isEmpty()) return false
            when (index) {
                size -> return addAll(elements)
                0 -> array = elements.toTypedArray<Any?>() + array
                else -> array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(), array.copyOfRange(index, size))
            }
            modCount++
            return true
        }
```

```kotlin
        actual override fun removeRange(fromIndex: Int, toIndex: Int) {
            checkIsMutable()
            for (index in array.indices) {
                if (array[index] == element) {
                    array.asDynamic().splice(index, 1)
                    modCount++
                    return true
                }
            }
            return false
        }
```

```kotlin
        actual override fun addAll(elements: Collection<E>): Boolean {
            if (elements.isEmpty()) return false
            when (index) {
                size -> return addAll(elements)
                0 -> array = elements.toTypedArray<Any?>() + array
                else -> array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(), array.copyOfRange(index, size))
            }
            modCount++
            return true
        }
```

```kotlin
        actual override fun removeRange(fromIndex: Int, toIndex: Int) {
            checkIsMutable()
            for (index in array.indices) {
                if (array[index] == element) {
                    array.asDynamic().splice(index, 1)
                    modCount++
                    return true
                }
            }
            return false
        }
```

```kotlin
        actual override fun addAll(elements: Collection<E>): Boolean {
            if (elements.isEmpty()) return false
            when (index) {
                size -> return addAll(elements)
                0 -> array = elements.toTypedArray<Any?>() + array
                else -> array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(), array.copyOfRange(index, size))
            }
            modCount++
            return true
        }
```

```kotlin
        actual override fun removeRange(fromIndex: Int, toIndex: Int) {
            checkIsMutable()
            for (index in array.indices) {
                if (array[index] == element) {
                    array.asDynamic().splice(index, 1)
                    modCount++
                    return true
                }
            }
            return false
        }
```

```kotlin
        actual override fun addAll(elements: Collection<E>): Boolean {
            if (elements.isEmpty()) return false
            when (index) {
                size -> return addAll(elements)
                0 -> array = elements.toTypedArray<Any?>() + array
                else -> array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(), array.copyOfRange(index, size))
            }
            modCount++
            return true
        }
```

```kotlin
        actual override fun removeRange(fromIndex: Int, toIndex: Int) {
            checkIsMutable()
            for (index in array.indices) {
                if (array[index] == element) {
                    array.asDynamic().splice(index, 1)
                    modCount++
                    return true
                }
            }
            return false
        }
```

```kotlin
        actual override fun addAll(elements: Collection<E>): Boolean {
            if (elements.isEmpty()) return false
            when (index) {
                size -> return addAll(elements)
                0 -> array = elements.toTypedArray<Any?>() + array
                else -> array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(), array.copyOfRange(index, size))
            }
            modCount++
            return true
        }
```

```kotlin
        actual override fun removeRange(fromIndex: Int, toIndex: Int) {
            checkIsMutable()
            for (index in array.indices) {
                if (array[index] == element) {
                    array.asDynamic().splice(index, 1)
                    modCount++
                    return true
                }
            }
            return false
        }
```

```kotlin
        actual override fun addAll(elements: Collection<E>): Boolean {
            if (elements.isEmpty()) return false
            when (index) {
                size -> return addAll(elements)
                0 -> array = elements.toTypedArray<Any?>() + array
                else -> array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(), array.copyOfRange(index, size))
            }
            modCount++
            return true
        }
```

```kotlin
        actual override fun removeRange(fromIndex: Int, toIndex: Int) {
            checkIsMutable()
            for (index in array.indices) {
                if (array[index] == element) {
                    array.asDynamic().splice(index, 1)
                    modCount++
                    return true
                }
            }
            return false
        }
```

```kotlin
        actual override fun addAll(elements: Collection<E>): Boolean {
            if (elements.isEmpty()) return false
            when (index) {
                size -> return addAll(elements)
                0 -> array = elements.toTypedArray<Any?>() + array
                else -> array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(), array.copyOfRange(index, size))
            }
            modCount++
            return true
        }
```

```kotlin
        actual override fun removeRange(fromIndex: Int, toIndex: Int) {
            checkIsMutable()
            for (index in array.indices) {
                if (array[index] == element) {
                    array.asDynamic().splice(index, 1)
                    modCount++
                    return true
                }
            }
            return false
        }
```

```kotlin
        actual override fun addAll(elements: Collection<E>): Boolean {
            if (elements.isEmpty()) return false
            when (index) {
                size -> return addAll(elements)
                0 -> array = elements.toTypedArray<Any?>() + array
                else -> array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(), array.copyOfRange(index, size))
            }
            modCount++
            return true
        }
```

```kotlin
        actual override fun removeRange(fromIndex: Int, toIndex: Int) {
            checkIsMutable()
            for (index in array.indices) {
                if (array[index] == element) {
                    array.asDynamic().splice(index, 1)
                    modCount++
                    return true
                }
            }
            return false
        }
```

```kotlin
        actual override fun addAll(elements: Collection<E>): Boolean {
            if (elements.isEmpty()) return false
            when (index) {
                size -> return addAll(elements)
                0 -> array = elements.toTypedArray<Any?>() + array
                else -> array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(), array.copyOfRange(index, size))
```
clear() {
    checkIsMutable()
    array = emptyArray()
    modCount++
}

fun actual override fun indexOf(element: E): Int = array.indexOf(element)

fun actual override fun lastIndexOf(element: E): Int = array.lastIndexOf(element)

override fun toString() = arrayToString(array)
override fun toArray(): Array<Any?> = js("[]").slice.call(array)

internal override fun checkIsMutable() {
    if (isReadOnly) throw UnsupportedOperationException()
}

private fun rangeCheck(index: Int) = index.apply {
    AbstractList.checkElementIndex(index, size)
}

private fun insertionRangeCheck(index: Int) = index.apply {
    AbstractList.checkPositionIndex(index, size)
}

internal fun <T> sortArrayWith(array: Array<out T>, comparator: Comparator<in T>) {
    if (getStableSortingIsSupported()) {
        array.asDynamic().sort(comparator)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, comparator)
    }
}

internal fun <T> sortArrayWith(array: Array<out T>, comparison: (T, T) -> Int) {
    if (getStableSortingIsSupported()) {
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, Comparator(comparison))
    }
}

internal fun <T> sortArrayWith(array: Array<out T>, fromIndex: Int, toIndex: Int, comparator: Comparator<in T>) {
    if (fromIndex < toIndex - 1) {
        mergeSort(array.unsafeCast<Array<T>>(), fromIndex, toIndex - 1, comparator)
    }
}

internal fun <T : Comparable<T>> sortArray(array: Array<out T>) {
    if (getStableSortingIsSupported()) {
        val comparison = { a: T, b: T -> a.compareTo(b) }
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, naturalOrder())
    }
}

internal fun <T> mergeSort(array: Array<T>, start: Int, endInclusive: Int, comparator: Comparator<in T>): Array<T> {
    val buffer = arrayOfNulls<Any?>(array.size).unsafeCast<Array<T>>()
    val target = if (left === buffer) array else buffer
    // Merge.
    var leftIndex = start
    var rightIndex = endInclusive
    for (i in start..endInclusive) {
        when {
            leftIndex <= median && rightIndex <= end -> {
                target[i] = leftValue
                leftIndex++
            }
            leftIndex <= median -> {
                target[i] = leftValue
                leftIndex++
            }
            else /* rightIndex <= end */ -> {
                target[i] = rightValue
                rightIndex++
                Unit  // TODO: Fix KT-31506
            }
        }
    }
    return target
}

internal fun <T> mergeSort(array: Array<T>, buffer: Array<T>, start: Int, end: Int, comparator: Comparator<in T>): Array<T> {
    if (start == end) {
        return array
    }

    val median = (start + end) / 2
    val left = mergeSort(array, buffer, start, median, comparator)
    val right = mergeSort(array, buffer, median + 1, end, comparator)

    val target = if (left === buffer) array else buffer
    // Merge.
    var leftIndex = start
    var rightIndex = median + 1
    for (i in start..end) {
        when {
            leftIndex <= median && rightIndex <= end -> {
                target[i] = leftValue
                leftIndex++
            }
            leftIndex <= median -> {
                target[i] = leftValue
                leftIndex++
            }
            else /* rightIndex <= end */ -> {
                target[i] = rightValue
                rightIndex++
                Unit  // TODO: Fix KT-31506
            }
        }
    }
    return target
}

private fun <T> getStableSortingIsSupported(): Boolean {
    val array = js("[]").unsafeCast<Array<Int>()
    // known implementations may use stable sort for arrays of up to 512 elements
    // so we create slightly more elements to test stability
    for (index in 0 until 600) array.asDynamic().push(index)
    val comparison = { a: Int, b: Int -> (a and 3) - (b and 3) }
    array.asDynamic().sort(comparison)
    for (index in 1 until array.size) {
        val a = array[index - 1]
        val b = array[index]
        if ((a and 3) == (b and 3) && a >= b) return false
    }
    _stableSortingIsSupported = true
    return true
}

    if (start == end) {
        return array
    }

    val median = (start + end) / 2
    val left = mergeSort(array, buffer, start, median, comparator)
    val right = mergeSort(array, buffer, median + 1, end, comparator)

    val target = if (left === buffer) array else buffer
    // Merge.
    var leftIndex = start
    var rightIndex = median + 1
    for (i in start..end) {
        when {
            leftIndex <= median && rightIndex <= end -> {
                target[i] = leftValue
                leftIndex++
            }
            leftIndex <= median -> {
                target[i] = leftValue
                leftIndex++
            }
            else /* rightIndex <= end */ -> {
                target[i] = rightValue
                rightIndex++
                Unit  // TODO: Fix KT-31506
            }
        }
    }
    return target
}

    if (start == end) {
        return array
    }

    val median = (start + end) / 2
    val left = mergeSort(array, buffer, start, median, comparator)
    val right = mergeSort(array, buffer, median + 1, end, comparator)

    val target = if (left === buffer) array else buffer
    // Merge.
    var leftIndex = start
    var rightIndex = median + 1
    for (i in start..end) {
        when {
            leftIndex <= median && rightIndex <= end -> {
                target[i] = leftValue
                leftIndex++
            }
            leftIndex <= median -> {
                target[i] = leftValue
                leftIndex++
            }
            else /* rightIndex <= end */ -> {
                target[i] = rightValue
                rightIndex++
                Unit  // TODO: Fix KT-31506
            }
        }
    }
    return target
}
element is UByteArray -> element.contentHashCode()
  element is UShortArray -> element.contentHashCode()
  element is UIntArray -> element.contentHashCode()
  element is ULongArray -> element.contentHashCode()

  else                    -> element.hashCode()
} result = 31 * result + elementHash
    }
    return result
} /*
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 * */

package kotlin.collections

internal interface EqualityComparator {
    /**
     * Subclasses must override to return a value indicating
     * whether or not two keys or values are equal:
     * ```
     * abstract fun equals(value1: Any?, value2: Any?): Boolean
     * ```
     * ```
     * Subclasses must override to return the hash code of a given key:
     * ```
     * ```
     * abstract fun getHashCode(value: Any?): Int
     * ```
     * ```
     */
    abstract fun equals(value1: Any?, value2: Any?): Boolean

    /**
     * Subclasses must override to return the hash code of a given key:
     * ```
     * ```
     * abstract fun getHashCode(value: Any?): Int
     * ```
     */
    abstract fun getHashCode(value: Any?): Int

    object HashCode : EqualityComparator {
        override fun equals(value1: Any?, value2: Any?): Boolean = value1 == value2

        override fun getHashCode(value: Any?): Int = value?.hashCode() ?: 0
    }
} /*
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 * */
/*
 * Based on GWT AbstractHashMap
 * Copyright 2008 Google Inc.
 */

package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry

/**
 * Hash table based implementation of the 
 * [MutableMap] interface.
 *
 * This implementation makes no guarantees regarding the order of enumeration of 
 * [keys], [values] and [entries] collections.
 * ```
 * Classes that extend HashMap and implement 'build()' (freezing) operation
 * have to make sure to mutating methods check 'checkIsMutable' method public abstract class HashMap<K, V> :
 * AbstractMutableMap<K, V>, MutableMap<K, V> |\n * private inner class EntrySet :
 * AbstractMutableSet<MutableEntry<K, V>> |\n * override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on entries") |\n * override fun clear() {
 * this@HashMap.clear() |\n * override operator fun contains(element: MutableEntry<K, V>): Boolean = containsEntry(element) |\n * override fun remove(element: MutableEntry<K, V>): Boolean = removeEntry(element) |\n * override val size: Int get() = this@HashMap.size |\n * }
 */

public actual open class HashMap<K, V> : AbstractMutableMap<K, V>, MutableMap<K, V> {

    private inner class EntrySet :
        AbstractMutableSet<MutableEntry<K, V>>() {

            override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on entries")

            override fun clear() {
                this@HashMap.clear()
            }

            override operator fun contains(element: MutableEntry<K, V>): Boolean = containsEntry(element)

            override fun remove(element: MutableEntry<K, V>): Boolean = removeEntry(element)

            override val size: Int get() = this@HashMap.size
        }

    /**
     * Internal implementation of the map: either string-based or hashcode-based.
     * ```
     */
    private val internalMap: InternalMap<K, V>

    private val equality: EqualityComparator

    internal constructor(internalMap: InternalMap<K, V>) : super() {
        this.internalMap = internalMap
        this.equality = equality
    }

    constructor() : this(InternalHashCodeMap(EqualityComparator.HashCode))

    constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : this(initialCapacity, loadFactor)

    constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

    constructor(original: Map<out K, V>) : this() {
        putAll(original)
    }

    override fun clear() {
        internalMap.clear()
        // structureChanged(this)
    }

    override fun containsKey(key: K): Boolean = internalMap.containsKey(key)

    override fun containsValue(value: V): Boolean = internalMap.containsValue(value)

    override fun get(key: K): V? = internalMap.get(key)

    override fun put(key: K, value: V): V? = internalMap.put(key, value)

    override fun remove(key: K): V? = internalMap.remove(key)

    protected open fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()
override val size: Int get() = internalMap.size

/**
 * Constructs the specialized implementation of HashMap with [String] keys, which stores the keys as properties of JS object without hashing them.
 */
@public fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> { return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply { putAll(pairs) } }

/**
 * Constructs a new [HashMap] filled with the elements of the specified collection.
 */
public fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {
    return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply { putAll(pairs) }
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */
/*
 * Based on GWT InternalHashCodeMap
 * Copyright 2008 Google Inc.
 */

package kotlin.collections

/**
 * A simple wrapper around JavaScriptObject to provide java.util.Map-like semantics for any key type.
 * A key's hashCode is the index in backingMap which should contain that key. Since several keys may have the same hash, each value in hashCodeMap is actually an array containing all entries whose keys share the same hash.
 * A simple wrapper around JavaScriptObject to provide [java.util.Map]-like semantics for any key type.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {
    this(initialCapacity, 0.0f)
}

actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

internal constructor(map: HashMap<E, Any>) {
    this.map = map
}

actual override fun add(element: E): Boolean {
    val old = map.put(element, this)
    return old == null
}

actual override function override fun clear() {
    map.clear()
}

actual override fun contains(element: E): Boolean = map.containsKey(element)

actual override fun isEmpty(): Boolean = map.isEmpty()

actual override fun iterator(): Collection<E> = map.keys.iterator()

actual override fun remove(element: E): Boolean = map.remove(element) != null

actual override val size: Int get() = map.size

/**
 * Creates a new instance of the specialized implementation of [HashSet] with the specified [String] elements, which elements the keys as properties of JS object without hashing them.
 */
public fun stringSetOf(vararg elements: String): HashSet<String> {
    return HashSet(stringMapOf<Any>()).apply { addAll(elements) }
}
A simple wrapper around JavaScript Map for key type is string. Though this map is instantiated only with K=String, the K type is not fixed to String statically, because we want to have it erased to Any in order not to generate type-safe override bridges for [get], [contains], [remove] etc, if they ever are generated.

```kotlin
package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry

/**
 * A simple wrapper around JavaScript Map for key type is string.
 *
 * Though this map is instantiated only with K=String, the K type is not fixed to String statically, because we want to have it erased to Any in order not to generate type-safe override bridges for [get], [contains], [remove] etc, if they ever are generated.
 */
internal class InternalStringMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {

    private var backingMap: dynamic = createJsMap()
    override var size: Int = 0
        private set

    override operator fun contains(key: K): Boolean {
        if (key !is String) return false
        return backingMap[key] !== undefined
    }

    override operator fun get(key: K): V? {
        if (key !is String) return null
        val value = backingMap[key]
        return if (value !== undefined) value.unsafeCast<V>() else null
    }

    override fun put(key: K, value: V): V? {
        require(key is String)
        val oldValue = backingMap[key]
        backingMap[key] = value
        if (oldValue === undefined) {
            size++
            return null
        } else {
            return oldValue.unsafeCast<V>()
        }
    }

    override fun remove(key: K): V? {
        if (key !is String) return null
        val value = backingMap[key]
        if (value !== undefined) {
            jsDeleteProperty(backingMap, key)
            size--
            return value.unsafeCast<V>()
        } else {
            return null
        }
    }

    override fun clear() {
        backingMap = createJsMap()
        size = 0
    }

    override fun iterator(): MutableIterator<MutableEntry<K, V>> {
        return object : MutableIterator<MutableEntry<K, V>> {
            private val keys: Array<String> = js("Object").keys(backingMap)
            private val iterator = keys.iterator()
            private var lastKey: String? = null

            override fun hasNext(): Boolean = iterator.hasNext()

            override fun next(): MutableEntry<K, V> {
                val key = iterator.next()
                lastKey = key
                @Suppress("UNCHECKED_CAST")
                return newMapEntry(key as K)
            }

            override fun remove() {
                @Suppress("UNCHECKED_CAST")
                this@InternalStringMap.remove(checkNotNull(lastKey) as K)
            }
        }
    }

    private fun newMapEntry(key: K): MutableEntry<K, V> = object : MutableEntry<K, V> {
        override val key: K get() = key
        override val value: V get() = this@InternalStringMap[key].unsafeCast<V>()

        override fun setValue(newValue: V): V = this@InternalStringMap.put(key, newValue).unsafeCast<V>()

        override fun get(): V = this@InternalStringMap[key].unsafeCast<V>()

        override fun hashCode(): Int = AbstractMap.entryHashCode(this)
        override fun equals(other: Any?): Boolean = AbstractMap.entryEquals(this, other)
        override fun toString(): String = AbstractMap.entryToString(this)

        @Suppress("UNCHECKED_CAST")
        fun @Suppress("UNCHECKED_CAST")
        return newMapEntry(key as K)
    }

    override fun override fun remove(entry: InternalStringMap.Entry<K, V>) {
        if (entry.key is String) {
            jsDeleteProperty(backingMap, entry.key)
            size--
        } else {
            return null
        }
    }
}
```

```kotlin
/*
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 */
/*
 * Based on GWT LinkedHashMap
 * Copyright 2008 Google Inc.
 */
package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry

/**
 * Hash table based implementation of the [MutableMap] interface, which additionally preserves the insertion order of entries during the iteration.
 */
public actual open class LinkedHashMap<K, V> : HashMap<K, V>, MutableMap<K, V> {

    /**
     * The entry we use includes next/prev pointers for a doubly-linked circular list with a head node. This reduces the special cases we have to deal with in the list operations.
     * Note that we duplicate the key from the underlying hash map so we can find the eldest entry. The alternative would have been to modify HashMap so more
     * of the codes was directly usable here, but this would have added some overhead to HashMap, or to reimplement most of the HashMap code here within small modifications. Paying a small storage cost only if you use Internal var
     */
    private class ChainEntry<K, V>(key: K, value: V) : AbstractMutableMap.SimpleEntry<K, V>(key, value) {

        internal var
```
```kotlin
isReadOnly = true

return this

actual override fun clear() {
    checkIsMutable()

    head = null

    override fun clone(): Any {
        return LinkedHashSet(this)
    }

    actual override fun clear() {
        checkIsMutable()

        head = null

        map.clear()

    }

    actual override fun containsKey(key: K): Boolean = map.containsKey(key)

    actual override fun containsValue(value: V): Boolean {
        var node: ChainEntry<K, V> = head ?: return false

        if (node.value == value) {
            return true
        }

        node = node.next!!

        while (node != head)

            return false

        override fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()

    }

    actual override operator fun get(key: K): V? = map.get(key)!!.value

    actual override fun put(key: K, value: V): V? {
        checkIsMutable()

        val old = map.get(key)

        if (old == null) {
            val newEntry = ChainEntry(key, value)
            map.put(key, newEntry)
            newEntry.addToEnd()

            return null
        } else {
            return old.setValue(value)
        }

    }

    actual override fun remove(key: K): V? {
        checkIsMutable()

        val entry = map.remove(key)

        if (entry != null) {
            entry.remove()
            return entry.value
        }

        return null
    }

    actual override val size: Int get() = map.size

    internal override fun checkIsMutable() {
        if (isReadOnly) throw UnsupportedOperationException()
    }
}

/**
 * Constructs the specialized implementation of
 */
public fun <K, V> linkedHashMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> {
    return LinkedHashMap(mapOf(Any() = Any())).apply {
        putAll(pairs)
    }
}

/**
 * The implementation of the 
 * interface, backed by a 
 */
public actual open class LinkedHashMap<E> : HashSet<E>, MutableSet<E> {

    internal constructor(map: LinkedHashMap<E, Any>) : super(map)

    /**
     * Constructs a new empty 
     */
    actual constructor() : super(LinkedHashMap<E, Any>())

    /**
     * Constructs a new 
     * filled with the elements of the specified collection.
     */
    actual constructor(elements: Collection<E>) : super(LinkedHashMap<E, Any>()) {
        addAll(elements)
    }

    /**
     * Creates a new instance of the specialized implementation of
     */
    public fun synchronized(lock: Any, block: () -> R): R {
        contract {
            callsInPlace(block, InvocationKind.EXACTLY_ONCE)
        }

        return block()
    }

    @PublishedApi
    internal fun build(): Set<E> {
        (map as LinkedHashMap).build()
        return this
    }

    override fun println() {
        print("\n")
    }

    open fun println(message: Any?) {
        print(message)
        println()
    }

    abstract fun print(message: Any?)

    open fun flush() {}
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("NodeJsOutput")
internal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {

    override fun println(message: Any?) {
        // TODO: Using local variable because of bug in block decomposition
    }
}
```

---

Open Source Used In DNAC Platform Arica  8111
lowering in IR backend

```kotlin
val messageString = String(message)
outputStream.write(messageString)
```

```kotlin
@JsName("OutputToConsoleLog")
internal class OutputToConsoleLog : BaseOutput() {
    override fun print(message: Any?) {
        console.log(message)
    }

    override fun println(message: Any?) {
        console.log(message)
    }
}
```

```kotlin
/** JsName used to make the declaration available outside of module to test it */
@JsName("OutputToConsoleLog")
internal class OutputToConsoleLog : BaseOutput() {
    override fun print(message: Any?) {
        console.log(message)
    }

    override fun println(message: Any?) {
        console.log(message)
    }
}
```

```kotlin
/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */
@JsName("BufferedOutput")
internal open class BufferedOutput : BaseOutput() {
    var buffer = ""

    override fun print(message: Any?) {
        buffer += String(message)
    }

    override fun flush() {
        buffer = ""
    }
}
```

```kotlin
/** JsName used to make the declaration available outside of module to test it */
@JsName("BufferedOutputToConsoleLog")
internal class BufferedOutputToConsoleLog : BufferedOutput() {
    override fun override fun print(message: Any?) {
        var s = String(message)
        val i = s.nativeLastIndexOf("\n", 0)
        if (i >= 0) {
            buffer += s.substring(0, i)
            flush()
            s = s.substring(i + 1)
        }
        buffer += s
    }

    override fun flush() {
        console.log(buffer)
        buffer = ""
    }
}
```

```kotlin
/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */
@JsName("output")
internal var output = run {
    val isNode: Boolean = js("typeof process !== 'undefined' && process.versions && !!process.versions.node")
    if (isNode) NodeJsOutput(js("process.stdout")) else BufferedOutputToConsoleLog()
}
```

```kotlin
/** Prints the line separator to the standard output stream. */
public actual fun println() {
    output.println()
}
```

```kotlin
/** Prints the given [message] and the line separator to the standard output stream. */
public actual fun println(message: Any?) {
    output.println(message)
}
```

```kotlin
/** Prints the given [message] to the standard output stream. */
public actual fun print(message: Any?) {
    output.print(message)
}
```

```
Open Source Used In DNAC Platform Arica 8112
```
EmptyContinuation = Continuation<Any?><EmptyCoroutineContext> { result ->
    result.getOrThrow() } /*
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 */

/**
 * Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin.
 */
@Suppress("NOT_DOCUMENTED")
public external class Date() {
    public constructor(milliseconds: Number)
    public constructor(dateString: String)
    public constructor(year: Int, month: Int)
    public constructor(year: Int, month: Int, day: Int)
    public constructor(year: Int, month: Int, day: Int, hour: Int)
    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)
    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int)
    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number)

    public fun getDate(): Int
    public fun getDay(): Int
    public fun getFullYear(): Int
    public fun getHours(): Int
    public fun getMilliseconds(): Int
    public fun getMinutes(): Int
    public fun getMonth(): Int
    public fun getSeconds(): Int
    public fun getTime(): Double
    public fun getTimezoneOffset(): Int
    public fun getUTCDate(): Int
    public fun getUTCDay(): Int
    public fun getUTCFullYear(): Int
    public fun getUTCMilliseconds(): Int
    public fun getUTCMonth(): Int
    public fun getUTCSeconds(): Int
    public fun toDateString(): String
    public fun toISOString(): String
    public fun toJSON(): Json
    public fun toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    public fun toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String
    public fun toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    public fun toLocaleString(locales: String, options: LocaleOptions = definedExternally): String
    public fun toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    public fun toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String
    public fun toTimeString(): String
    public fun toUTCString(): String

    public companion object {
        public fun now(): Double
        public fun parse(dateString: String): Double
        public fun UTC(year: Int, month: Int): Double
        public fun UTC(year: Int, month: Int, day: Int): Double
        public fun UTC(year: Int, month: Int, day: Int, hour: Int): Double
        public fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int): Double
    }
}

public inline fun dateLocaleOptions(init: Date.LocaleOptions.() -> Unit): Date.LocaleOptions {
    val result = js("new Object()").unsafeCast<Date.LocaleOptions>()
    init(result)
    return result
}

package kotlin.js

import org.w3c.dom.Document
import org.w3c.dom.Element
import kotlinx.dom.appendElement as newAppendElement
import kotlinx.dom.createElement as newCreateElement

/**
 * Creates a new element with the specified [name].
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.createElement' instead.",
    replaceWith = ReplaceWith("this.createElement(name, init)", "kotlinx.dom.createElement")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun Document.createElement(name: String, noinline init: Element.() -> Unit): Element = this.createElement(name, init)
initialized with the specified [init] function.

```kotlin
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.appendElement' instead.",
    replaceWith = ReplaceWith("this.appendElement(name, init)"),
    kotlin.dom.appendElement("\n")
)

/** Returns true if the element has the given CSS class style in its 'class' attribute
   */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.hasClass' instead.",
    replaceWith = ReplaceWith("this.hasClass(cssClass)"),
    kotlin.dom.hasClass("\n")
)

/**
 * Adds CSS class to element. Has no effect if all specified classes are already in class attribute of the element.
 * @return true if at least one class has been added
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.addClass' instead.",
    replaceWith = ReplaceWith("this.addClass(cssClasses)"),
    kotlin.dom.addClass("\n")
)

/**
 * Removes all [cssClasses] from element. Has no effect if all specified classes are missing in class attribute of the element.
 * @return true if at least one class has been removed
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.removeClass' instead.",
    replaceWith = ReplaceWith("this.removeClass(cssClasses)"),
    kotlin.dom.removeClass("\n")
)
```

---

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---
Open Source Used In DNAC Platform Arica 8116

@file:kotlin.jvm.JvmName("GroupingKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.collections

/**
 * Represents a source of elements with a [keyOf] function, which can be applied to each element to get its key.
 * A [Grouping] structure serves as an intermediate step in group-and-fold operations:
 * they group elements by their keys and then fold each group with some aggregating operation.
 * It is created by attaching a `keySelector: (T) -> K` function to a source of elements.
 * To get an instance of [Grouping] use one of 'groupingBy' extension functions:
 * - [Iterable.groupingBy]
 * - [Sequence.groupingBy]
 * - [Array.groupingBy]
 * - [CharSequence.groupingBy]
 * For the list of group-and-fold operations available, see the [extension functions](#extension-functions) for `Grouping`.
 */
@SinceKotlin("1.1")
public interface Grouping<T, out K> {
    /** Returns an [Iterator] over the elements of the source of this grouping. */
    fun sourceIterator(): Iterator<T>
    /** Extracts the key of an [element]. */
    fun keyOf(element: T): K
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
 * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * The key for each element is provided by the [Grouping.keyOf] function.
 * @param operation function is invoked on each element with the following parameters:
 *  - `key`: the key of the group this element belongs to;
 *  - `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first `element` encountered in the group;
 *  - `element`: the element from the source being aggregated;
 *  - `first`: indicates whether it's the first `element` encountered in the group.
 * @return a [Map] associating the key of each group with the result of aggregation of the group elements.
 * @sample samples.collections.Grouping.aggregateByRadix
 */
@SinceKotlin("1.1")
public inline fun <T, K, R> Grouping<T, K>.aggregate(
    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
): Map<K, R> {
    return aggregateTo(mutableMapOf<K, R>(), operation)
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
 * passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.
 * The key for each element is provided by the [Grouping.keyOf] function.
 * @param operation a function that is invoked on each element with the following parameters:
 *  - `key`: the key of the group this element belongs to;
 *  - `accumulator`: the current value of the accumulator of the group;
 *  - `element`: the element from the source being aggregated;
 *  - `first`: indicates whether it's the first `element` encountered in the group.
 * @return the [destination] map associating the key of each group with the result of aggregation of the group elements.
 * @sample samples.collections.Grouping.aggregateByRadixTo
 */
@SinceKotlin("1.1")
public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.aggregateTo(
    destination: M,
    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
): M {
    for (e in this.sourceIterator()) {
        val key = keyOf(e)
        val accumulator = destination[key]
        destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))
    }
    return destination
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 * @param initialValueSelector a function that provides an initial value of accumulator for each group.
 *  It's invoked with parameters:
 *  - `key`: the key of the group;
 *  - `element`: the first element being encountered in that group.
 * @param operation a function that is invoked on each element with the following parameters:
 *  - `key`: the key of the group this element belongs to;
 *  - `accumulator`: the current value of the accumulator of the group;
 *  - `element`: the element from the source being accumulated.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValue
 */
@SinceKotlin("1.1")
public inline fun <T, K, R> Grouping<T, K>.fold(
    initialValueSelector: (key: K, element: T) -> R,
    operation: (key: K, accumulator: R, element: T) -> R
): Map<K, R> =
    @Suppress("UNCHECKED_CAST")
    aggregate { key, acc, e, first -> operation(key, if (first)
initialValueSelector(key, e) else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 */

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * An initial value of accumulator is the same [initialValue] for each group.
 */

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.
 * An initial value of accumulator is the same [initialValue] for each group.
 */

/**
 * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group sequentially starting from the second element of the group, passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * An initial value of accumulator is the first element of the group.
 */

/**
 * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group sequentially starting from the second element of the group, passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * An initial value of accumulator is the key of the group this element belongs to.
 */

/**
 * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group sequentially starting from the second element of the group, passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * An initial value of accumulator is the key of the group this element belongs to.
 */

/**
 * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group sequentially starting from the second element of the group, passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * An initial value of accumulator is the key of the group this element belongs to.
 */
@Suppress("UNCHECKED_CAST")
        if (first) e else operation(key, acc as S, e)
    }

/**
 * Groups
 * elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group in
 * sequentially starting from the second element of the group, passing the previously accumulated value and the
 * current element as arguments and stores the results in the given [destination] map.
 * An initial value of the accumulator is the first element of the group.
 * If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the accumulator for that group and the first element of that group is also subject to the [operation].
 * @param operation a function that is invoked on each subsequent element of the group with the following parameters:
 * the current value of the accumulator from the source being folded,
 * the element from the source being folded,
 * @return the [destination] map associating the key of each group with the result of accumulating the group elements.
 */
@sample samples.collections.Grouping.reduceByMaxVowelsTo

/**
 * Groups
 * elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group
 * sequentially starting from the second element of the group, passing the previously accumulated value and the
 * current element as arguments and stores the results in the given [destination] map.
 * An initial value of the accumulator is the first element of the group.
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 * the element from the source being folded,
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 * Groups
 * elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group
 * sequentially starting from the second element of the group, passing the previously accumulated value and the
 * current element as arguments and stores the results in the given [destination] map.
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 * @param operation a function that is invoked on each subsequent element of the group with the following parameters:
 * the current value of the accumulator from the source being folded,
 * the element from the source being folded,
 * @return the [destination] map associating the key of each group with the result of accumulating the group elements.
 */
@sample samples.collections.Grouping.reduceByMaxVowelsTo

/**
 * Groups
 * elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group
 * sequentially starting from the second element of the group, passing the previously accumulated value and the
 * current element as arguments and stores the results in the given [destination] map.
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 * the current value of the accumulator from the source being folded,
 * the element from the source being folded,
 * @return the [destination] map associating the key of each group with the result of accumulating the group elements.
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 * Groups
 * elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group
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 * current element as arguments and stores the results in the given [destination] map.
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 * the current value of the accumulator from the source being folded,
 * the element from the source being folded,
 * @return the [destination] map associating the key of each group with the result of accumulating the group elements.
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 * Groups
 * elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group
 * sequentially starting from the second element of the group, passing the previously accumulated value and the
 * current element as arguments and stores the results in the given [destination] map.
 * An initial value of the accumulator is the first element of the group.
 * If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the accumulator for that group and the first element of that group is also subject to the [operation].
 * @param operation a function that is invoked on each subsequent element of the group with the following parameters:
 * the current value of the accumulator from the source being folded,
 * the element from the source being folded,
public fun atan(value: Double): Double
    @Deprecated("Use kotlin.math.atan2 instead.", ReplaceWith("atan2(y, x)", "kotlin.math.atan2()"), level = DeprecationLevel.ERROR)
    public fun atan2(y: Double, x: Double): Double
    @Deprecated("Use kotlin.math.cos instead.", ReplaceWith("cos(value)", "kotlin.math.cos()"), level = DeprecationLevel.ERROR)
    public fun cos(value: Double): Double
    @Deprecated("Use kotlin.math.sin instead.", ReplaceWith("sin(value)", "kotlin.math.sin()"), level = DeprecationLevel.ERROR)
    public fun sin(value: Double): Double
    @Deprecated("Use kotlin.math.exp instead.", ReplaceWith("exp(value)", "kotlin.math.exp()"), level = DeprecationLevel.ERROR)
    public fun exp(value: Double): Double
    @Deprecated("Use kotlin.math.atan instead.", ReplaceWith("atan(value)", "kotlin.math.atan()"), level = DeprecationLevel.ERROR)
    public fun tan(value: Double): Double
    @Deprecated("Use kotlin.math.ln instead.", ReplaceWith("ln(value)", "kotlin.math.ln()"), level = DeprecationLevel.ERROR)
    public fun log(value: Double): Double
    @Deprecated("Use kotlin.math.pow instead.", ReplaceWith("base.pow(exp)", "kotlin.math.pow()"), level = DeprecationLevel.ERROR)
    public fun pow(base: Double, exp: Double): Double
    @Deprecated("Use kotlin.math.round instead.", ReplaceWith("round(value)", "kotlin.math.round()"), level = DeprecationLevel.ERROR)
    public fun round(value: Number): Int
    @Deprecated("Use kotlin.math.floor instead.", ReplaceWith("floor(value)", "kotlin.math.floor()"), level = DeprecationLevel.ERROR)
    public fun floor(value: Number): Int
    @Deprecated("Use kotlin.math.ceil instead.", ReplaceWith("ceil(value)", "kotlin.math.ceil()"), level = DeprecationLevel.ERROR)
    public fun ceil(value: Number): Int

    @PublishedApi
    internal fun trunc(value: Number): Double
    @PublishedApi
    internal fun sign(value: Number): Double

    @PublishedApi
    internal fun sinh(value: Double): Double
    @PublishedApi
    internal fun cosh(value: Double): Double
    @PublishedApi
    internal fun tanh(value: Double): Double
    @PublishedApi
    internal fun asinh(value: Double): Double
    @PublishedApi
    internal fun acosh(value: Double): Double
    @PublishedApi
    internal fun atanh(value: Double): Double
    @PublishedApi
    internal fun hypot(x: Double, y: Double): Double
    @PublishedApi
    internal fun expm1(value: Double): Double
    @PublishedApi
    internal fun log10(value: Double): Double
    @PublishedApi
    internal fun log2(value: Double): Double
    @PublishedApi
    internal fun log1p(value: Double): Double

    @PublishedApi
    internal fun clz32(value: Int): Int
}

/**
 * Returns the smaller of two values.
 */
@Suppress("DEPRECATION_ERROR")
@Deprecated("Use minOf or kotlin.math.min instead", ReplaceWith("minOf(a, b)"), level = DeprecationLevel.ERROR)
public fun min(a: Long, b: Long): Long = if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@Suppress("DEPRECATION_ERROR")
@Deprecated("Use maxOf or kotlin.math.max instead", ReplaceWith("maxOf(a, b)"), level = DeprecationLevel.ERROR)
public fun max(a: Long, b: Long): Long = if (a >= b) a else b
j["prop"] + j.get(p) + 
     * ```
     *
     * will be generated:
     * ```js
     * function test(j, p) {
     *     return
     *         j["prop"] + j[p];
     * }]
     */
    operator fun get(propertyName: String): Any?

    /**
     * Calls
     * E.g. for the following code:
     * ```kotlin
     * fun test(j: Json, p: String, newValue: Any) {
     *     j["prop"] = 1
     *     j[p] = newValue
     * }
     * ```
     */
    operator fun set(propertyName: String, value: Any?): Unit

    /**
     * Returns a simple JavaScript object (as [Json]) using provided key-value pairs as names and values of its properties.
     */
    @public fun json(vararg pairs: Pair<String, Any?>): Json {
        val res: dynamic = js("({})")
        for ((name, value) in pairs) {
            res[name] = value
        }
        return res
    }

    /**
     * Adds key-value pairs from [other] to [this].
     * Returns the original receiver.
     */
    @public fun Json.add(other: Json): Json {
        val keys: Array<String> = js("Object").keys(other)
        for (key in keys) {
            if (other.asDynamic().hasOwnProperty(key)) {
                this[key] = other[key]
            }
        }
        return this
    }

    /**
     */
    @Suppress("NOT_DOCUMENTED")
    public external object JSON {
        public fun stringify(o: Any?): String
        public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)?): String
        public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)?: Any?): String
        public fun stringify(o: Any?, replacer: Array<String>?): String
        public fun stringify(o: Any?, replacer: Array<String>, space: Int): String
        public fun stringify(o: Any?, replacer: Array<String>, space: String): String
        public fun <T> parse(text: String): T
        public fun <T> parse(text: String, reviver: ((key: String, value: Any?) -> Any?)?): T
    }

/**
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
@file:Suppress("DEPRECATION_ERROR")
package kotlin.math

// region ================ Double Math
========================================

/** Computes the sine of the angle [x] given in radians.
 * E.g. for the following code:
 * ```kotlin
 * fun test(x: Double) {
 *     println("Sine of \$x is \$(sin(x))")
 * }
 * fun test(x: Double) {
 *     println("Cosine of \$x is \$(cos(x))")
 * }
 * ```
 * will be generated:
 * ```js
 * function test(x) {
 *     return
 *         Math.sin(x);
 * }]
 * ```
 */
@.SinceKotlin("1.2")
public actual inline fun sin(x: Double): Double =
    nativeMath.sin(x)

/** Computes the cosine of the angle [x] given in radians.
 * E.g. for the following code:
 * ```kotlin
 * fun test(x: Double) {
 *     println("Cosine of \$x is \$(cos(x))")
 * }
 * ```
 * will be generated:
 * ```js
 * function test(x) {
 *     return
 *         Math.cos(x);
 * }]
 * ```
 */
@.SinceKotlin("1.2")
public actual inline fun cos(x: Double):
    Double =
    nativeMath.cos(x)

/** Computes the tangent of the angle [x] given in radians.
 * E.g. for the following code:
 * ```kotlin
 * fun test(x: Double) {
 *     println("Tangent of \$x is \$(tan(x))")
 * }
 * ```
 * will be generated:
 * ```js
 * function test(x) {
 *     return
 *         Math.tan(x);
 * }]
 * ```
 */
@.SinceKotlin("1.2")
public actual inline fun tan(x: Double):
    Double =
    nativeMath.tan(x)

/** Computes the arc sine of the value [x] given in the range from `-PI/2` to `PI/2` radians.
 * E.g. for the following code:
 * ```kotlin
 * fun test(x: Double) {
 *     println("Arc sine of \$x is \$(asin(x))")
 * }
 * ```
 * will be generated:
 * ```js
 * function test(x) {
 *     return
 *         Math.asin(x);
 * }]
 * ```
 */
@SinceKotlin("1.2")
public actual inline fun asin(x: Double):
    Double =
    nativeMath.asin(x)

/** Computes the arc cosine of the value [x] given in the range from `[0.0, PI)` radians.
 * E.g. for the following code:
 * ```kotlin
 * fun test(x: Double) {
 *     println("Arc cosine of \$x is \$(acos(x))")
 * }
 * ```
 * will be generated:
 * ```js
 * function test(x) {
 *     return
 *         Math.acos(x);
 * }]
 * ```
 */
@SinceKotlin("1.2")
public actual inline fun acos(x: Double):
    Double =
    nativeMath.acos(x)

/** Computes the arc tangent of the value [x] given in the range from `-PI` to `[PI)` radians.
 * E.g. for the following code:
 * ```kotlin
 * fun test(x: Double) {
 *     println("Arc tangent of \$x is \$(atan(x))")
 * }
 * ```
 * will be generated:
 * ```js
 * function test(x) {
 *     return
 *         Math.atan(x);
 * }]
 * ```
 */
@SinceKotlin("1.2")
public actual inline fun atan(x: Double):
    Double =
    nativeMath.atan(x)
*@SinceKotlin("1.2")@InlineOnly
public actual inline fun atan2(y: Double, x: Double): Double = nativeMath.atan2(y, x)

/**
 * Computes the hyperbolic sine of the value [x].
 *
 * Special cases:
 *   - `sinh(NaN)` is `NaN`
 *   - `sinh(±Inf)` is `±Inf`
 */
@SinceKotlin("1.2")@InlineOnly
public actual inline fun sinh(x: Double): Double = nativeMath.sinh(x)

/**
 * Computes the hyperbolic cosine of the value [x].
 *
 * Special cases:
 *   - `cosh(NaN)` is `NaN`
 *   - `cosh(±Inf)` is `±Inf`
 */
@SinceKotlin("1.2")@InlineOnly
public actual inline fun cosh(x: Double): Double = nativeMath.cosh(x)

/**
 * Computes the hyperbolic tangent of the value [x].
 *
 * Special cases:
 *   - `tanh(NaN)` is `NaN`
 *   - `tanh(±Inf)` is `±1.0`
 */
@SinceKotlin("1.2")@InlineOnly
public actual inline fun tanh(x: Double): Double = nativeMath.tanh(x)

/**
 * Computes the inverse hyperbolic sine of the value [x].
 *
 * Special cases:
 *   - `asinh(NaN)` is `NaN`
 *   - `asinh(±Inf)` is `±Inf`
 */
@SinceKotlin("1.2")@InlineOnly
public actual inline fun asinh(x: Double): Double = nativeMath.asinh(x)

/**
 * Computes the inverse hyperbolic cosine of the value [x].
 *
 * Special cases:
 *   - `acosh(NaN)` is `NaN`
 *   - `acosh(x)` is `NaN` when `x < 1`
 *   - `acosh(±Inf)` is `±Inf`
 */
@SinceKotlin("1.2")@InlineOnly
public actual inline fun acosh(x: Double): Double = nativeMath.acosh(x)

/**
 * Computes the inverse hyperbolic tangent of the value [x].
 *
 * Special cases:
 *   - `tanh(NaN)` is `NaN`
 *   - `tanh(x)` is `NaN` when `x > 1` or `x < -1`
 *   - `tanh(0.0)` is `±0.0`
 */
@SinceKotlin("1.2")@InlineOnly
public actual inline fun atanh(x: Double): Double = nativeMath.atanh(x)

/**
 * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.
 *
 * Special cases:
 *   - returns `+Inf` if any of arguments is infinite
 *   - returns `NaN` if any of arguments is `NaN`
 */
@SinceKotlin("1.2")@InlineOnly
public actual inline fun hypot(x: Double, y: Double): Double = nativeMath.hypot(x, y)

/**
 * Computes the square root of the value [x].
 *
 * Special cases:
 *   - `sqrt(x)` is `NaN` when `x < 0`
 *   - `sqrt(x)` is `+Inf` when `x` is infinite
 */
@SinceKotlin("1.2")@InlineOnly
public actual inline fun sqrt(x: Double): Double = nativeMath.sqrt(x)

/**
 * Computes Euler's number `e` raised to the power of the value [x].
 *
 * Special cases:
 *   - `exp(NaN)` is `NaN`
 *   - `exp(+Inf)` is `+Inf`
 *   - `exp(-Inf)` is `0.0`
 */
@SinceKotlin("1.2")@InlineOnly
public actual inline fun exp(x: Double): Double = nativeMath.exp(x)

/**
 * Computes `exp(x) - 1`.
 *
 * Special cases:
 *   - `expm1(NaN)` is `NaN`
 *   - `expm1(+Inf)` is `+Inf`
 *   - `expm1(-Inf)` is `-1.0`
 */
@SinceKotlin("1.2")@InlineOnly
public actual inline fun expm1(x: Double): Double = nativeMath.expm1(x)

/**
 * Computes the logarithm of the value [x] to the given [base].
 *
 * Special cases:
 *   - `log(x, b)` is `NaN` if either `x` or `b` are `NaN`
 *   - `log(0.0, b)` is `-Inf`
 *   - `log(x, 1)` is `-Inf`
 *   - `log(x, ±Inf)` is `±Inf`
 */
@SinceKotlin("1.2")@InlineOnly
public fun log(x: Double, base: Double): Double {
    val ln = nativeMath.log(x)
    val lnBase = nativeMath.log(base)
    return ln / lnBase
}

/**
 * Computes `ln(x + 1)`.
 *
 * Special cases:
 *   - `ln1p(NaN)` is `NaN`
 *   - `ln1p(0.0)` is `-Inf`
 *   - `ln1p(x)` is `-Inf` for `x < -1`
 */
@SinceKotlin("1.2")@InlineOnly
public actual inline fun ln1p(x: Double): Double = nativeMath.expm1(x)
nativeMath.log1p(x)\n\n** Rounds the given value [x] to an integer towards positive infinity.\n\nSpecial cases:\n* -  `ceil(x)` is `\`x` where `x` is `NaN`,`+Inf` or `-Inf` or already a mathematical integer.\n* @return the value [x] having its fractional part truncated.\n* @return the value [x] to an integer towards zero.\n* @return the value [x] to an integer towards positive infinity.\n* @return the value [x] to an integer towards negative infinity.\n* Special cases:\n* -  `floor(x)` is `\`x` where `x` is `NaN`,`+Inf` or `-Inf` or already a mathematical integer.\n* @return the largest double value that is smaller than or equal to the given value [x] and is a mathematical integer.\n* @return the largest double value that is smaller than or equal to the given value [x] and is a mathematical integer.\n\n sign(x)\n\n** Returns the sign of this value:
* - `-1.0` if the value is negative,
* - zero if the value is zero,
* - `1.0` if the value is positive
\n Special case:
* - `NaN.sign` is `NaN`
\n absoluteValue\n\n** Returns the absolute value of this value:
* - `-1.0` if the value is negative,
* - zero if the value is zero,
* - `-1.0` if the value is positive
\n Special case:
* - `NaN.absoluteValue` is `NaN`
\n* @see abs function \n\n withSign(sign)\n\n** Returns the ulp (unit in the last place) of this value.
\n Special Cases:\n* - `NaN.ulp` is `NaN`
* - `x.ulp` is `+Inf` when `x` is `+Inf` or `-Inf`
* - `0.0.ulp` is `Double.MIN_VALUE`
* - `Double.MIN_VALUE` is `NaN`
* - `Double.MAX_VALUE` is `+Inf`
* - `Double.NEGATIVE_INFINITY` is `-Inf`
* - `Double.POSITIVE_INFINITY` is `+Inf`
* - `Double.NEGATIVE_INFINITY` is `-Inf`
* - `Double.MAX_VALUE` is `+Inf`
* - `Double.MIN_VALUE` is `-Inf`
* - `Double.MIN_VALUE` is `-Inf`
Returns the [Double] value nearest to this value in direction of negative infinity.

*Kotlin*

```kotlin
public actual fun Double.nextDown(): Double = when {
    this.isNaN() || this == Double.NEGATIVE_INFINITY -> this
    this == 0.0 -> -Double.MIN_VALUE
    else -> Double.fromBits(this.toRawBits() + if (this > 0) -1 else 1)  // Rounds this [Double] value to the nearest integer and converts the result to [Int] * Ties are rounded towards positive infinity.
}

/**
 * Returns the 

 * Special cases:
 *    - `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`
 *    - `x.nextTowards(y) == x` when `x < Int.MIN_VALUE`
 *    - `x.nextTowards(y) == y` when `x > Int.MAX_VALUE`
 */
public actual fun Double.nextTowards(to: Double): Double = when {
    this.isNaN() || to.isNaN() -> Double.NaN
    to == this -> to  // Rounds this [Double] value to the nearest integer and converts the result to [Long]  * Ties are rounded towards positive infinity.
    to < this && to.nextUp() == this -> to
    else /* to > this */ -> to.nextDown()
}

/**
 * Rounds this 

 * Special cases:
 *    - `x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`
 *    - `x.roundToInt() == Int.MIN_VALUE` when `x < Int.MIN_VALUE`
 */
public actual fun Double.roundToInt(): Int = when {
    isNaN() -> throw IllegalArgumentException("Cannot round NaN value.")
    this > Int.MAX_VALUE -> Int.MAX_VALUE
    this < Int.MIN_VALUE -> Int.MIN_VALUE
    else ->
        nativeMath.round(this).unsafeCast<Double>().toInt()
}

/**
 * Rounds this 

 * Special cases:
 *    - `x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`
 *    - `x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`
 */
public actual fun Double.roundToLong(): Long = when {
    isNaN() -> throw IllegalArgumentException("Cannot round NaN value.")
    this > Long.MAX_VALUE -> Long.MAX_VALUE
    this < Long.MIN_VALUE -> Long.MIN_VALUE
    else ->
        nativeMath.round(this).unsafeCast<Double>().toLong()
}
```

// endregion


// region ================

Float Math ========================================

/** Computes the sine of the angle 

 * Special cases:
 *    - `sin(x)` is `NaN` when `abs(x) > 1`
 */
public actual inline fun sin(x: Float): Float =
    nativeMath.sin(x.toDouble()).toFloat()

/** Computes the cosine of the angle 

 * Special cases:
 *    - `cos(x)` is `NaN` when `abs(x) > 1`
 */
public actual inline fun cos(x: Float): Float =
    nativeMath.cos(x.toDouble()).toFloat()

/** Computes the tangent of the angle 

 * Special cases:
 *    - `tan(x)` is `NaN` when `abs(x) > 1`
 */
public actual inline fun tan(x: Float): Float =
    nativeMath.tan(x.toDouble()).toDouble().toFloat()  // Computes the arc tangent of the value [x] given in radians.

/**
 * Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] / [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 */
public actual fun atan2(y: Float, x: Float): Float =
    nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat()  // Computes the arc tangent of the value [x] in radians.

```
the value \([x]\).`ln` * Special cases:`ln` * - `sinh(NaN)` is `NaN`'`n` * `-sinh(Inf)` is `+Inf`'`n` * `-sinh(-Inf)` is `-Inf`'`n` * `@SinceKotlin("1.2")`@InlineOnly`n` public actual inline function `sinh(x: Float)`: Float = nativeMath.sinh(x.toDouble()).toFloat()`n`/* Computes the hyperbolic cosine of the value \([x]\).`ln` * Special cases:`ln` * - `cosh(NaN)` is `NaN`'`n` * `-cosh(Inf)` is `+Inf`'`n` * `@SinceKotlin("1.2")`@InlineOnly`n` public actual inline function `cosh(x: Float)`: Float = nativeMath.cosh(x.toDouble()).toFloat()`n`/* Computes the hyperbolic tangent of the value \([x]\).`ln` * Special cases:`ln` * - `tanh(NaN)` is `NaN`'`n` * `-tanh(Inf)` is `1.0`'`n` * `-tanh(-Inf)` is `-1.0`'`n` * `@SinceKotlin("1.2")`@InlineOnly`n` public actual inline function `tanh(x: Float)`: Float = nativeMath.tanh(x.toDouble()).toFloat()`n`/* Computes the inverse hyperbolic sine of the value \([x]\).`ln` * Special cases:`ln` * - `asinh(NaN)` is `NaN`'`n` * `-asinh(Inf)` is `+Inf`'`n` * `-asinh(-Inf)` is `-Inf`'`n` * `@SinceKotlin("1.2")`@InlineOnly`n` public actual inline function `asinh(x: Float)`: Float = nativeMath.asinh(x.toDouble()).toFloat()`n`/* Computes the inverse hyperbolic cosine of the value \([x]\).`ln` * Special cases:`ln` * - `acosh(NaN)` is `NaN`'`n` * `-acosh(Inf)` is `+Inf`'`n` * `@SinceKotlin("1.2")`@InlineOnly`n` public actual inline function `acosh(x: Float)`: Float = nativeMath.acosh(x.toDouble()).toFloat()`n`/* Computes the inverse hyperbolic tangent of the value \([x]\).`ln` * Special cases:`ln` * - `tanhh(x)` is `NaN`'`n` * `-tanh(1.0)` is `+Inf`'`n` * `-tanh(-1.0)` is `-Inf`'`n` * `@SinceKotlin("1.2")`@InlineOnly`n` public actual inline function `atanh(x: Float)`: Float = nativeMath.atanh(x.toDouble()).toFloat()`n`/* Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.`ln` * Special cases:`ln` * - returns `+Inf` if any of arguments is infinity`n` * - returns `NaN` if any of arguments is `NaN` and the other is not infinite`n` * `@SinceKotlin("1.2")`@InlineOnly`n` public actual inline function `hypot(x: Float, y: Float)`: Float = nativeMath.hypot(x.toDouble(), y.toDouble()).toFloat()`n`/* Computes `exp(x)` without intermediate overflow or underflow.`ln` * Special cases:`ln` * - `exp(NaN)` is `NaN`'`n` * `-exp(Inf)` is `+Inf`'`n` * `-exp(-Inf)` is `0.0`'`n` * `@SinceKotlin("1.2")`@InlineOnly`n` public actual inline function `exp(x: Float)`: Float = nativeMath.exp(x.toDouble()).toFloat()`n`/* Computes `expm1(x)` without intermediate overflow or underflow.`ln` * Special cases:`ln` * - `expm1(NaN)` is `NaN`'`n` * `-expm1(Inf)` is `+Inf`'`n` * `-expm1(-Inf)` is `-1.0`'`n` * `@SinceKotlin("1.2")`@InlineOnly`n` public actual inline function `expm1(x: Float)`: Float = nativeMath.expm1(x.toDouble()).toFloat()`n`/* Computes Euler's number `e` raised to the power of the value \([x]\).`ln` * Special cases:`ln` * - `exp(NaN)` is `NaN`'`n` * `-exp(Inf)` is `+Inf`'`n` * `-exp(-Inf)` is `0.0`'`n` * `@SinceKotlin("1.2")`@InlineOnly`n` public actual inline function `exp(x: Float)`: Float = nativeMath.exp(x.toDouble()).toFloat()`n`/* Computes `exp(x)` - 1.`ln` * Special cases:`ln` * - see [exp] function.`ln` * @see [exp] function.`ln` * `@SinceKotlin("1.2")`@InlineOnly`n` public actual inline function `log(x: Float)`: Float = nativeMath.log(x.toDouble()).toFloat()`n`/* Computes the logarithm of the value \([x]\) to the given base.`ln` * Special cases:`ln` * - `log(x, b)` is `NaN` if either `x` or `b` are `NaN`'`n` * `-log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0`'`n` * `-log(Inf, b)` is `+Inf` for `b > 1` and `-Inf` for `b < 1`'`n` * `-log(0.0, b)` is `-Inf` for `b > 1` and `+Inf` for `b < 1`'`n` * See also logarithm functions for common fixed bases: [In], [Log10] and [Log2].`ln` * `@SinceKotlin("1.2")`@InlineOnly`n` public actual inline function `log(x: Float)`: Float = nativeMath.log(x.toDouble()).toFloat()`n`/* Computes the natural logarithm (base `E`) of the value \([x]\).`ln` * Special cases:`ln` * - `ln(NaN)` is `NaN`'`n` * `-ln(x)` is `NaN` when `x < 0.0`'`n` * `-ln(Inf)` is `+Inf`'`n` * `-ln(0.0)` is `-Inf`'`n` * `@SinceKotlin("1.2")`@InlineOnly`n` public actual inline function `ln(x: Float)`: Float = nativeMath.log(x.toDouble()).toFloat()`n`/* Computes the common logarithm (base 10) of the value \([x]\).`ln` * Special cases:`ln` * - see [In] function for special cases.`ln` * `@SinceKotlin("1.2")`@InlineOnly`n` public actual inline function `log10(x: Float)`: Float = nativeMath.log10(x.toDouble()).toFloat()`n`/* Computes the binary logarithm (base 2) of the value \([x]\).`ln` * Special cases:`ln` * - see [In] function for special cases.`ln` * `@SinceKotlin("1.2")`@InlineOnly`n` public actual inline function `log2(x: Float)`: Float = nativeMath.log2(x.toDouble()).toFloat()`n`/* Computes `lnp(NaN)` is `NaN`'`n` * `-lnp(x)` is `NaN` where `x < 0.0`'`n` * `-lnp(-1.0)` is `-Inf`'`n` * `-lnp(1.0)` is `+Inf`'`n` * `@SinceKotlin("1.2")`@InlineOnly`n` public actual inline function `lnp(x: Float)`: Float = nativeMath.lnp(x.toDouble()).toFloat()`n`/* Computes `lnp(NaN)` is `NaN`'`n` * `-lnp(x)` is `NaN` where `x < 0.0`'`n` * `-lnp(-1.0)` is `-Inf`'`n` * `-lnp(1.0)` is `+Inf`'`n` * see [In] function`n`
@see [expm1] function

*\@fn\n
\*\@since Kotlin("1.2")\n
**fun ln1p(x: Float): Float =\n**

nativeMath.log1p(x.toDouble()).toFloat()

/**
 * Rounds the given value [x] to an integer towards positive infinity.
 * @return the smallest Float value that is greater than or equal to the given value [x] and is a mathematically integer.
 * @since Kotlin("1.2")\n @inlineonly
 * @public actual inline fun ln(x: Float): Float = nativeMath.ceil(x.toDouble()).toFloat()

/**
 * Rounds the given value [x] to an integer towards zero.
 * @return the value [x] having its fractional part truncated.
 * Special cases:\n * - `ceil(x)` is \(x\) where \(x\) is \(\text{NaN}\) or +Inf or -Inf or already a mathematical integer.
 * @since Kotlin("1.2")\n @inlineonly
 * @public actual inline fun floor(x: Float): Float = nativeMath.floor(x.toDouble()).toFloat()

/**
 * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.
 * @return the value [x] having its fractional part truncated.
 * Special cases:\n * - `round(x)` is \(x\) where \(x\) is \(\text{NaN}\) or +Inf or -Inf or already a mathematical integer.
 * @since Kotlin("1.2")\n @inlineonly
 * @public actual inline fun truncate(x: Float): Float = truncate(x.toDouble()).toFloat()

/**
 * Rounds the given value [x] towards the closest integer with ties rounded towards negative infinity.
 * @return the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.
 * Special cases:\n * - `floor(x)` is \(x\) where \(x\) is \(\text{NaN}\) or +Inf or -Inf or already a mathematical integer.
 * @since Kotlin("1.2")\n @inlineonly
 * @public actual inline fun ceil(x: Float): Float = nativeMath.ceil(x.toDouble()).toFloat()

/**
 * Returns the absolute value of the given value [x].
 * @return the absolute value of the given value [x] and is a mathematical integer.
 * Special cases:\n * - `abs(NaN)` is \(\text{NaN}\)\n * - `abs(\pm Inf)` is \(\pm Inf\)
 * - `abs(0)` is \(0\)
 * - `abs(x)` is \(\text{NaN}\) where \(x\) is not a mathematical integer.
 * @see absoluteValue extension property for [Float]
 * @since Kotlin("1.2")\n @inlineonly
 * @public actual inline fun abs(x: Float): Float = nativeMath.abs(x.toDouble()).toFloat()

/**
 * Returns the sign of the given value [x]:
 * -1.0 if the value is negative,
 * zero if the value is zero,
 * 1.0 if the value is positive
 * Special case:
 * `sign(NaN)` is `NaN`
 * @since Kotlin("1.2")\n @inlineonly
 * @public actual inline fun sign(x: Float): Float = nativeMath.sign(x.toDouble()).toFloat()

/**
 * Returns the smaller of two values.
 * If either value is `NaN`, then the result is `NaN`.
 * Special cases:\n * - `min(\pm Inf, \pm Inf)` is `\pm Inf`
 * - `min(\pm Inf, x)` is `x` where `x` is not `NaN`
 * - `min(x, \pm Inf)` is `\pm Inf`
 * @since Kotlin("1.2")\n @inlineonly
 * @public actual inline fun min(a: Float, b: Float): Float = nativeMath.min(a, b)

/**
 * Returns the greater of two values.
 * If either value is `NaN`, then the result is `NaN`.
 * Special cases:\n * - `max(\pm Inf, \pm Inf)` is `\pm Inf`
 * - `max(\pm Inf, x)` is `x` where `x` is not `NaN`
 * - `max(x, \pm Inf)` is `\pm Inf`
 * @since Kotlin("1.2")\n @inlineonly
 * @public actual inline fun max(a: Float, b: Float): Float = nativeMath.max(a, b)

/**
 * Returns the absolute value of this value.
 * Special cases:
 * - `abs(NaN)` is `NaN`
 * @see abs function
 * @since Kotlin("1.2")\n @inlineonly
 * @public actual inline val Float.absoluteValue: Float get() = nativeMath.abs(this.toDouble()).toFloat()

/**
 * Returns the sign of this value:
 * -1.0 if the value is negative,
 * zero if the value is zero,
 * 1.0 if the value is positive
 * Special case:
 * `sign(NaN)` is `NaN`
 * @since Kotlin("1.2")\n @inlineonly
 * @public actual inline val Float.sign: Float get() = nativeMath.sign(this.toDouble()).toFloat()

/**
 * Returns this value with the sign bit same as of the [sign] value.
 * If [sign] is `NaN` the sign of the result is undefined.
 * @since Kotlin("1.2")\n @inlineonly
 * @public actual inline fun Float.withSign(sign: Float): Float = this.toDouble().withSign(sign.toDouble()).toFloat()

/**
 * Returns this value with the sign bit same as of the [sign] value.
 * If [sign] is `NaN` the sign of the result is undefined.
 * @since Kotlin("1.2")\n @inlineonly
 * @public actual inline fun Float.withSign(sign: Int): Float = this.toDouble().withSign(sign.toDouble()).toFloat()

/**
 * Rounds this [Float] value to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.
 * Special cases:
 * - `round(x)` is `x` where `x` is `Int.MAX_VALUE`
 * @throws IllegalArgumentException when this value is `Int.MIN_VALUE` when `x < Int.MIN_VALUE`
 * @since Kotlin("1.2")\n @inlineonly
 * @public actual inline fun Float.roundToInt(): Int =

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toDouble().roundToLong() Rounds this [Float] value to the nearest integer and converts the result to
[Long].

Ties are rounded towards positive infinity.

Special cases:

- `x.roundToLong()` == `Long.MAX_VALUE` when `x > Long.MAX_VALUE`
- `-x.roundToLong()` == `Long.MIN_VALUE` when `x < Long.MIN_VALUE`

@throws IllegalArgumentException when this value is `NaN`

*roundToLong*() @InlineOnly

public actual inline fun Float.roundToLong(): Long =
toDouble().roundToLong() // endregion

---

**roundToLong()**

Returns the absolute value of the given value [n].

Special cases:

- `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow

Valued `Int.absoluteValue` extension property for [Int]

// TODO: remove manual 'or' when KT-19290 is fixed

Valued `Int.sign` extension property for [Int]

---

// endregion

// region ================ Integer Math

/**
 * Returns the absolute value of the given value [n].
 *
 * Special cases:
 *   - `abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow
 *
 * @see absoluteValue extension property for [Long]
 */

@SinceKotlin("1.2")
public actual fun abs(n: Long): Long = if (n < 0) -n else n

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2")
public actual inline fun min(a: Long, b: Long): Long = if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2")
public actual inline fun max(a: Long, b: Long): Long = if (a >= b) a else b

/**
 * Returns the absolute value of this value.
 *
 * Special cases:
 *   - `Long.MIN_VALUE.absoluteValue` is `Long.MIN_VALUE` due to an overflow
 *
 * @see abs function
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline val Long.absoluteValue: Long get() = abs(this)

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,
 *   - `0` if the value is zero,
 *   - `1` if the value is positive
 */
@SinceKotlin("1.2")
public actual val Long.sign: Int get() = when {
    this < 0 -> -1
    this > 0 -> 1
    else -> 0
}

---

// endregion

---

/**
 * Returns `true` if the specified number is a Not-a-Number (NaN) value, `false` otherwise.
 */

public actual fun Double.isNaN(): Boolean = this != this

/**
 * Returns `true` if the specified number is a Not-a-Number (NaN) value, `false` otherwise.
 */

public actual fun Float.isNaN(): Boolean = this != this

/**
 * Returns `true` if this value is infinitely large in magnitude.
 */

public actual fun Double.isInfinite(): Boolean = this == Double.POSITIVE_INFINITY || this == Double.NEGATIVE_INFINITY

/**
 * Returns `true` if this value is infinitely large in magnitude.
 */

public actual fun Float.isInfinite(): Boolean = !isNaN() && this != Double.NEGATIVE_INFINITY

---

/**
 * Returns the number of set bits in the binary representation of this [Int] number.
 */

@WasExperimental(ExperimentalStdlibApi::class)

@SinceKotlin("1.4")
public actual fun Int.countOneBits(): Int {
    // Hacker's Delight 5-1 algorithm
    var v = this
    v = (v and 0x55555555) + (v.ushr(1) and 0x55555555)
    v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)
    v = (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)
    v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)
0x0000FFFF) + (v.ushr(16))\nreturn \n\n/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("DEPRECATION_ERROR")\n@kotlin.internal.InlineOnly\n\npublic actual inline fun Int.countLeadingZeroBits(): Int =
  kotlin.js.Math.clz32(this)\n\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic actual fun Int.countTrailingZeroBits(): Int =
  // Hacker's Delight 5-4 algorithm for expressing countTrailingZeroBits with countLeadingZeroBits\n  \n  INT.SIZE_BITS - (this or -this).inv().countLeadingZeroBits(\n    this\n  )\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number,\n * or zero, if this number is zero.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic actual fun Int.takeHighestOneBit(): Int =
  if (this == 0) 0 else 1 shl (INT.SIZE_BITS - 1 - countLeadingZeroBits())\n\n/**\n * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.
 */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n\npublic actual fun Int.rotateLeft(bitCount: Int): Int =
  shl(bitCount) or ushr(INT.SIZE_BITS - bitCount)\n\n/**\n * Counts the number of set bits in the binary representation of this [Long] number.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic actual fun Long.countOneBits(): Int =
  high.countOneBits() + low.countOneBits()\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic actual fun Long.countLeadingZeroBits(): Int =
  when (val high = this.high) {
    0 -> high.countLeadingZeroBits()\n    else -> high.countLeadingZeroBits()\n  } or \n  when (val low = this.low) {
    0 -> low.countLeadingZeroBits()\n    else -> low.countLeadingZeroBits()\n  }\n\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic actual fun Long.countTrailingZeroBits(): Int =
  when (val high = this.high) {
    0 -> high.countTrailingZeroBits()\n    else -> high.countTrailingZeroBits()\n  } or \n  when (val low = this.low) {
    0 -> low.countTrailingZeroBits()\n    else -> low.countTrailingZeroBits()\n  }\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [Long] number,\n * or zero, if this number is zero.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic actual fun Long.takeHighestOneBit(): Long =
  when (val high = this.high) {
    0 -> Long(0, high.takeHighestOneBit())\n    else -> Long(0, high.takeHighestOneBit())\n  } or \n  when (val low = this.low) {
    0 -> Long(0, low.takeHighestOneBit())\n    else -> Long(0, low.takeHighestOneBit())\n  }

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else -> Long(long.takeLowestOneBit(), 0) }\n
  * Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.\n  * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n  * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count.\n  * number.rotateLeft(-n) == number.rotateRight(n)\n
  * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally\n  * number.rotateLeft(n) == number.rotateLeft(n % 64) \n
  * @SinceKotlin("1.3")\n
  * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.\n  * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n  * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.\n  * number.rotateRight(-n) == number.rotateLeft(n) \n
  * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally\n  * number.rotateRight(n) == number.rotateRight(n % 64) \n
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  * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.\n  * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n  * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.\n  * number.rotateRight(-n) == number.rotateLeft(n) \n
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  * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally\n  * number.rotateRight(n) == number.rotateRight(n % 64) \n
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  * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.\n  * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n  * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.\n  * number.rotateRight(-n) == number.rotateLeft(n) \n
  * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally\n  * number.rotateRight(n) == number.rotateRight(n % 64) \n
  * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.\n  * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n  * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.\n  * number.rotateRight(-n) == number.rotateLeft(n) \n
  * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally\n  * number.rotateRight(n) == number.rotateRight(n % 64) \n
  * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.\n  * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n  * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.\n  * number.rotateRight(-n) == number.rotateLeft(n) \n
  * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally\n  * number.rotateRight(n) == number.rotateRight(n % 64) \n
  * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.\n  * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n  * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.\n  * number.rotateRight(-n) == number.rotateLeft(n) \n
  * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally\n  * number.rotateRight(n) == number.rotateRight(n % 64)
**ExperimentalAssociatedObjects**

- Makes the annotated annotation class an associated object key.
- An associated object key annotation should have single [KClass] parameter. When applied to a class with reference to an object declaration as an argument, it binds the object to the class, making this binding discoverable at runtime using [findAssociatedObject].

```kotlin
@ExperimentalAssociatedObjects
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.CLASS)
public annotation class AssociatedObjectKey
```

```kotlin
/**
 * If [T] is an @AssociatedObjectKey-annotated annotation class and [this] is annotated with @[T] (S::class), returns object `S`.
 * Otherwise returns `null`.
 */
@ExperimentalAssociatedObjects
public inline fun <reified T : Annotation> KClass<*>.findAssociatedObject(): Any? = this.findAssociatedObject(T::class)
```

```kotlin
/*
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 */

package kotlin.js

import getKClass
import kotlin.reflect.KClass
import kotlin.reflect.js.internal.KClassImpl

/**
 * Represents the constructor of a class. Instances of `JsClass` can be passed to JavaScript APIs that expect a constructor reference.
 * *
 * @install
 * @external
 * @interface
 * @class

```kotlin
external interface JsClass<T : Any> {
    /**
     * Returns the unqualified name of the class represented by this instance.
     */
    val name: String
}
```

```kotlin
val <T : Any> KClass<T>.js: JsClass<T>
    get() = (this as KClassImpl<T>).jClass
```

```kotlin
/**
 * Obtains a constructor reference for the given `KClass`.
 */
val <T : Any> JsClass<T>.kotlin: KClass<T>
    get() = getKClass(this)
```

```kotlin
/*
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 */

package kotlin.reflect.js.internal

import kotlin.reflect.*

internal abstract class KClassImpl<T : Any>(
    internal open val jClass: JsClass<T>
) : KClass<T> {

    override val qualifiedName: String?
        get() = TODO()//un override fun equals(other: Any?): Boolean { return other is KClassImpl<*> && jClass == other.jClass } // TODO: use FQN override fun hashCode(): Int = simpleName?.hashCode() ?: 0n override fun toString(): String { // TODO: use FQN return \"class \$simpleName\" } //un override fun isInstance(value: Any?): Boolean { return jsIsType(value, jClass) } override fun equals(other: Any?): Boolean = other is SimpleKClassImpl && givenSimpleName == other.givenSimpleName override val givenSimpleName: String = jClass.asDynamic().\$metadata$.simpleName.unsafeCast<String?>() //un override fun isInstance(value: Any?): Boolean { return jsIsType(value, jClass) } //un override fun equals(other: Any?): Boolean = other/private val givenSimpleName: String
```

```kotlin
internal class SimpleKClassImpl<T : Any>(jClass: JsClass<T>) : KClassImpl<T>(jClass) {
    override fun equals(other: Any?): Boolean {
        if (other !is SimpleKClassImpl<*>) return false
        return super.equals(other) && givenSimpleName == other.givenSimpleName
    }

    override val simpleName: String? get() = givenSimpleName

    override fun isInstance(value: Any?): Boolean {
        return isInstanceFunction(value)
    }

    override val isInstanceFunction: (Any?) -> Boolean
    get() = givenSimpleName

```

```kotlin
internal class PrimitiveKClassImpl<T : Any>(
    jClass: JsClass<T>,
    private val givenSimpleName: String,
    private val isInstanceFunction: (Any?) -> Boolean
) : KClassImpl<T>(jClass) {
    override fun equals(other: Any?): Boolean {
        if (other !is PrimitiveKClassImpl<*>) return false
        return givenSimpleName == other.givenSimpleName && isInstanceFunction(value)
    }

    override val givenSimpleName: String
    get() = givenSimpleName

    override fun isInstance(value: Any?): Boolean {
        return isInstanceFunction(value)
    }

    override val isInstanceFunction: (Any?) -> Boolean
    get() = givenSimpleName

```

```kotlin
internal object NothingKClassImpl : KClassImpl<Nothing>(js("Object")) {
    override val simpleName: String = "Nothing"

    override fun isInstance(value: Any?): Boolean = false

    override val jClass: JsClass<Nothing>
        get() = throw UnsupportedOperationException("There's no native JS class for Nothing type\")

    override fun equals(other: Any?): Boolean = other === this

    override fun hashCode(): Int = 0
}
```

```kotlin
internal class ErrorKClass : KClass<Nothing> {
    override val simpleName: String? get() = error("Unknown simpleName for ErrorKClass")
    override val qualifiedName: String? get() = error("Unknown qualifiedName for ErrorKClass")

    override fun isInstance(value: Any?): Boolean = error("Can't check isInstance on ErrorKClass")

    override fun equals(other: Any?): Boolean = other === this

    override fun hashCode(): Int = 0
}
```

```kotlin
/*
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 */

package kotlin.reflect

internal actual inline val KClass<*>.qualifiedOrSimpleName: String?
    get() = simpleName
```
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```kotlin
package kotlin.reflect.js.internal

import kotlin.reflect.*

internal data class KTypeParameterImpl(
    override val name: String,
    override val upperBounds: List<KType>,
    override val variance: KVariance,
    override val isReified: Boolean
) : KTypeParameter {
    override fun toString(): String = name
}

internal object DynamicKType : KType {
    override val classifier: KClassifier? = null
    override val arguments: List<KTypeProjection> = emptyList()
    override val isMarkedNullable: Boolean = false
    override fun toString(): String = "dynamic"
}

internal fun KVariance.prefixString() =
    when (this) {
        KVariance.INVARIANT -> ""
        KVariance.IN -> "in ",
        KVariance.OUT -> "out ",
        else -> "KVariance.OUT"
    }

package kotlin.reflect.js.internal

import kotlin.reflect.*

internal class KTypeImpl(
    override val classifier: KClassifier,
    override val arguments: List<KTypeProjection>,
    override val isMarkedNullable: Boolean
) : KType {
    override fun equals(other: Any?): Boolean =
        other is KTypeImpl &&
                classifier == other.classifier && arguments == other.arguments &&
                isMarkedNullable == other.isMarkedNullable

    override fun hashCode(): Int =
        (classifier.hashCode() * 31 + arguments.hashCode()) * 31 + isMarkedNullable.hashCode()

    override fun toString(): String {
        val kClass = (classifier as? KClass<*>)
        val classifierName = when {
            kClass == null -> classifier.toString()
            kClass.simpleName != null -> kClass.simpleName
            else -> "(non-denotable type)"
        }

        val args =
            if (arguments.isEmpty()) ""
            else arguments.joinToString(", ", ", "<", ", ">") { it.asString() }
        val nullable = if (isMarkedNullable) "?" else ""

        return classifierName + args + nullable
    }
}
```

---

```kotlin
/*
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 */

package kotlin.reflect.js.internal

import kotlin.reflect.*

internal object PrimitiveClasses {
    @JsName("anyClass")
    val anyClass = PrimitiveKClassImpl(js("Any").unsafeCast<JsClass<Any>>(), "Any", { it is Any })

    @JsName("numberClass")
    val numberClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Number>>(), "Number", { it is Number })
}
```

---

```kotlin
/*
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 */

package kotlin.reflect.js.internal

import kotlinx.js as Js

@JsName("PrimitiveClasses")
internal object PrimitiveClasses {
    @JsName("anyClass")
    val anyClass = PrimitiveKClassImpl(js("Any").unsafeCast<JsClass<Any>>(), "Any", { it is Any })

    @JsName("numberClass")
    val numberClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Number>>(), "Number", { it is Number })
}
```

---

```kotlin
import kotlinx.js as Js

@JsName("PrimitiveClasses")
internal object PrimitiveClasses {
    @JsName("anyClass")
    val anyClass = PrimitiveKClassImpl(js("Any").unsafeCast<JsClass<Any>>(), "Any", { it is Any })

    @JsName("numberClass")
    val numberClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Number>>(), "Number", { it is Number })
}
```

---

```kotlin
import kotlinx.js as Js

@JsName("PrimitiveClasses")
internal object PrimitiveClasses {
    @JsName("anyClass")
    val anyClass = PrimitiveKClassImpl(js("Any").unsafeCast<JsClass<Any>>(), "Any", { it is Any })

    @JsName("numberClass")
    val numberClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Number>>(), "Number", { it is Number })
}
```

---

```kotlin
import kotlinx.js as Js

@JsName("PrimitiveClasses")
internal object PrimitiveClasses {
    @JsName("anyClass")
    val anyClass = PrimitiveKClassImpl(js("Any").unsafeCast<JsClass<Any>>(), "Any", { it is Any })

    @JsName("numberClass")
    val numberClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Number>>(), "Number", { it is Number })
}
```
booleanClass = PrimitiveKClassImpl(js("Boolean"), unsafeCast<JsClass<Boolean>>(), "Boolean", { it is Boolean })
byteClass = PrimitiveKClassImpl(js("Number"), unsafeCast<JsClass<Byte>>(), "Byte", { it is Byte })
shortClass = PrimitiveKClassImpl(js("Number"), unsafeCast<JsClass<Short>>(), "Short", { it is Short })
intClass = PrimitiveKClassImpl(js("Number"), unsafeCast<JsClass<Int>>(), "Int", { it is Int })
floatClass = PrimitiveKClassImpl(js("Number"), unsafeCast<JsClass<Float>>(), "Float", { it is Float })
doubleClass = PrimitiveKClassImpl(js("Number"), unsafeCast<JsClass<Double>>(), "Double", { it is Double })
arrayClass = PrimitiveKClassImpl(js("Array"), unsafeCast<JsClass<Array<*>>>(), "Array", { it is Array<*> })
stringClass = PrimitiveKClassImpl(js("String"), unsafeCast<JsClass<String>>(), "String", { it is String })
throwableClass = PrimitiveKClassImpl(js("Error"), unsafeCast<JsClass<Throwable>>(), "Throwable", { it is Throwable })
booleanArrayClass = PrimitiveKClassImpl(js("Array"), unsafeCast<JsClass<BooleanArray>>(), "BooleanArray", { it is BooleanArray })
charArrayClass = PrimitiveKClassImpl(js("Uint16Array"), unsafeCast<JsClass<CharArray>>(), "CharArray", { it is CharArray })
byteArrayClass = PrimitiveKClassImpl(js("Int8Array"), unsafeCast<JsClass<ByteArray>>(), "ByteArray", { it is ByteArray })
shortArrayClass = PrimitiveKClassImpl(js("Int16Array"), unsafeCast<JsClass<ShortArray>>(), "ShortArray", { it is ShortArray })
ingteArrayClass = PrimitiveKClassImpl(js("Int32Array"), unsafeCast<JsClass<IntArray>>(), "IntArray", { it is IntArray })
longArrayClass = PrimitiveKClassImpl(js("Array"), unsafeCast<JsClass<LongArray>>(), "LongArray", { it is LongArray })
floatArrayClass = PrimitiveKClassImpl(js("Float32Array"), unsafeCast<JsClass<FloatArray>>(), "FloatArray", { it is FloatArray })
doubleArrayClass = PrimitiveKClassImpl(js("Float64Array"), unsafeCast<JsClass<DoubleArray>>(), "DoubleArray", { it is DoubleArray })
functionClass = fun functionClass(arity: Int): KClassImpl<Any> {
    @JsName("getKClass")
    internal fun <T : Any>
    getKClass1(jClass: JsClass<T>): KClass<T> = functionClassFromExpression("")

function e -> PrimitiveClasses.functionClass(e.asDynamic().length)
else -> {
    when (e is BooleanArray) -> PrimitiveClasses.booleanArrayClass
    else -> {
        when {
            e is CharArray -> PrimitiveClasses.charArrayClass
            e is ByteArray -> PrimitiveClasses.byteArrayClass
            e is ShortArray -> PrimitiveClasses.shortArrayClass
            e is IntArray -> PrimitiveClasses.intValue
            e is LongArray -> PrimitiveClasses.longArrayClass
            e is FloatArray -> PrimitiveClasses.floatValue
            e is DoubleArray -> PrimitiveClasses.doubleArrayClass
            e is KClass<*> -> KClass::class
            e is Array<*> -> PrimitiveClasses.arrayClass
            else -> {
                val constructor = js("Object").getPrototypeOf(e).constructor
                when {
                    constructor === js("Object") -> PrimitiveClasses.anyClass
                    constructor === js("Error") -> PrimitiveClasses.throwableClass
                    else -> {
                        val jsClass: JsClass<T> = constructor
                        getKClass1(jsClass)
                    }
                }
            }
        }
    }
} unsafeCast<KClass<T>>()

@JsName("getKClass1")
internal fun <T : Any> getKClass1(jClass: JsClass<T>): KClass<T> {
    if (jClass === js("String")) return PrimitiveClasses.stringClass

    val metadata = jClass.asDynamic().`$metadata$`
    return if (metadata != null) {
        if (metadata.`$kClass$` == null) {
            val kClass = SimpleKClassImpl(jClass)
            metadata.`$kClass$` = kClass
            kClass
        } else {
            metadata.`$kClass$`
        }
    } else {
        SimpleKClassImpl(jClass)
    }
}
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StringBuilder {
        AbstractList.checkPositionIndex(index, length)

        string = string.substring(0, index) + @WasExperimental(ExperimentalStdlibApi::class)
    actual fun insert(index: Int, value: CharSequence?):
            "null" if [] is `null`, then the four characters `"null"` are inserted.
            *
            * @param value the character sequence from which characters are inserted. If
        string.substring(index)
        return this
    }

    /**
     * Inserts characters in the specified character array
     * into this string builder at the specified [index] and returns this instance.
     *
     * The inserted characters go in the same order as in the [value] character array,
     * starting at [index].
     *
     * @param index the position
     * @param value the character array
     * @param startIndex the size of the backing storage is not extended to comply the given [minimumCapacity],
     * thus calling this method has no effect on the further performance of operations.
        */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    actual fun ensureCapacity(minimumCapacity: Int) {
        return this.string.asDynamic().indexOf(string)
    }

    /**
     * Returns the index within this string builder of the last occurrence of the specified [string].
        * The last occurrence of empty string `""` is considered to be at the index equal to `this.length`.
        * Returns `-1` if the specified [string] does not occur in this string builder.
        */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    actual fun lastIndexOf(string: String, start: Int): Int =
        Int = this.string.asDynamic().lastIndexOf(string)

    /**
     * Returns the index within this string builder of the last occurrence of the specified [string],
     * starting from the specified [startIndex] toward the beginning.
        * Returns `-1` if the specified [string] does not occur in this string builder starting at the specified [startIndex].
        */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    actual fun lastIndexOf(string: String, startIndex: Int): Int =
        this.string.asDynamic().lastIndexOf(string, startIndex)

    /**
     * Returns the index within this string builder of the first occurrence of the specified [string].
        * Returns `-1` if the specified [string] does not occur in this string builder.
        */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    actual fun indexOf(string: String, startIndex: Int): Int =
        this.string.asDynamic().indexOf(string, startIndex)

    /**
     * Returns the index within this string builder of the first occurrence of the specified [string].
            * starting at the specified [startIndexOf].
            * The overall effect is exactly as if the [value] were converted to a string by the `\value.to(String)` method.
            * and then that string was inserted into this string builder at the specified [index].
            * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
            */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    actual fun ensureCapacity(minimumCapacity: Int) {
        return this.string.asDynamic().indexOf(string)
    }

    /**
     * Returns the index within this string builder of the first occurrence of the specified [string].
            * The overall effect is exactly as if the [value] were converted to a string by the `\value.to(String)` method.
            * and then that string was inserted into this string builder at the specified [index].
            * @param index the position
            * @param value the character sequence from which characters are inserted. If
            * @param startIndex the size of the backing storage is not extended to comply the given [minimumCapacity],
            * thus calling this method has no effect on the further performance of operations.
            */
        Int = this.string.asDynamic().indexOf(string)

    /**
     * Returns the index within this string builder of the last occurrence of the specified [string].
            * The last occurrence of empty string `""` is considered to be at the index equal to `this.length`.
            * Returns `-1` if the specified [string] does not occur in this string builder.
            */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    actual fun lastIndexOf(string: String) =
        this.string.asDynamic().lastIndexOf(string)

    /**
     * Returns the index within this string builder of the last occurrence of the specified [string],
     * starting from the specified [startIndexOf].
     * The last occurrence of empty string `""` is considered to be at the index equal to `this.length`.
     * Returns `-1` if the specified [string] does not occur in this string builder.
     */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    actual fun ensureCapacity(minimumCapacity: Int) {
        return this.string.asDynamic().indexOf(string)
    }

    /**
     * Returns the index within this string builder of the first occurrence of the specified [string].
            * Returns `-1` if the specified [string] does not occur in this string builder.
            */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    actual fun indexOf(string: String) =
        this.string.asDynamic().indexOf(string)
value.toString() + string.substring(index)\n    return this\n} /** * Inserts the string representation of
the specified object [value] into this string builder at the specified [index] and returns this instance.\n */ * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, \n * and then that string was inserted into this string builder at the specified [index].\n */ @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n */ @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    actual fun insert(index: Int, value: Any?): StringBuilder {\n        StringBuilder {\n            AbstractList.checkPositionIndex(index, length)\n            val toInsert = value ?: "\null\"\n            this.string = this.string.substring(0, index) + toInsert + this.string.substring(index)\n        }\n    }\n
    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    actual fun insert(index: Int, value: String?): StringBuilder {\n        AbstractList.checkPositionIndex(index, length)\n        val toInsert = value ?: value.toString() + string.substring(index)\n        return this\n    }\n
    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    actual fun set(index: Int, value: Char) {\n        AbstractList.checkElementIndex(index, length)\n        string = string.substring(0, index) + value.toString() + string.substring(index)\n    }\n
    /**\n     * Replaces characters in the\n     * @sample samples.text.Strings.clearStringBuilder\n     */\n    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    actual fun clear(): String = string\n
    /**\n     * Sets the character at the specified [index]\n     * @sample samples.text.Strings.clearStringBuilder\n     */\n    @SinceKotlin("1.4")\n    actual fun setLength(newLength: Int) {\n        if (newLength < 0) {\n            throw IllegalArgumentException("Negative new length: \n\n        }\n
        if (newLength <= length) {\n            string = string.substring(0, newLength)\n        }\n
        else {\n            for (i in length until newLength) {\n                string += "\u000000000"\n            }\n        }\n    }\n
    /**\n     * Inserts the string \n\n    }\n
    /**\n     * Sets the length of this string builder to the specified [newLength].\n    */\n    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    actual fun substring(startIndex: Int, endIndex: Int): String {\n        AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n        return string.substring(startIndex, endIndex)\n    }\n
    /**\n     * Returns a new [StringBuilder] that contains characters in this string builder at \n     * @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of this string builder.\n    */\n    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    actual fun trimToSize() {\n    }\n
    override fun toString(): \n\n    public fun clear(): String = string\n    public fun insert(index: Int, value: Any?): StringBuilder = \n\n    */
    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    actual fun insert(index: Int, value: Any?): StringBuilder = \n\n    */
    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    actual fun set(index: Int, value: Char) {\n        AbstractList.checkElementIndex(index, length)\n        string = string.substring(0, index) + value + string.substring(index + 1)\n    }\n
    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    actual fun substring(startIndex: Int, endIndex: Int): String {\n        AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n        return string.substring(startIndex, endIndex)\n    }\n
    /**\n     * Attempts to reduce storage used for this string builder.\n    */\n    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    actual fun trimToSize() {\n        }\n
        if (newLength <= length) {\n            string = string.substring(0, newLength)\n        }\n
        else {\n            for (i in length until newLength) {\n                string += "\u000000000"\n            }\n        }\n    }\n
    /**\n     * Inserts the string representation of
specified range of this string builder with characters in the specified string [value] and returns this instance.

* @param startIndex the beginning (inclusive) of the range to replace.
* @param endIndex the end (exclusive) of the range to replace.
* @param value the string to replace with.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.

@WasExperimental(ExperimentalStdlibApi::class)
public fun setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder {
    checkReplaceRange(startIndex, endIndex, length)

    this.string = this.string.substring(0, startIndex) + value + this.string.substring(endIndex)
    return this
}

private fun checkReplaceRange(startIndex: Int, endIndex: Int, length: Int) {
    if (startIndex < 0 || startIndex > length) {
        throw IndexOutOfBoundsException("startIndex: $startIndex, length: $length")
    }
    if (startIndex > endIndex) {
        throw IllegalArgumentException("startIndex($startIndex) > endIndex($endIndex)
    }
}

/**
 * Removes the character at the specified [index] from this string builder and returns this instance.
 * If the 'Char' at the specified [index] is part of a supplementary code point, this method does not remove
 * the entire supplementary character.
 * @param index the index of 'Char' to remove.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [index] is out of range of this string builder.
 * @throws IndexOutOfBoundsException when the range doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index
 * is out of the [destination] array indices range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 * @param destination the array indices range.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 * @param destination the array indices range.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 * @param destination the array indices range.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 * @param destination the array indices range.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 * @param destination the array indices range.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 * @param destination the array indices range.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 * @param destination the array indices range.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 * @param destination the array indices range.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 * @param destination the array indices range.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 * @param destination the array indices range.
 * @param destinationOffset the position in the array to copy to, 0 by default.
of the subsequence to append.

    * @param endIndex the end (exclusive) of the subsequence to append.

    * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

    * @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    public fun appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {
        val stringCsq = value.toString()

        AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)

        string += stringCsq.substring(startIndex, endIndex)
        return this
    }

    /**
     * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.

     * The inserted characters go in same order as in the [value] array, starting at [startIndex] and ending at [endIndex].

     * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
     * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

     * @SinceKotlin("1.4")
     @WasExperimental(ExperimentalStdlibApi::class)
     public fun insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {

        AbstractList.checkPositionIndex(index, this.length)

        @OptIn(ExperimentalStdlibApi::class)
        string = string.substring(0, index) + value.concatToString(startIndex, endIndex) + string.substring(index)
        return this
    }

    /**
     * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.

     * The inserted characters go in same order as in the [value] character sequence, starting at [startIndex] and ending at [endIndex].

     * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
     * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

     * @SinceKotlin("1.4")
     @WasExperimental(ExperimentalStdlibApi::class)
     public fun insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {

        AbstractList.checkPositionIndex(index, length)

        val stringCsq = value.toString()

        AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)

        string = string.substring(0, index) + stringCsq.substring(startIndex, endIndex) + string.substring(index)
        return this
    }

    /**
     * Clears the content of this string builder making it empty and returns this instance.

     * @sample samples.text.Strings.clearStringBuilder

     */
    @SinceKotlin("1.3")
    @Suppress("EXTENSION_SHADED_BY_MEMBER", "NOTHING_TO_INLINE")
    public actual inline fun StringBuilder.clear(): StringBuilder = this.clear()

    /**
     * Sets the character at the specified [index] to the specified [value].

     * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.

     */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    @Suppress("EXTENSION_SHADED_BY_MEMBER", "NOTHING_TO_INLINE")
    public actual inline operator fun StringBuilder.set(index: Int, value: Char) = this.set(index, value)

    /**
     * Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.

     * @param startIndex the beginning (inclusive) of the range to replace.
     * @param endIndex the end (exclusive) of the range to replace.

     * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.

     */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    @Suppress("EXTENSION_SHADED_BY_MEMBER", "NOTHING_TO_INLINE")
    public actual inline fun StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder =
        this.setRange(startIndex,
endIndex, value)\n\n* * * Removes the character at the specified [index] from this string builder and returns this instance.\n* * * If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character.\n* * * @param index the index of `Char` to remove.\n* * * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.\n
* * *\n* * *\n* * *\n
```kotlin
StringBuilder = this.deleteAt(index)\n
* * *\n* * *\n* * *\n```

@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun StringBuilder.deleteAt(index: Int): StringBuilder = this.deleteAt(index)

```kotlin
StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder = this.deleteRange(startIndex, endIndex)
```

@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder = this.deleteRange(startIndex, endIndex)

```kotlin
StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) =\n    this.toCharArray(destination, destinationOffset, startIndex, endIndex)
```

@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) =
    this.toCharArray(destination, destinationOffset, startIndex, endIndex)

```kotlin
StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =\n    this.appendRange(value, startIndex, endIndex)
```

@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
    this.appendRange(value, startIndex, endIndex)

```kotlin
StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =\n    this.appendRange(value, startIndex, endIndex)
```

@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =
    this.appendRange(value, startIndex, endIndex)
to insert at.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
this.insertRange(index, value, startIndex, endIndex)
```

```kotlin
/**
 * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
 * @param index the position in this string builder to insert at.
 * @param value the array from which characters are inserted.
 * @param startIndex the beginning (inclusive) of the subarray to insert.
 * @param endIndex the end (exclusive) of the subarray to insert.
 * @throws IndexOutOfBoundsException or IllegalArgumentException when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
this.insertRange(index, value, startIndex, endIndex)
```

```kotlin
/**
 * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
 * @param index the position in this string builder to insert at.
 * @param value the array from which characters are inserted.
 * @param startIndex the beginning (inclusive) of the subarray to insert.
 * @param endIndex the end (exclusive) of the subarray to insert.
 * @throws IndexOutOfBoundsException or IllegalArgumentException when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =
this.insertRange(index, value, startIndex, endIndex)
```

```kotlin
/**
 * Returns `true` if this string is not `null` and its content is equal to the word "true", ignoring case, and `false` otherwise.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 * @param radix the radix to use.
 */
public actual fun String.toBoolean(): Boolean =
this.toBoolean()
```

```kotlin
/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @param radix the radix to use.
 */
public actual fun String.toByte(radix: Int): Byte =
this.toByte(radix)
```

```kotlin
/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @param radix the radix to use.
 */
public actual fun String.toByte(): Byte =
this.toByte()
```
/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toShort(): Short = toShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalFormatException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toShort(radix: Int): Short = toShortOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalFormatException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toInt(): Int = toIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalFormatException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalFormatException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toLong(): Long = toLongOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalFormatException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toLong(radix: Int): Long = toLongOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Double] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalFormatException when [radix] is not a valid radix for string to number conversion.
 */
@kotlin.internal.InlineOnly
public actual fun String.toDouble(): Double = (+(this.asDynamic())).unsafeCast<Double>().also {
    if (it.isNaN() && !this.isNaN() || it == 0.0 && this.isBlank())
        numberFormatError(this)
}

/**
 * Parses the string as a [Float] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalFormatException when [radix] is not a valid radix for string to number conversion.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toFloat(): Float = toDouble().unsafeCast<Float>()

/**
 * Parses the string as a [Double] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
public actual fun String.toDoubleOrNull(): Double? =
(+(this.asDynamic())).unsafeCast<Double>().takeIf {
    !(it.isNaN() && !this.isNaN() || it == 0.0 &&
this.isBlank())
}.let { if (it >= radix) -1 else it }

/**
 * Returns a string representation of this [Byte] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun Byte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Short] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun Short.toString(radix: Int): String =
asDynamic().toString(checkRadix(radix))

private fun String.isNaN(): Boolean = when (this.toLowerCase()) {
    "nan", "+nan", "-nan" -> true
    else -> false
}.let { if (it >= radix) -1 else it }

val numberFormatError = IllegalArgumentException("radix $radix was not in valid range 2..36")

internal actual fun digitOf(char: Char, radix: Int): Int = when {
    char >= '0' && char <= '9' -> char - '0'
    char >= 'A' && char <= 'Z' -> char - 'A' + 10
    char >= 'a' && char <= 'z' -> char - 'a' + 10
    else -> -1
}.let { if (it >= radix) -1 else it }

internal actual fun checkRadix(radix: Int): Int {
    if (radix !in 2..36) {
        throw IllegalArgumentException("radix $radix was not in valid range 2..36")
    }
    return radix
}

private fun runI() { throw IllegalFormatException("\$radix was not in valid range 2..36")

}"
*In multiline mode the expressions `^` and `$` match just after or just before, respectively, a line terminator or the end of the input sequence. *

\* @constructor Creates a regular expression from the specified [pattern] string and the specified set of [options].*

* **Create a compiled regular expression.**

\* public actual constructor(pattern: String, option: RegexOption): Regex **Create a regular expression from the specified [pattern] string and the default options.**

\* public actual constructor(pattern: String): Regex **The pattern string of this regular expression.**

\* public actual val pattern: String **The set of options that were used to create this regular expression.**

\* public actual val options: Set<RegexOption> **Indicates whether the regular expression matches the entire [input].**

\* public actual infix fun matches(input: CharSequence): Boolean **Indicates whether the regular expression can find at least one match in the specified [input].**

\* public actual fun containsMatchIn(input: CharSequence): Boolean **Returns the first match of a regular expression in the [input], beginning at the specified [startIndex].**

\* fun find(input: CharSequence, startIndex: Int = 0): MatchResult? **Returns a sequence of all occurrences of a regular expression within the [input] string, beginning at the specified [startIndex].**

\* fun matchEntire(input: CharSequence): MatchResult? **Attempts to match the entire [input] against the pattern.**

\* fun replace(input: CharSequence, replacement: String): String **Replaces all occurrences of this regular expression in the specified [input] string with specified [replacement] expression.**
the result of
* the given function [transform] that takes [MatchResult] and returns a string to be used as a
* replacement for that match.
* A public actual inline fun replace(input: CharSequence, transform: 
(MatchResult) -> CharSequence): String { \n var match = find(input) \n if (match == null) return input.toString() \n var lastStart = 0 
 val length = input.length 
 val sb = StringBuilder(length) \n do { \n val foundMatch = match!! 
 sb.append(input, lastStart, foundMatch.range.start) \n sb.append(transform(foundMatch)) \n lastStart = foundMatch.range.endInclusive + 1 \n } while (lastStart < length && & match != null) \n if (lastStart < length) { \n sb.append(input, lastStart, length) \n } \n return sb.toString() \n } /** * Replaces the first occurrence of this regular expression in the specified [input] string with specified [replacement] expression.
* @param replacement A replacement expression that can include substitutions. See
* A public actual fun replaceFirst(input: CharSequence, replacement: String): String { \n val nonGlobalOptions = options.map { it.value }.joinToString(separator = ",") \n return input.toString().nativeReplace(RegExp(pattern, nonGlobalOptions), replacement) \n } /** * Splits the [input] CharSequence around matches of this regular expression.
* @param limit Non-negative value specifying the maximum number of substrings
the string can be split to.
* Zero by default means no limit is set.
* A public actual fun split(input: CharSequence, limit: Int = 0): List<String> { \n val matches = findAll(input).let { if (limit == 0) it else it.take(limit - 1) } \n val result = mutableListOf<String>() \n var lastStart = 0 \n for (match in matches) { \n result.add(input.subSequence(lastStart, match.range.start).toString()) \n lastStart = match.range.endInclusive + 1 \n } \n return result.add(input.subSequence(lastStart, input.length).toString()) \n } /** * Returns the string representation of this regular expression, namely the [pattern] of this regular
expression.
* A public actual fun toString(): String = nativePattern.toString()
* A actual companion object { 
* fun fromLiteral(literal: String): Regex = Regex(escape(literal)) 
* fun escape(literal: String): String = literal.nativeReplace(patternEscape, "\\$\&") 
* fun escapeReplacement(literal: String): String = literal.nativeReplace(replacementEscape, "$\$$\$$\$$\$$") 
* private val patternEscape = RegExp("""
-\\^$*+?.()|\[\]\{\}\]""", "g") 
* private val replacementEscape = RegExp("""\$""", "g") 
}
override fun iterator(): Iterator<MatchGroup?> = indices.asSequence().map { this[it] }.iterator()

override fun get(index: Int): MatchGroup? = match[index]?.let { MatchGroup(it) }

override fun groupValues(): List<String> = match.map { it.toString() }


private var groupValues_: List<String>? = null

override val groupValues: List<String>
    get() {
        if (groupValues_ == null) {
            groupValues_ = object : AbstractList<String>() {
                override fun get(index: Int): String = match[index] ?: ""
            }
        }
        return groupValues_!!
    }

override fun next(): MatchResult? = this@findNext.findNext(input, if (range.isEmpty()) range.start + 1 else range.endInclusive + 1)

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.text

import kotlin.js.RegExp

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeIndexOf(ch: Char, fromIndex: Int): Int = nativeIndexOf(ch.toString(), fromIndex)

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeLastIndexOf(ch: Char, fromIndex: Int): Int = nativeLastIndexOf(ch.toString(), fromIndex)

/**
 * Returns `true` if this string starts with the specified prefix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.startsWith(prefix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeStartsWith(prefix, 0)
    else
        return regionMatches(0, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if a substring of this string starting at the specified offset [startIndex] starts with the specified prefix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.startsWith(prefix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeStartsWith(prefix, startIndex)
    else
        return regionMatches(startIndex, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if this string ends with the specified suffix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeEndsWith(suffix)
    else
        return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
}

public fun String.matches(regex: String): Boolean {
    val result = this.match(regex)
    return result != null && result.size != 0
}

public actual fun CharSequence.isNotBlank(): Boolean = length == 0 || (if (this is String) this else this.toString()).matches("^[\s\xA0]+$")

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String?.equals(other: String?, ignoreCase: Boolean = false): Boolean =
    if (this == null)
        other == null
    else if (!ignoreCase)
        this == other
    else
        other != null &&
        this.toLowerCase() ==
        other.toLowerCase()

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharSequence.regionMatches(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int,
    ignoreCase: Boolean = false): Boolean =
    regionMatchesImpl(thisOffset, other, otherOffset, length, ignoreCase)

/**
 * Returns a copy of this string having its first letter titlecased using the rules of the default locale,
 * or the original string if it's empty or already starts with a title case letter.
 * The title case of a character is usually the same as its upper case with several exceptions. See the particular list of characters with the special title case form depends on the underlying platform. See the particular list of characters with the special title case form depends on the underlying platform. */

package kotlin.text

@kotlin.internal.InlineOnly
internal actual inline fun String.toTitleCase(): String {
    return if (isNotEmpty()) substring(0, 1).toUpperCase() + substring(1)
    else this
}

@kotlin.internal.InlineOnly
internal actual inline fun String.downcaseCase(): String {
    return if (isNotEmpty()) substring(0, 1).toLowerCase() + substring(1)
    else this
}

@kotlin.internal.InlineOnly
internal actual inline fun String.repeat(n: Int): String {
    require(n >= 0) { "Count 'n' must be non-negative, but was $n." }
    return when (n) {
        0 -> ""
        1 -> this.toString()
        else -> {
            var result = ""
            if (!isEmpty()) {
                var s = this.toString()
                var count = n
                while (true) {
                    if ((count and 1) == 1) {
                        result += s
                    }
                    count = count ushr 1
                    if (result.size == result.length) {
                        break
                    }
                }
            }
            result
        }
    }
}


Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence\n* if the sequence is malformed and [throwOnMalformed] is false.\n* @throws CharacterCodingException if the sequence of four bytes is malformed and [throwOnMalformed] is true.\n*/
    if (index >= endIndex) {
        malformed(0, index, throwOnMalformed)
    }

    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0x0) {
        if (byte2 and 0xF0 <= 0x80) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }

    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }

    if (index + 2 == endIndex) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl 6) xor byte4 xor 0x381F8000
}

/**
 * Maximum number of bytes needed to encode a single char.\n* * Code points in `0..0x7F` are encoded in a single byte.\n* * Code points in `0x80..0x7FF` are encoded in two bytes.\n* * Code points in `0x800..0xD7FF` or in `0xE000..0xFFFF` are encoded in three bytes.\n* * Surrogate code points in `0xD800..0xDFFF` are not Unicode scalar values, therefore aren't encoded.\n* * Code points in `0x10000..0x10FFFF` are represented by a pair of surrogate 'Char's and are encoded in four bytes.\n*/
private const val MAX_BYTES_PER_CHAR = 3

/**
 * The byte sequence a malformed UTF-16 char sequence is replaced by.\n*/
private val REPLACEMENT_BYTE_SEQUENCE: ByteArray = byteArrayOf(0xEF.toByte(), 0xBF.toByte(), 0xBD.toByte())

/**
 * Encodes the [string] using UTF-8 and returns the resulting [ByteArray].\n*/
internal fun encodeUtf8(string: String, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): ByteArray {
    require(startIndex >= 0 && endIndex <= string.length && startIndex <= endIndex)

    val bytes = ByteArray((endIndex - startIndex) * MAX_BYTES_PER_CHAR)
    var byteIndex = 0
    var charIndex = startIndex

    while (charIndex < endIndex) {
        val code = string[charIndex++].toInt()
        when {
            code < 0x80 ->
                bytes[byteIndex++] = code.toByte()
            code < 0x800 -> {
                bytes[byteIndex++] = ((code shr 6) or 0xC0).toByte()
                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
            }
            code < 0xD800 || code >= 0xE000 -> {
                bytes[byteIndex++] = ((code shr 12) or 0xE0).toByte()
                bytes[byteIndex++] = (((code shr 6) and 0x3F) or 0x80).toByte()
                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
            }
            else -> { // Surrogate char value
                val codePoint = codePointFromSurrogate(string, code, charIndex, endIndex, throwOnMalformed)
                if (codePoint <= 0) {
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[0]
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[1]
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[2]
                } else {
                    bytes[byteIndex++] = ((codePoint shr 18) or 0xF0).toByte()
                    bytes[byteIndex++] = ((codePoint shr 12) and 0x3F) or 0x80).toByte()
                    bytes[byteIndex++] = ((codePoint shr 6) and 0x3F) or 0x80).toByte()
                    bytes[byteIndex++] = ((codePoint and 0x3F) or 0x80).toByte()
                }
            }
        }
    }

    return if (bytes.size == byteIndex) bytes else bytes.copyOf(byteIndex)
}

/**
 * The character a malformed UTF-8 byte sequence is replaced by.\n*/
private const val REPLACEMENT_CHAR = '\uFFFD'

/**
 * Decodes the UTF-8 [bytes] array and returns the resulting [String].\n*/
internal fun decodeUtf8(bytes: ByteArray, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {
    require(startIndex >= 0 && endIndex <= bytes.size && startIndex <= endIndex)

    val string = StringBuilder(endIndex - startIndex)
    var byteIndex = startIndex
    while (byteIndex < endIndex) {
        val code = bytes[byteIndex++].toInt()
        when {
            code < 0x80 ->
                string.append((code and 0x7F).toChar())
            code < 0x800 -> {
                string.append(((code shr 6) or 0xC0).toChar())
                string.append((code and 0x3F).toChar())
            }
            code < 0xD800 || code >= 0xE000 -> {
                string.append(((code shr 12) or 0xE0).toChar())
                string.append(((code shr 6) and 0x3F).toChar())
                string.append((code and 0x3F).toChar())
            }
            else -> { // Surrogate char value
                val codePoint = codePointFromSurrogate(bytes, byteIndex, endIndex, throwOnMalformed)
                if (codePoint <= 0) {
                    string.append(REPLACEMENT_CHAR)
                } else {
                    string.append(((codePoint shr 18) or 0xF0).toChar())
                    string.append(((codePoint shr 12) and 0x3F) or 0x80).toChar())
                    string.append(((codePoint shr 6) and 0x3F) or 0x80).toChar())
                    string.append((codePoint and 0x3F) or 0x80).toChar())
                }
            }
        }
    }

    return string.toString()
}
(exclusive) of the array to be encoded.

* @param throwOnMalformed whether to throw on malformed byte
  sequence or replace by the [REPLACEMENT_CHAR].
* @throws CharacterCodingException if the array is
  malformed UTF-8 byte sequence and [throwOnMalformed] is true.
  * An internal fun decodeUtf8(bytes: ByteArray, start: Int, end: Int, throwOnMalformed: Boolean): String {
    require(start <= end && end <= bytes.size) && startIndex <= endIndex
    var byteIndex = startIndex
    val stringBuilder = StringBuilder()
    while (byteIndex < endIndex) {
      val byte = bytes[byteIndex++].toInt()
      when {
        byte >= 0 ->
          stringBuilder.append(byte.toChar())
        byte shr 5 == -2 -> {
          val code = codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed)
          if (code <= 0) {
            stringBuilder.append(REPLACEMENT_CHAR)
            byteIndex += -code
          } else {
            stringBuilder.append(code.toChar())
            byteIndex += 1
          }
        byte shr 4 == -2 - {
          val code = codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed)
          if (code <= 0) {
            stringBuilder.append(REPLACEMENT_CHAR)
            byteIndex += 2
          } else {
            val high = (code - 0x10000) shr 10 or 0xD800
            val low = (code and 0x3FF) or 0xDC00
            stringBuilder.append(high.toChar())
            stringBuilder.append(low.toChar())
            byteIndex += 3
          }
        byte shr 3 == -2 -> {
          val code = codePointFrom4(bytes, byte, byteIndex, endIndex, throwOnMalformed)
          if (code <= 0) {
            stringBuilder.append(REPLACEMENT_CHAR)
            byteIndex += 3
          } else {
            val high = (code - 0x10000) shr 10 or 0xD800
            val low = (code and 0x3FF) or 0xDC00
            stringBuilder.append(high.toChar())
            stringBuilder.append(low.toChar())
            byteIndex += 3
          }
        } else -> {
          malformed(0, byteIndex, throwOnMalformed)
          stringBuilder.append(REPLACEMENT_CHAR)
        }
      }
      byteIndex = byteIndex + 1
      if (byteIndex == endIndex) break
    }
    return stringBuilder.toString()
  }

/*
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 * Programming Language contributors.
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 * found in the license/LICENSE.txt file. */

package kotlin

/**
 * Returns the detailed description of this
 * throwable with its stack trace.
 * * The detailed description includes:
 * - the short description (see
 * [Throwable.toString]) of this throwable;
 * - the complete stack trace;
 * - detailed descriptions of the exceptions
 * that were [suppressed][suppressedExceptions] in order to deliver this exception;
 * - the detailed description of
 * each throwable in the [Throwable.cause] chain.
 *
 * * @since Kotlin("1.4")
 * @public actual fun Throwable.stackTraceToString(): String = ExceptionTraceBuilder().buildFor(this)
 * @public actual fun Throwable.printStackTrace() {
 *   console.error(this.stackTraceToString())
 * }
 * @public actual fun Throwable.addSuppressed(exception: Throwable) {
 *   if (this !== exception) {
 *     val suppressed = this.asDynamic()._suppressed.unsafeCast<MutableList<Throwable>?>()
 *     if (suppressed == null) {
 *       this.asDynamic()._suppressed = mutableListOf(exception)
 *     } else {
 *       suppressed.add(exception)
 *     }
 *   }
 * }
 * @public actual val Throwable.suppressedExceptions: List<Throwable>
 *    get() {
 *      return this.asDynamic()._suppressed?.unsafeCast<List<Throwable>>() ?: emptyList()
 *    }
 * 
 * class ExceptionTraceBuilder {
 *   private val target = StringBuilder()
 *   private val visited = Array<Throwable>()
 *   private var topStack: String = ""
 *   private var topStackStart: Int = 0
 *   
 *   fun buildFor(exception: Throwable): String = ExceptionTraceBuilder().buildFor(exception)
 *   fun printStackTrace() {
 *     console.error(this.stackTraceToString())
 *   }
 *   fun addSuppressed(exception: Throwable) {
 *     if (this !== exception) {
 *       val suppressed = this.asDynamic()._suppressed?.unsafeCast<MutableList<Throwable>?>()
 *       if (suppressed == null) {
 *         this.asDynamic()._suppressed = mutableListOf(exception)
 *       } else {
 *         suppressed.add(exception)
 *       }
 *     }
 *   }
 *   fun Throwable.suppressedExceptions: List<Throwable>
 *     get() {
 *       return this.asDynamic()._suppressed?.unsafeCast<List<Throwable>>() ?: emptyList()
 *     }
 *   
 *   companion object {
 *     fun buildFor(exception: Throwable): String = ExceptionTraceBuilder().buildFor(exception)
 *     fun printStackTrace() {
 *       console.error(this.stackTraceToString())
 *     }
 *   }
 * 
 *   private fun Throwable.stackTraceToString(): String = this.stackTraceToString()
 *   private fun Throwable.printStackTrace() {
 *     console.error(this.stackTraceToString())
 *   }
 * 
 *   private fun Throwable.addSuppressed(exception: Throwable) {
 *     if (this !== exception) {
 *       val suppressed = this.asDynamic()._suppressed?.unsafeCast<MutableList<Throwable>?>()
 *       if (suppressed == null) {
 *         this.asDynamic()._suppressed = mutableListOf(exception)
 *       } else {
 *         suppressed.add(exception)
 *       }
 *     }
 *   }
 *   private fun Throwable.suppressedExceptions: List<Throwable>
 *     get() {
 *       return this.asDynamic()._suppressed?.unsafeCast<List<Throwable>>() ?: emptyList()
 *     }
 * }
stack.indexOf(shortInfo).let { if (it < 0) 0 else it + shortInfo.length }\n    if (stackStart == 0) \n        topStackStart = stackStart\n    else \n        { if (topStack.isEmpty()) \n            topStack = stack
        } else \n        {\n            target.append(shortInfo).append("\n")\n            if (topStack.isEmpty()) \n                {\n                    topStack = stack\n                    topStackStart = stackStart\n                } else \n                {\n                    stack = dropCommonFrames(stack, stackStart)\n                }\n            \n            if (indent.isNotEmpty()) \n            {\n                // indent stack, but avoid indenting exception message lines\n                val messageLines = if (stackStart == 0) 0 else 1 + shortInfo.count { c -> c == '\n' }\n            } else \n            {\n                target.append(stack).append("\n")\n            }\n        }\n    }\n
        target.append(stack).append("\n")\n
    val suppressed = suppressedExceptions\n    if (suppressed.isNotEmpty()) \n    {\n        val suppressedIndent = indent + "\n        for (s in suppressed) \n            s.dumpFullTrace(suppressedIndent,\n            "Suppressed: ")\n    }\n
    return true
}
PerformanceTimeSource(val performance: Performance) : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {
    override fun read(): Double = performance.now()
    override fun toString(): String = "TimeSource(self.performance.now())"
}

@SinceKotlin("1.3")
@ExperimentalTime
internal object DateNowTimeSource : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {
    override fun read(): Double = kotlin.js.Date.now()
    override fun toString(): String = "TimeSource(Date.now())"
}

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 */

package kotlin.time

import kotlin.js.json
import kotlin.math.*

internal actual fun formatToExactDecimals(value: Double, decimals: Int): String {
    val rounded = if (decimals == 0) { value } else {
        val pow = 10.0.pow(decimals)
        kotlin.js.Math.round(abs(value) * pow) / pow * sign(value)
    }
    return rounded.asDynamic().toFixed(decimals).unsafeCast<String>()
}

internal actual fun formatUpToDecimals(value: Double, decimals: Int): String {
    return value.asDynamic().toLocaleString("en-us", json("maximumFractionDigits" to decimals)).unsafeCast<String>()
}

internal actual fun formatScientific(value: Double): String {
    return value.asDynamic().toExponential(2).unsafeCast<String>()
}

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 */

package kotlinx.dom

import org.w3c.dom.*
import kotlin.contracts.*

/**
 * Creates a new element with the specified 
[init].
 *
 * The element is initialized with the specified 
[init] function.
 */
@SinceKotlin("1.4")
public fun Document.createElement(name: String, init: Element.() -> Unit): Element {
    contract { callsInPlace(init, InvocationKind.EXACTLY_ONCE) }
    return createElement(name).apply(init)
}

/**
 * Appends a newly created element with the specified 
[name] to this element.
 *
 * The element is initialized with the specified 
[init] function.
 */
@SinceKotlin("1.4")
public fun Element.appendElement(name: String, init: Element.() -> Unit): Element {
    contract { callsInPlace(init, InvocationKind.EXACTLY_ONCE) }
    return ownerDocument!!.createElement(name, init).also {
        appendChild(it)
    }
}

/**
 * Returns true if the element
 * has the given CSS class style in its 'class' attribute
 */
@SinceKotlin("1.4")
fun Element.hasClass(cssClass: String): Boolean = className.matches("^(\s+)+\$cssClass($|\s+.*)".toRegex())

/**
 * Adds CSS class
 * to element. Has no effect if all specified classes are already in class attribute of the element.
 *
 * @return true if at least one class has been added
 */
@SinceKotlin("1.4")
fun Element.addClass(vararg cssClasses: String): Boolean {
    if (cssClasses.any { hasClass(it) }) {
        val toBeRemoved = cssClasses.toSet()
        className = className.trim().split("\\s+".toRegex()).filter { it !in toBeRemoved }.joinToString(" ")
        return true
    }

    return false
}

/**
 * Removes all 
[cssClasses] from element. Has no effect if all specified classes are missing in class attribute of the element.
 *
 * @return true if at least one class has been removed
 */
@SinceKotlin("1.4")
fun Element.removeClass(vararg cssClasses: String): Boolean {
    if (cssClasses.any { hasClass(it) }) {
        val presentClasses = className.trim().split("\\s+".toRegex()).filter { !it.isEmpty() }
        className = buildString {
            append(presentClasses)
        }
        return true
    }

    return false
}

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

/**
 * Converts the string into a regular expression [Regex] with the default options.
 */
@kotlin.internal.InlineOnly
public inline fun String.toRegex(): Regex = Regex(this)

/**
 * Converts the string into a regular expression [Regex] with the specified single [option].
 */
@kotlin.internal.InlineOnly
public inline fun String.toRegex(option: RegexOption): Regex = Regex(this, option)
regular expression [Regex] with the specified set of [options].

```kotlin
open class StringBuilder
```

Surrogate pairs included in this string builder are treated as single characters. *\n * Therefore, the order of the high-

low surrogates is never reversed. *\n * Note that the reverse operation may produce new surrogate pairs that

were unpaired low-surrogates and high-surrogates before the operation. *\n * For example, reversing `"\uDC00\uD800"` produces `"\uD800\uDC00"` which is a valid surrogate pair: *\n * fun reverse():

```kotlin
StringBuilder
```

Characters are appended in order, starting at the index 0:

```kotlin
@SinceKotlin("1.4")
```

Otherwise, this method takes no action and simply returns:

```kotlin
@SinceKotlin("1.4")
```

It's important to note that the reverse operation may produce new surrogate pairs that

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```kotlin
StringBuilder
```

Characters are appended in order, starting at the index 0:

```kotlin
@SinceKotlin("1.4")
```

Otherwise, this method takes no action and simply returns:
equal to "this.length". *

* Returns `-1` if the specified [string] does not occur in this string builder.*

*/

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun lastIndexOf(string: String): Int/*

* Returns the index within this string builder of the last occurrence of the specified [string].*

* starting from the specified [startIndex] toward the beginning.*

* Returns `-1` if the specified [string] does not occur in this string builder starting at the specified [startIndex].*/

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun lastIndexOf(string: String, startIndex: Int): Int/*

* Inserts the string representation of the specified boolean [value] into this string builder at the specified*

[index] and returns this instance.*

* The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,*

* and then that string was inserted into this string builder as a string builder and then updating each character by index may slow down your program.*

* Therefore, increasing length of this string builder and then updating each character by index by a function that has non-constant execution time complexity.*

* If the [newLength] is less than zero or greater than the length of the current string builder, the null characters `null` are*

* inserted. If [value] is `null`, then the four characters `"null"` are inserted.*

*/

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun setLength(newLength: Int): StringBuilder/*

* Sets the length of this string builder to the specified [newLength].*

* If the [newLength] is less than the current length, it is changed to the specified [newLength].*

* Otherwise, null characters `\u0000` are appended to this string builder until its length is less than the [newLength].*

* Note that in Kotlin/JS [setLength] operator function has non-constant execution time complexity.*

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun setLength(newLength: Int): StringBuilder/*

* Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [endIndex]
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* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

* @SinceKotlin("1.4")
* @WasExperimental(ExperimentalStdlibApi::class)
fun substring(startIndex: Int, endIndex: Int): String

***
* Attempts to reduce storage used for this string builder.

* If the backing storage of this string builder is larger than necessary to hold its current contents, then it may be resized to become more space efficient.

* Calling this method may, but is not required to, affect the value of the [capacity] property.

* @SinceKotlin("1.4")
* @WasExperimental(ExperimentalStdlibApi::class)
fun trimToSize(): String

**
* Clears the content of this string builder making it empty and returns this instance.

* @sample samples.text.Strings.clearStringBuilder
* @SinceKotlin("1.3")
**
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

* @SinceKotlin("1.4")
* @WasExperimental(ExperimentalStdlibApi::class)
fun expect fun
StringBuilder.clear(): String

***
* Sets the character at the specified [index] to the specified [value].

* @SinceKotlin("1.4")
* @WasExperimental(ExperimentalStdlibApi::class)
public expect operator fun
StringBuilder.set(index: Int, value: Char)

**
* Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.

* @SinceKotlin("1.4")
* @WasExperimental(ExperimentalStdlibApi::class)
public expect fun
StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder

***
* Removes the character at the specified [index] from this string builder and returns this instance.

* If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character.

* @SinceKotlin("1.4")
* @WasExperimental(ExperimentalStdlibApi::class)
public expect fun
StringBuilder.deleteAt(index: Int): StringBuilder

***
* Removes characters in the specified range from this string builder and returns this instance.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

* @SinceKotlin("1.4")
* @WasExperimental(ExperimentalStdlibApi::class)
public expect fun
StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder

***
* Copies characters from this string builder into the [destination] character array.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

* @SinceKotlin("1.4")
* @WasExperimental(ExperimentalStdlibApi::class)
public expect fun
StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length): CharArray

***
* Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.

* Characters are appended in order, starting at specified [startIndex].

* @param value the array from which characters are appended.

* @param startIndex the beginning (inclusive) of the range to copy, 0 by default.

* @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

* @SinceKotlin("1.4")
* @WasExperimental(ExperimentalStdlibApi::class)
public expect fun
StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder

***
* Appends a
subsequence of the specified character sequence [value] to this string builder and returns this instance.

@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun
StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder

/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
 * The inserted characters go in same order as in the [value] array, starting at [index].
 * @param index the position in this string builder to insert at.
 * @param value the array from which characters are inserted.
 * @param startIndex the beginning (inclusive) of the subarray to insert.
 * @param endIndex the end (exclusive) of the subarray to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun
StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder

/**
 * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
 * The inserted characters go in the same order as in the [value] character sequence, starting at [index].
 * @param index the position in this string builder to insert at.
 * @param value the character sequence from which a subsequence is inserted.
 * @param startIndex the beginning (inclusive) of the subsequence to insert.
 * @param endIndex the end (exclusive) of the subsequence to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun
StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder

@Suppress("EXTENSION_SHADOWED_BY_MEMBER")
@Deprecated("Use append(value: Any?) instead", ReplaceWith("append(value = obj)"), DeprecationLevel.WARNING)
@kotlin.internal.InlineOnly
public inline fun StringBuilder.append(obj: Any?): StringBuilder = this.append(obj)

/**
 * Builds new string by populating newly created [StringBuilder] using provided [builderAction] and then converting it to [String].
 */
@kotlin.internal.InlineOnly
public inline fun buildString(builderAction: StringBuilder.() -> Unit): String {
    contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
    return StringBuilder().apply(builderAction).toString()
}

/**
 * Builds new string by populating newly created [StringBuilder] initialized with the given [capacity] using provided [builderAction] and then converting it to [String].
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun buildString(capacity: Int, builderAction: StringBuilder.() -> Unit): String {
    contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
    return StringBuilder(capacity).apply(builderAction).toString()
}

/** Appends all arguments to the given [StringBuilder] and then converting it to [String].
 */
public fun StringBuilder.append(vararg value: String?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

/** Appends all arguments to the given [StringBuilder].
 */
public fun StringBuilder.append(vararg value: Any?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

/** Appends a line feed character (`\n`) to this [StringBuilder].
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(): StringBuilder = append("
")

/** Appends [value] to this [StringBuilder], followed by a line feed character (`\n`).
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(value: CharSequence?): StringBuilder = append(value).appendLine()

/** Appends [value] to this [StringBuilder], followed by a line feed character (`\n`).
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(value: CharSequence?): StringBuilder = append(value).appendLine()
StringBuilder.appendLine(value: String?): StringBuilder = append(value).appendLine()

/** Appends [value] to this [StringBuilder], followed by a line feed character (`\n`). */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(value: Any?): StringBuilder = append(value).appendLine()

/** Appends [value] to this [StringBuilder], followed by a line feed character (`\n`). */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(value: CharArray): StringBuilder = append(value).appendLine()

/** Appends [value] to this [StringBuilder], followed by a line feed character (`\n`). */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(value: Char): StringBuilder = append(value).appendLine()

/** Appends [value] to this [StringBuilder], followed by a line feed character (`\n`). */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
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val MIRRORED_REPEAT: Int
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val FLOAT_VEC3: Int
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val TEXTURE_CUBE_MAP_POSITIVE_Y: Int
val TEXTURE_CUBE_MAP_NEGATIVE_Y: Int
val TEXTURE_CUBE_MAP_POSITIVE_Z: Int
val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int
val MAX_CUBE_MAP_TEXTURE_SIZE: Int
val TEXTURE0: Int
val TEXTURE1: Int
val TEXTURE2: Int
val TEXTURE3: Int
val TEXTURE4: Int
val TEXTURE5: Int
val TEXTURE6: Int
val TEXTURE7: Int
val TEXTURE8: Int
val TEXTURE9: Int
val TEXTURE10: Int
val TEXTURE11: Int
val TEXTURE12: Int
val TEXTURE13: Int
val TEXTURE14: Int
val TEXTURE15: Int
val TEXTURE16: Int
val TEXTURE17: Int
val TEXTURE18: Int
val TEXTURE19: Int
val TEXTURE20: Int
val TEXTURE21: Int
val TEXTURE22: Int
val TEXTURE23: Int
val TEXTURE24: Int
val TEXTURE25: Int
val TEXTURE26: Int
val TEXTURE27: Int
val TEXTURE28: Int
val TEXTURE29: Int
val TEXTURE30: Int
val TEXTURE31: Int
val ACTIVE_TEXTURE: Int
val REPEAT: Int
val CLAMP_TO_EDGE: Int
val MIRRORED_REPEAT: Int
val FLOAT_VEC2: Int
val FLOAT_VEC3: Int
val FLOAT_VEC4: Int
val INT_VEC2: Int
val INT_VEC3: Int
val INT_VEC4: Int
val BOOL: Int
val BOOL_VEC2: Int
val BOOL_VEC3: Int
val BOOL_VEC4: Int
val FLOAT_MAT2: Int
val FLOAT_MAT3: Int
val FLOAT_MAT4: Int
val SAMPLER_2D: Int
val SAMPLER_CUBE: Int
val VERTEX_ATTRIB_ARRAY_ENABLED: Int
val VERTEX_ATTRIB_ARRAY_SIZE: Int
val VERTEX_ATTRIB_ARRAY_STRIDE: Int
val VERTEX_ATTRIB_ARRAY_TYPE: Int
val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int
val VERTEX_ATTRIB_ARRAY_POINTER: Int
val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int
val IMPLEMENTATION_COLOR_READ_TYPE: Int
val IMPLEMENTATION_COLOR_READ_FORMAT: Int
val COMPARE_FUNC: Int
val EQUAL: Int
val NOTEQUAL: Int
val GREATER: Int
val LESS: Int
val greaterEqual: Int
val lessEqual: Int
val MINUS: Int
val PLUS: Int
val MINUS_REVERSE: Int
val PLUS_REVERSE: Int
val MINUS_CLAMP: Int
val PLUS_CLAMP: Int
val MINUS_CLAMP_TO_EDGE: Int
val PLUS_CLAMP_TO_EDGE: Int
val lessThan: Int
val greaterThan: Int
val lessThanEqual: Int
val greaterThanEqual: Int
val NEVER: Int
val ALWAYS: Int
val LESS: Int
val LESS_EQUAL: Int
val GREATER: Int
val GREATER_EQUAL: Int
val LINEAR: Int
val LINEAR_MIPMAP_LINEAR: Int
val LINEAR_MIPMAP_NEAREST: Int
val NEAREST: Int
val NEAREST_MIPMAP_LINEAR: Int
val NEAREST_MIPMAP_NEAREST: Int
val RGB: Int
val RGBA: Int
val RGB5_A1: Int
val RGB565: Int
val DEPTH_COMPONENT: Int
val DEPTH_STENCIL: Int
val RGB: Int
val RGBA: Int
val RGB5_A1: Int
val RGB565: Int
val DEPTH_STENCIL: Int
val TWO_SIDE: Int
val CULL_FACE: Int
val CULL_FACE_MODE: Int
val FILL: Int
val LINE: Int
val LINE_WIDTH: Int
val LINE_WIDTH_CONSERVATIVE: Int
val LINE_WIDTH_NORMALIZED: Int
val LUMINANCE: Int
val LUMINANCE_ALPHA: Int
val LUMINANCE_REQUESTED: Int
val LUMINANCE_EXTERNALLY_REQUESTED: Int
val LUMINANCE8_ALPHA8: Int
val LUMINANCE10_ALPHA10: Int
val LUMINANCE16: Int
val LUMINANCE16_EXT: Int
val LUMINANCE24: Int
val LUMINANCE32F: Int
val LUMINANCE32F_EXT: Int
val LUMINANCE AS SIGNED: Int
val LUMINANCE8: Int
val LUMINANCE8_ALPHA8_EXT: Int
val LUMINANCE8_BIASED: Int
val LUMINANCE8_ALPHA8_BIASED: Int
val LUMINANCE8_ALPHA8_OES: Int
val LUMINANCE16_A16: Int
val LUMINANCE16_ALPHA16: Int
val LUMINANCE24_ALPHA8: Int
val LUMINANCE32F_SGIX: Int
val LUMINANCE8_ALPHA8_BLOCK: Int
val LUMINANCE8_ALPHA8_SPLIT: Int
val LUMINANCE24_8: Int
val LUMINANCE16_16: Int
val LUMINANCE16_16_BLOCK: Int
val LUMINANCE16_16_SPLIT: Int
val LUMINANCE16_16_OES: Int
val LUMINANCE16_16_EXT: Int
val LUMINANCE32F_SGIX_FIXED: Int
val LUMINANCE32F_SGIX_FLOAT: Int
val LUMINANCE32F_SGIX_FLOAT_OES: Int
val LUMINANCE32F_SGIX_FLOAT_EXT: Int
val LUMINANCE2_10_10_10F: Int
val LUMINANCE2_10_10_10F_EXT: Int
val LUMINANCE5_6_5_5F: Int
val LUMINANCE5_6_5_5F_EXT: Int
val LUMINANCE5_11_11_11F: Int
val LUMINANCE5_11_11_11F_EXT: Int
val LUMINANCE8_12: Int
val LUMINANCE8_12_OES: Int
val LUMINANCE16_16_16_16F: Int
val LUMINANCE16_16_16_16F_EXT: Int
val LUMINANCE16_16_16_16F_OES: Int
val LUMINANCE8_16: Int
val LUMINANCE8_16_OES: Int
val LUMINANCE8_16_EXT: Int
val LUMINANCE16_16_16_16F_SGIX: Int
val LUMINANCE16_16_16_16F_SGIX_FIXED: Int
val LUMINANCE8_16_16_16F_SGIX: Int
val LUMINANCE16_16_16_16F_SGIX_FLOAT: Int
val LUMINANCE16_16_16_16F_SGIX_FLOAT_OES: Int
val LUMINANCE16_16_16_16F_SGIX_FLOAT_EXT: Int
val LUMINANCE16_16_16_16F_SGIX_FIXED: Int
val LUMINANCE16_16_16_16F_SGIX_FLOAT_SGIX_FIXED: Int
val LUMINANCE16_16_16_16F_SGIX_FLOAT_SGIX_FLOAT: Int
val LUMINANCE16_16_16_16F_SGIX_FLOAT_SGIX_FLOAT_OES: Int
val LUMINANCE16_16_16_16F_SGIX_FLOAT_SGIX_FLOAT_EXT: Int
val LUMINANCE16_16_16_16F_SGIX_FLOAT_SGIX_FLOAT_SGIX_FI...
definedExternally) : Event {
    open val statusMessage: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface WebGLContextEventInit : EventInit {
    var statusMessage: String?

    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline
    val o = js("({})")
    o["statusMessage"] = statusMessage
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript

[ArrayBuffer](https://developer.mozilla.org/en/docs/Web/API/ArrayBuffer) to Kotlin
*/

public external open class ArrayBuffer(length: Int) : BufferDataSource {
    open val byteLength: Int
    fun slice(begin: Int, end: Int = definedExternally): ArrayBuffer

    companion object {
        fun isView(value: Any?): Boolean
    }
}

/**
 * Exposes the JavaScript

[ArrayBufferView](https://developer.mozilla.org/en/docs/Web/API/ArrayBufferView) to Kotlin
*/

public external interface ArrayBufferView : BufferDataSource {
    val buffer: ArrayBuffer
    val byteOffset: Int
    val byteLength: Int
}

/**
 * Exposes the JavaScript

[Int8Array](https://developer.mozilla.org/en/docs/Web/API/Int8Array) to Kotlin
*/

public external open class Int8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int8Array)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Int8Array, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Int8Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator
fun Int8Array.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator
fun Int8Array.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript

[Uint8Array](https://developer.mozilla.org/en/docs/Web/API/Uint8Array) to Kotlin
*/

public external open class Uint8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint8Array)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Uint8Array, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint8Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator
fun Uint8Array.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator
fun Uint8Array.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript

[Int16Array](https://developer.mozilla.org/en/docs/Web/API/Int16Array) to Kotlin
*/

public external open class Int16Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int16Array)
    constructor(array: Array<Short>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Int16Array, offset: Int = definedExternally)
    fun set(array: Array<Short>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Int16Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator
fun Int16Array.get(index: Int): Short = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator
fun Int16Array.set(index: Int, value: Short) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript

[Uint8ClampedArray](https://developer.mozilla.org/en/docs/Web/API/Uint8ClampedArray) to Kotlin
*/

public external open class Uint8ClampedArray : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint8ClampedArray)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Uint8ClampedArray, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint8ClampedArray

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator
fun Uint8ClampedArray.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator
fun Uint8ClampedArray.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript

[Int16ClampedArray](https://developer.mozilla.org/en/docs/Web/API/Int16ClampedArray) to Kotlin
*/

public external open class Int16ClampedArray : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int16ClampedArray)
    constructor(array: Array<Short>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Int16ClampedArray, offset: Int = definedExternally)
    fun set(array: Array<Short>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Int16ClampedArray

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator
fun Int16ClampedArray.get(index: Int): Short = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator
fun Int16ClampedArray.set(index: Int, value: Short) { asDynamic()[index] = value }
asDynamic() \n
```kotlin
@kotlin.internal.InlineOnly
public inline operator fun Float64Array.set(index: Int, value: Double) { asDynamic()[index] = value }
```

```kotlin
/**
 * Exposes the JavaScript [DataView](https://developer.mozilla.org/en/docs/Web/API/DataView) to Kotlin
 */
public external open class DataView(buffer: ArrayBuffer, byteOffset: Int = definedExternally, byteLength: Int = definedExternally) :
    ArrayBufferView {
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun getInt8(byteOffset: Int): Byte
    fun getUint8(byteOffset: Int): Byte
    fun getInt16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
    fun getUint16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
    fun getInt32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getUint32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getFloat32(byteOffset: Int, littleEndian: Boolean = definedExternally): Float
    fun getFloat64(byteOffset: Int, littleEndian: Boolean = definedExternally): Double
    fun setInt8(byteOffset: Int, value: Byte)
    fun setUint8(byteOffset: Int, value: Byte)
    fun setInt16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)
    fun setUint16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)
    fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
    fun setUint32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
    fun setFloat32(byteOffset: Int, value: Float, littleEndian: Boolean = definedExternally)
    fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean = definedExternally)
}
```

```kotlin
public external interface BufferDataSource
```

```kotlin
/**
 * Exposes the JavaScript [Clipboard](https://developer.mozilla.org/en/docs/Web/API/Clipboard) to Kotlin
 */
public external abstract class Clipboard : EventTarget {
    fun read(): Promise<DataTransfer>
    fun readText(): Promise<String>
    fun write(data: DataTransfer): Promise<Unit>
    fun writeText(data: String): Promise<Unit>
}
```

```kotlin
public external interface ClipboardPermissionDescriptor {
    var allowWithoutGesture: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ClipboardPermissionDescriptor(allowWithoutGesture: Boolean? = false): ClipboardPermissionDescriptor {
    val o = js("({})")
    o["allowWithoutGesture"] = allowWithoutGesture
    return o
}
```

```kotlin
// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details
```

```kotlin
package org.w3c.dom.clipboard

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface ClipboardEventInit : EventInit {
    var clipboardData: DataTransfer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["clipboardData"] = clipboardData
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
```

```kotlin
/**
 * Exposes the JavaScript [ClipboardEvent](https://developer.mozilla.org/en/docs/Web/API/ClipboardEvent) to Kotlin
 */
public external open class ClipboardEvent(type: String, eventInitDict: ClipboardEventInit = definedExternally) : Event {
    open val clipboardData: DataTransfer?
}
```

```kotlin
/**
 * Exposes the JavaScript [ClipboardPermissionDescriptor](https://developer.mozilla.org/en/docs/Web/API/ClipboardPermissionDescriptor) to Kotlin
 */
public external interface ClipboardPermissionDescriptor {
    var allowWithoutGesture: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details
```
org.w3c.dom.clipboard.*\nimport org.w3c.dom.encleratedmedia.*\nimport org.w3c.dom.events.*\nimport org.w3c.dom.mediacapture.*\nimport org.w3c.dom.mediasource.*\nimport org.w3c.dom.parsing.*\nimport org.w3c.dom.pointerevents.*\nimport org.w3c.dom.svg.*\nimport org.w3c.dom.url.*\nimport org.w3c.fetch.*\nimport org.w3c.files.*\nimport org.w3c.notifications.*\nimport org.w3c.performance.*\nimport org.w3c.workers.*\nimport org.w3c.xhr.*\n
public external abstract class MediaList : ItemArrayLike<String> {
    open var mediaText: String
    fun appendMedium(medium: String)
    fun deleteMedium(medium: String)

    override fun item(index: Int): String?
}

@kotlin.internal.InlineOnly
public inline operator fun MediaList.get(index: Int): String? = asDynamic()[index]

/**
 * Exposes the JavaScript
 [StyleSheet](https://developer.mozilla.org/en/docs/Web/API/StyleSheet) to Kotlin
 */
public external abstract class StyleSheet {
    open val type: String
    open val href: String?
    open val ownerNode: UnionElementOrProcessingInstruction?
    open val parentStyleSheet: StyleSheet?
    open val title: String?

    open val media: MediaList
    open var disabled: Boolean
}

/**
 * Exposes the JavaScript
 [CSSStyleSheet](https://developer.mozilla.org/en/docs/Web/API/CSSStyleSheet) to Kotlin
 */
public external abstract class CSSStyleSheet : StyleSheet {
    open val ownerRule: CSSRule?
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int)
}

/**
 * Exposes the JavaScript
 [StyleSheetList](https://developer.mozilla.org/en/docs/Web/API/StyleSheetList) to Kotlin
 */
public external abstract class StyleSheetList : ItemArrayLike<StyleSheet> {
    override fun item(index: Int): StyleSheet?
}

@kotlin.internal.InlineOnly
public inline operator fun StyleSheetList.get(index: Int): StyleSheet? = asDynamic()[index]

/**
 * Exposes the JavaScript
 [LinkStyle](https://developer.mozilla.org/en/docs/Web/API/LinkStyle) to Kotlin
 */
public external interface LinkStyle {
    val sheet: StyleSheet?
        get() = definedExternally
}

/**
 * Exposes the JavaScript
 [CSSRuleList](https://developer.mozilla.org/en/docs/Web/API/CSSRuleList) to Kotlin
 */
public external abstract class CSSRuleList : ItemArrayLike<CSSRule> {
    override fun item(index: Int): CSSRule?
}

@kotlin.internal.InlineOnly
public inline operator fun CSSRuleList.get(index: Int): CSSRule? = asDynamic()[index]

/**
 * Exposes the JavaScript
 [CSSRule](https://developer.mozilla.org/en/docs/Web/API/CSSRule) to Kotlin
 */
public external abstract class CSSRule {
    open val type: Short
    open var cssText: String
    open val parentRule: CSSRule?
    open val parentStyleSheet: CSSStyleSheet?

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
 [CSSStyleRule](https://developer.mozilla.org/en/docs/Web/API/CSSStyleRule) to Kotlin
 */
public external abstract class CSSStyleRule : CSSRule {
    open var selectorText: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
 [CSSImportRule](https://developer.mozilla.org/en/docs/Web/API/CSSImportRule) to Kotlin
 */
public external abstract class CSSImportRule : CSSRule {
    open val href: String
    open val medium: MediaList
    open val styleSheet: CSSStyleSheet

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
 [CSSGroupingRule](https://developer.mozilla.org/en/docs/Web/API/CSSGroupingRule) to Kotlin
 */
public external abstract class CSSGroupingRule : CSSRule {
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int)

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
 [CSSMediaRule](https://developer.mozilla.org/en/docs/Web/API/CSSMediaRule) to Kotlin
 */
public external abstract class CSSMediaRule : CSSRule {
    open val media: MediaList
    open var selectorText: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}
abstract class CSSMediaRule : CSSGroupingRule {
    open val media: MediaList

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSPageRule](https://developer.mozilla.org/en/docs/Web/API/CSSPageRule) to Kotlin
 */
public external abstract class CSSPageRule : CSSGroupingRule {
    open var selectorText: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSMarginRule](https://developer.mozilla.org/en/docs/Web/API/CSSMarginRule) to Kotlin
 */
public external abstract class CSSMarginRule : CSSRule {
    open val name: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin
 */
public external abstract class CSSNamespaceRule : CSSRule {
    open val namespaceURI: String
    open val prefix: String

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin
 */
public external abstract class CSSStyleDeclaration : ItemArrayLike<String> {
    open var cssText: String
    open var parentRule: CSSRule?
    open var cssFloat: String
    open var alignItems: String
    open var alignSelf: String
    open var animation: String
    open var animationDelay: String
    open var animationDirection: String
    open var animationDuration: String
    open var animationFillMode: String
    open var animationIterationCount: String
    open var animationName: String
    open var animationPlayState: String
    open var animationTimingFunction: String
    open var backfaceVisibility: String
    open var background: String
    open var backgroundColor: String
    open var backgroundImage: String
    open var backgroundClip: String
    open var backgroundPosition: String
    open var backgroundSize: String
    open var border: String
    open var borderBottom: String
    open var borderBottomColor: String
    open var borderBottomLeftRadius: String
    open var borderBottomRightRadius: String
    open var borderBottomStyle: String
    open var borderBottomWidth: String
    open var borderCollapse: String
    open var borderColor: String
    open var borderImage: String
    open var borderImageOutset: String
    open var borderImageRepeat: String
    open var borderImageSlice: String
    open var borderImageSource: String
    open var borderImageWidth: String
    open var borderLeft: String
    open var borderLeftColor: String
    open var borderLeftStyle: String
    open var borderLeftWidth: String
    open var borderRadius: String
    open var borderRight: String
    open var borderRightColor: String
    open var borderRightStyle: String
    open var borderRightWidth: String
    open var borderTop: String
    open var borderTopColor: String
    open var borderTopLeftRadius: String
    open var borderTopRightRadius: String
    open var borderTopStyle: String
    open var borderTopWidth: String
    open var boxDecorationBreak: String
    open var boxSizing: String
    open var boxShadow: String
    open var breakAfter: String
    open var breakBefore: String
    open var breakInside: String
    open var captionSide: String
    open var clear: String
    open var clip: String
    open var color: String
    open var columnCount: String
    open var columnGap: String
    open var columnRuleColor: String
    open var columnRuleStyle: String
    open var columnRuleWidth: String
    open var columnSpan: String
    open var columnWidth: String
    open var content: String
    open var counterIncrement:
String
open var counterReset: String
open var cursor: String
open var direction: String
open var display: String
open var emptyCells: String
open var filter: String
open var flex: String
open var flexBasis: String
open var flexDirection: String
open var flexFlow: String
open var flexGrow: String
open var flexShrink: String
open var flexWrap: String
open var font: String
open var fontFamily:
String
open var fontFeatureSettings: String
open var fontKerning: String
open var fontWeight: String
open var fontSize: String
open var fontSizeAdjust: String
open var fontStyle: String
open var fontStretch: String
open var fontStyle: String
open var fontSynthesis: String
open var fontVariant:
String
open var fontVariantAlternates: String
open var fontVariantCaps: String
open var fontVariantEastAsian: String
open var fontVariantLigatures: String
open var fontVariantNumeric: String
open var fontVariantPosition: String
open var fontWeight: String
open var hangingPunctuation: String
open var height: String
open var hyphens: String
open var imageOrientation: String
open var imageRendering: String
open var imageResolution: String
open var imeMode: String
open var justifyContent: String
open var letterSpacing: String
open var lineHeight: String
open var listStyle: String
open var listStyleImage: String
open var listStylePosition: String
open var listStyleType: String
open var margin: String
open var marginBottom:
String
open var marginLeft:
String
open var marginRight:
String
open var mark: String
open var markAfter: String
open var markBefore: String
open var marks:
String
open var marqueeDirection: String
open var marqueePlayCount: String
open var marqueeSpeed: String
open var marqueeStyle: String
open var mask: String
open var maskType: String
open var maxHeight:
String
open var maxWidth:
String
open var minHeight:
String
open var minWidth:
String
open var navDown:
String
open var navIndex:
String
open var navLeft:
String
open var navRight:
String
open var overflowWrap:
String
open var overflowX:
String
open var overflowY:
String
open var padding:
String
open var paddingBottom:
String
open var paddingLeft:
String
open var paddingRight:
String
open var paddingTop:
String
open var paddingTop:
String
open var pageBreakAfter:
String
open var pageBreakBefore:
String
open var pageBreakInside:
String
open var perspective: String
open var perspectiveOrigin:
String
open var phonemes:
String
open var position:
String
open var quotes:
String
open var rest:
String
open var restAfter:
String
open var restBefore:
String
open var right:
String
open var tabSize:
String
open var tableLayout:
String
open var textAlign:
String
open var textAlignLast:
String
open var textCombineUpright:
String
open var textDecoration:
String
open var textDecorationLine:
String
open var textDecorationStyle:
String
open var textIndent:
String
open var textJustify:
String
open var textOrientation:
String
open var textOverflow:
String
open var textShadow:
String
open var textTransform:
String
open var transitionComment:
String
open var transitionDirection:
String
open var transitionDelay:
String
open var transitionDuration:
String
open var transitionProperty:
String
open var transitionTimingFunction:
String
open var unicodeBidi:
String
open var verticalAlign:
String
open var visibility:
String
open var voiceBalance:
String
open var voiceDuration:
String
open var voicePitch:
String
open var voicePitchRange:
String
open var voiceRate:
String
open var voiceStress:
String
open var voiceVolume:
String
open var whiteSpace:
String
open var wordBreak:
String
open var wordSpacing:
String
open var wordWrap:
String
open var writingMode:
String
open var zIndex:
String
open var _dashed_attribute:
String
open var _camel_cased_attribute:
String
open var _webkit_cased_attribute:
String
open var __webkit_cased_attribute:
String
fun getPropertyIndex(property: String): String
fun getPropertyValue(property: String): String
fun getOwnPropertyDescriptor(property: String): String
fun setProperty(property: String, value: String, priority: String = definedExternally)
fun setPropertyIndex(property: String, value: String, priority: String)
fun setPropertyPriority(property: String, value: String, priority: String)
fun removeProperty(property: String): String
fun override fun item(index: Int):
openSourceUsedInDNACPlatformArica
fun remove(): Promise<Unit>

public external abstract class MediaKeyStatusMap {
    open func size(keyId: String) : Boolean
    fun get(keyId: String): Any?
}

public external open class MediaKeyMessageEvent(type: String, eventInitDict: MediaKeyMessageEventInit) : Event {
    open var messageType: MediaKeyMessageType?
    get() = definedExternally
    set(value) = definedExternally
    var message: ArrayBuffer
    get() = undefined
    set(value) = undefined
}

public external open class MediaKeyStatusMap {
    open val size: Int
    fun has(keyId: String): Boolean
    fun get(keyId: String): Any?
}

public external open class MediaKeyMessageEventEventInit : EventInit {
    open val messageType: MediaKeyMessageType
    open val message: ArrayBuffer

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MediaKeyMessageEventInit : EventInit {
    var messageType: MediaKeyMessageType?
        get() = definedExternally
        set(value) = definedExternally
    var message: ArrayBuffer?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["messageType"] = messageType
    o["message"] = message
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external open class MediaEncryptedEvent(type: String, eventInitDict: MediaEncryptedEventInit = definedExternally) : Event {
    open val initDataType: String
    open val initData: ArrayBuffer

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MediaEncryptedEventInit : EventInit {
    var initDataType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var initData: ArrayBuffer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["initDataType"] = initDataType
    o["initData"] = initData
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeysRequirement {
    companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeySessionType {
    companion object
}

public inline val MediaKeySessionType.Companion.TEMPORARY: MediaKeySessionType get() = "temporary".asDynamic().unsafeCast<MediaKeySessionType>()

public inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = "persistent-license".asDynamic().unsafeCast<MediaKeySessionType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeyStatus {
    companion object
}

public inline val MediaKeyStatus.Companion.USABLE: MediaKeyStatus get() = "usable".asDynamic().unsafeCast<MediaKeyStatus>()

public inline val MediaKeyStatus.Companion.EXPIRED: MediaKeyStatus get() = "expired".asDynamic().unsafeCast<MediaKeyStatus>()

public inline val MediaKeyStatus.Companion.RELEASED: MediaKeyStatus get() = "released".asDynamic().unsafeCast<MediaKeyStatus>()

public inline val MediaKeyStatus.Companion.OUTPUT_RESTRICTED: MediaKeyStatus get() = "output-restricted".asDynamic().unsafeCast<MediaKeyStatus>()

public inline val MediaKeyStatus.Companion.OUTPUT_DOWNSCALED: MediaKeyStatus get() = "output-downscaled".asDynamic().unsafeCast<MediaKeyStatus>()
public inline val MediaKeyStatus.Companion.STATUS_PENDING: MediaKeyStatus get() = "status-pending".asDynamic().unsafeCast<MediaKeyStatus>()

public inline val MediaKeyStatus.Companion.INTERNAL_ERROR: MediaKeyStatus get() = "internal-error".asDynamic().unsafeCast<MediaKeyStatus>()

public inline val MediaKeyMessageTypeDef.Companion.LICENSE_REQUEST: MediaKeyMessageType get() = "license-request".asDynamic().unsafeCast<MediaKeyMessageType>()

public inline val MediaKeyMessageTypeDef.Companion.LICENSE_RENEWAL: MediaKeyMessageType get() = "license-renewal".asDynamic().unsafeCast<MediaKeyMessageType>()

public inline val MediaKeyMessageTypeDef.Companion.LICENSE_RELEASE: MediaKeyMessageType get() = "license-release".asDynamic().unsafeCast<MediaKeyMessageType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeyMessageType {
    companion object
}

public inline val MediaKeyMessageType.Companion.LICENSE_REQUEST: MediaKeyMessageType get() = "license-request".asDynamic().unsafeCast<MediaKeyMessageType>()

public inline val MediaKeyMessageType.Companion.LICENSE_RENEWAL: MediaKeyMessageType get() = "license-renewal".asDynamic().unsafeCast<MediaKeyMessageType>()

public inline val MediaKeyMessageType.Companion.LICENSE_RELEASE: MediaKeyMessageType get() = "license-release".asDynamic().unsafeCast<MediaKeyMessageType>()
EventTarget?

open val region: String?
open val pageX: Double
open val pageY: Double
open val pageOffsetX: Double
open val pageOffsetY: Double

fun getModifierState(keyArg: String?): Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

public external interface MouseEventInit : EventModifierInit {
    var screenX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var screenY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var button: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var buttons: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var region: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MouseEventInit(screenX: Int? = 0, screenY: Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget: EventTarget? /* = null */
    
    var ctrlKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var shiftKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var altKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var metaKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierAltGraph: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierCapsLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierFn: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierFnLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierHyper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierNumLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierScrollLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSuper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbol: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbolLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var view: Window? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var detail: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var bubbles: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var cancelable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var returnOrigin: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    o["returnOrigin"] = returnOrigin
}

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    val o = js("({})")
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
```javascript
js(\"([\ ]*)\")\n  o["data"] = data\n  o["isComposing"] = isComposing\n  o["view"] = view\n  o["detail"] = detail\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n  o["composed"] = composed\n
* Exposes the JavaScript

[KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin
*/\n
open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {
  open var key: String? = null
  open var code: String? = null
  open var location: Int? = 0
  open var ctrlKey: Boolean? = null
  open var shiftKey: Boolean? = null
  open var altKey: Boolean? = null
  open var metaKey: Boolean? = null
  open var repeat: Boolean? = null
  open var isComposing: Boolean? = null
  open var charCode: Int? = null
  open var keyCode: Int? = null
  open var which: Int? = null
  fun getModifierState(keyArg: String): Boolean

  companion object {
    val DOM_KEY_LOCATION_STANDARD: Int
    val DOM_KEY_LOCATION_LEFT: Int
    val DOM_KEY_LOCATION_RIGHT: Int
    val DOM_KEY_LOCATION_NUMPAD: Int
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
  }
}

public interface KeyboardEventInit : EventModifierInit {
  var key: String? /* = "" */
  var code: String? /* = "" */
  var location: Int? /* = 0 */
  var repeat: Boolean? /* = false */
  var isComposing: Boolean? /* = false */
  var ctrlKey: Boolean? /* = false */
  var shiftKey: Boolean? /* = false */
  var altKey: Boolean? /* = false */
  var metaKey: Boolean? /* = false */
  var modifierAltGraph: Boolean? /* = false */
  var modifierCapsLock: Boolean? /* = false */
  var modifierFn: Boolean? /* = false */
  var modifierHyper: Boolean? /* = false */
  var modifierNumLock: Boolean? /* = false */
  var modifierScrollLock: Boolean? /* = false */
  var modifierSuper: Boolean? /* = false */
  var modifierSymbol: Boolean? /* = false */
  var modifierSymbolLock: Boolean? /* = false */
  var view: Window? = null
  var detail: Int? = 0
  var bubbles: Boolean? = false
  var cancelable: Boolean? = false
  var composed: Boolean? = false

  @kotlin.internal.InlineOnly
    isComposing: Boolean? = false, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false,
    metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false,
    modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false,
    KeyboardEventInit {
      val o = js("({})")
      o["key"] = key
      o["code"] = code
      o["location"] = location
      o["repeat"] = repeat
      o["isComposing"] = isComposing
      o["ctrlKey"] = ctrlKey
      o["shiftKey"] = shiftKey
      o["altKey"] = altKey
      o["metaKey"] = metaKey
      o["modifierAltGraph"] = modifierAltGraph
      o["modifierCapsLock"] = modifierCapsLock
      o["modifierFn"] = modifierFn
      o["modifierHyper"] = modifierHyper
      o["modifierNumLock"] = modifierNumLock
      o["modifierScrollLock"] = modifierScrollLock
      o["modifierSuper"] = modifierSuper
      o["modifierSymbol"] = modifierSymbol
      o["modifierSymbolLock"] = modifierSymbolLock
      o["view"] = view
      o["detail"] = detail
      o["bubbles"] = bubbles
      o["cancelable"] = cancelable
      o["composed"] = composed
      return o
    }
}

/**
 * Exposes the JavaScript
[CompositionEvent](https://developer.mozilla.org/en/docs/Web/API/CompositionEvent) to Kotlin
 */
open class CompositionEvent(type: String, eventInitDict: CompositionEventInit = definedExternally) : UIEvent {
  open var data: String? = null
  open var view: Window? = null
  open var detail: Int? = 0
  open var bubbles: Boolean? = false
  open var cancelable: Boolean? = false
  open var composed: Boolean? = false

  @kotlin.internal.InlineOnly
  public inline fun CompositionEventInit(data: String? = "", view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false,
    cancelable: Boolean? = false, composed: Boolean? = false): CompositionEventInit {
    val o = js(\"([\ ]*)\")
    o["data"] = data
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
  }
}

/**
 * Exposes the JavaScript
[Event](https://developer.mozilla.org/en/docs/Web/API/Event) to Kotlin
 */
open class Event(type: String, eventInitDict: EventInit = definedExternally) {
  open var type: String? = null
  open var currentTarget: EventTarget? = null
  open var defaultPrevented: Boolean? = false

  @kotlin.internal.InlineOnly
    EventInit {
      val o = js(\"([\ ]*)\")
      o["type"] = type
      o["currentTarget"] = currentTarget
      o["defaultPrevented"] = defaultPrevented
      return o
    }
}
```

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Boolean open val isTrusted: Boolean open val timeStamp: Number fun composedPath():
Array<EventTarget> fun stopPropagation() fun stopImmediatePropagation() fun preventDefault()
fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean) companion object { Open Source Used In DNAC Platform Arica

Boolean
open val isTrusted: Boolean
open val timeStamp: Number
fun composedPath():
Array<EventTarget>
fun stopPropagation()
fun stopImmediatePropagation()
fun preventDefault()
fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean)

Boolean
open val isTrusted: Boolean
open val timeStamp: Number
fun composedPath():
Array<EventTarget>
fun stopPropagation()
fun stopImmediatePropagation()
fun preventDefault()
fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean)

Boolean
open val isTrusted: Boolean
open val timeStamp: Number
fun composedPath():
Array<EventTarget>
fun stopPropagation()
fun stopImmediatePropagation()
fun preventDefault()
fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean)

Boolean
open val isTrusted: Boolean
open val timeStamp: Number
fun composedPath():
Array<EventTarget>
fun stopPropagation()
fun stopImmediatePropagation()
fun preventDefault()
fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean)
/**
 * Exposes the JavaScript [HTMLUnknownElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUnknownElement) to Kotlin
 */
public external abstract class HTMLUnknownElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement) to Kotlin
 */
public external abstract class HTMLHtmlElement : HTMLElement {
    open var version: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHeadElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadElement) to Kotlin
 */
public external abstract class HTMLHeadElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTitleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTitleElement) to Kotlin
 */
public external abstract class HTMLTitleElement : HTMLElement {
    open var text: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
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CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLBaseElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBaseElement) to Kotlin */
public external abstract class HTMLBaseElement : HTMLElement {
    open var href: String
    open var target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLLinkElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLinkElement) to Kotlin */
public external abstract class HTMLLinkElement : HTMLElement, LinkStyle {
    open var href: String
    open var crossOrigin: String?
    open var rel: String
    open var `as`: RequestDestination
    open val relList: DOMTokenList
    open var media: String
    open var nonce: String
    open var hreflang: String
    open var type: String
    open val sizes: DOMTokenList
    open var referrerPolicy: String
    open var charset: String
    open var rev: String
    open var target: String
    open var scope: String
    open var workerType: WorkerType

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMetaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMetaElement) to Kotlin */
public external abstract class HTMLMetaElement : HTMLElement {
    open var name: String
    open var httpEquiv: String
    open var content: String
    open var scheme: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLStyleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLStyleElement) to Kotlin */
public
external abstract class HTMLStyleElement : HTMLElement, LinkStyle {
    open var media: String
    open var nonce: String
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLBodyElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBodyElement) to Kotlin
 */
public external abstract class HTMLBodyElement : HTMLElement, WindowEventHandlers {
    open var text: String
    open var link: String
    open var vLink: String
    open var aLink: String
    open var bgColor: String
    open var background: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHeadingElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadingElement) to Kotlin
 */
public external abstract class HTMLHeadingElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLParagraphElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParagraphElement) to Kotlin
 */
public external abstract class HTMLParagraphElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHRElement) to Kotlin
 */
public external abstract class HTMLHRElement : HTMLElement {
    open var align: String
    open var color: String
}
Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLLIElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLIElement) to Kotlin
 */
public external abstract class HTMLLIElement : HTMLElement {
    open var value: Int
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLDListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDListElement) to Kotlin
 */
public external abstract class HTMLDListElement : HTMLElement {
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLDivElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDivElement) to Kotlin
 */
public external abstract class HTMLDivElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLAnchorElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAnchorElement) to Kotlin
 */
public external abstract class HTMLAnchorElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open val relList: DOMTokenList
    open var hreflang: String
    open var type: String
    open var text: String
    open var referrerPolicy: String
    open var coords: String
    open var charset: String
    open var name: String
    open var rev: String
    open var shape: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
The document contains code snippets related to JavaScript classes and their attributes, such as `HTMLDataElement`, `HTMLTimeElement`, `HTMLSpanElement`, and `HTMLBRElement`. These classes are used to expose JavaScript functionality to Kotlin. Each class has a `value` property of type `String`, and some also have other properties like `dateTime` and `clear`. The code is structured with import statements and class definitions, followed by the class implementations with properties and companion objects.
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

// Exposes the JavaScript [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin

// *public* external interface HTMLHyperlinkElementUtils

var href: String
val origin: String
var protocol: String
var username: String
var password: String
var host: String
var hostname: String
var port: String
var pathname: String
var search: String
var hash: String

/**
 * Exposes the JavaScript [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin
 */
public external abstract class HTMLModElement : HTMLElement {
open var cite: String
open var dateTime: String

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

// Exposes the JavaScript [HTMLPictureElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement) to Kotlin

// *public* external abstract class HTMLPictureElement : HTMLElement {

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

// Exposes the JavaScript [HTMLSourceElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSourceElement) to Kotlin

// *public* external abstract class HTMLSourceElement : HTMLElement {

open var src: String
open var type: String
open var srcset: String
open var sizes: String
open var media: String

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

// Exposes the JavaScript [HTMLImageElement](https://developer.mozilla.org/en/docs/Web/API/HTMLImageElement) to Kotlin

// *public* external abstract class HTMLImageElement : HTMLElement, HTMLOrSVGImageElement, TexImageSource {

open var alt: String
open var src: String
open var srcset: String
open var sizes: String
open var crossOrigin: String?
open var useMap: String
open var isMap: Boolean
open var width: Int
open var height: Int
open var naturalWidth: Int
open var naturalHeight: Int
open var complete: Boolean
open var currentSrc: String
open var referrerPolicy: String
open var name: String
open var lowsrc: String;
    open var align: String;
    open var hspace: Int;
    open var vspace: Int;
    open var longDesc: String;
    open var border: String;
    open val x: Int;
    open val y: Int;

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLIFrameElement](https://developer.mozilla.org/en/docs/Web/API/HTMLIFrameElement) to Kotlin
 */
public external abstract class HTMLIFrameElement : HTMLElement {
    open var src: String;
    open var srcdoc: String;
    open var name: String;
    open val sandbox: DOMTokenList;
    open var allowFullscreen: Boolean;
    open var allowUserMedia: Boolean;
    open var width: String;
    open var height: String;
    open var referrerPolicy: String;
    open var contentDocument: Document;
    open var contentWindow: Window;
    open var align: String;
    open var scrolling: String;
    open var frameborder: String;
    open var longDesc: String;
    open var marginHeight: String;
    open var marginWidth: String;
    fun getSVGDocument(): Document;

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to Kotlin
 */
public external abstract class HTMLEmbedElement : HTMLElement {
    open var src: String;
    open var type: String;
    open var width: String;
    open var height: String;
    open var align: String;
    open var name: String;
    fun getSVGDocument(): Document;

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin
 */
public external abstract class HTMLObjectElement : HTMLElement {
    open var data: String;
    open var type: String;
    open var typeMustMatch: Boolean;
    open var name: String;
    open var useMap: String;
    open val form: HTMLFormElement;
    open var width: String;
    open var height: String;
    open val contentDocument: Document;
    open val contentWindow: Window;
    open val willValidate: Boolean;
    open val validity: ValidityState;
    open val validationMessage: String;
    open var align: String;
    open var archive: String;
    open var code: String;
    open var declare: Boolean;
    open var hspace: Int;
    open var standby: String;
    open var vspace: Int;
    open var codeBase: String;
    open var codeType: String;
    open var open var border:
String
    fun getSVGDocument(): Document?
    fun checkValidity(): Boolean
    fun reportValidity():

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }

/**
 * Exposes the JavaScript
 [HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin
 */
public external abstract class HTMLParamElement : HTMLElement {
    open var name: String
    open var value: String
    open var type: String
    open var valueType: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }

/**
 * Exposes the JavaScript
 [HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin
 */
public external abstract class HTMLVideoElement : HTMLMediaElement, CanvasImageSource, TexImageSource {
    open var width: Int
    open var height: Int
    open var videoWidth: Int
    open var videoHeight: Int
    open var poster: String
    open var playsInline: Boolean

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }

/**
 * Exposes the JavaScript
 [HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin
 */
public external abstract class HTMLAudioElement : HTMLMediaElement {
    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

/**
 * Exposes the JavaScript [HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin
 */
public external abstract class HTMLTrackElement : HTMLElement {
    open var kind: String
    open var src: String
    open var srclang: String
    open var label: String
    open var default: Boolean
    open val readyState: Short
    open val track: TextTrack

    companion object {
        val NONE: Short
        val LOADING: Short
        val LOADED: Short
        val ERROR: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMediaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMediaElement) to Kotlin
 */
public external abstract class HTMLMediaElement : HTMLElement {
    open val error: MediaError?
    open var src: String
    open var srcObject: MediaProvider?
    open val currentSrc: String
    open var crossOrigin: String?
    open val networkState: Short
    open var preload: String
    open val buffered: TimeRanges
    open var readyState: Short
    open var seeking: Boolean
    open var currentTime: Double
    open val duration: Double
    open var paused: Boolean
    open var defaultPlaybackRate: Double
    open var playbackRate: Double
    open var audioTracks: AudioTrackList
    open var videoTracks: VideoTrackList
    open var textTracks: TextTrackList
    open var mediaKeys: MediaKeys?
    open var onencrypted: ((Event) -> dynamic)?
    open var onwaitingforkey: ((Event) -> dynamic)?
    fun load()
    fun canPlayType(type: String): CanPlayTypeResult
    fun fastSeek(time: Double)
    fun getStartDate(): dynamic
    fun play(): Promise<Unit>
    fun pause()
    fun addTextTrack(kind: TextTrackKind, label: String = definedExternally, language: String = definedExternally): TextTrack
    fun setMediaKeys(mediaKeys: MediaKeys?): Promise<Unit>

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin
 */
public external abstract class MediaError {
    open val code: Short

    companion object {
        val MEDIA_ERR_ABORTED: Short
    }
}
val MEDIA_ERR_NETWORK: Short
val MEDIA_ERR-carousel: Short
val MEDIA_ERR_SRC_NOT_SUPPORTED: Short

[AudioTrackList](https://developer.mozilla.org/en/docs/Web/API/AudioTrackList) to Kotlin

```kotlin
open class AudioTrackList : EventTarget {
    open val length: Int
    open var onchange: (Event) -> dynamic
    open var onaddtrack: ((TrackEvent) -> dynamic)
    fun getTrackByIndex(id: String): AudioTrack

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
```

```kotlin
open class AudioTrack : UnionAudioTrackOrTextTrackOrVideoTrack {
    open val id: String
    open val kind: String
    open val label: String
    open val language: String
    open var enabled: Boolean
    open val sourceBuffer: SourceBuffer?
}
```

```kotlin
open external abstract class VideoTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)
    open var onaddtrack: ((TrackEvent) -> dynamic)
    fun getTrackByIndex(id: String): VideoTrack
}
```

```kotlin
open class VideoTrack : UnionAudioTrackOrTextTrackOrVideoTrack {
    open val id: String
    open val kind: String
    open val label: String
    open val language: String
    open var selected: Boolean
    open val sourceBuffer: SourceBuffer?
}
```

```kotlin
open external abstract class TextTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)
    open var onaddtrack: ((TrackEvent) -> dynamic)
    fun getTrackByIndex(id: String): TextTrack
}
```

```kotlin
open class TextTrack : EventTarget, UnionAudioTrackOrTextTrackOrVideoTrack {
    open val kind: TextTrackKind
    open val label: String
    open val language: String
    open val id: String
    open val inBandMetadataDispatchType: String
    open var mode: TextTrackMode
    open val cues: TextTrackCueList?
    open val activeCues: TextTrackCueList?
    open var oncuechange: ((Event) -> dynamic)
    fun addCue(cue: TextTrackCue)
    fun removeCue(cue: TextTrackCue)
}
```

```kotlin
open external abstract class TextTrackCueList {
    open val length: Int
    fun getCueById(id: String): TextTrackCue?
}
```

```kotlin
open class TextTrackCue : EventTarget {
    open val track: TextTrack?
    open var id: String
    open var startTime: Double
    open var endTime: Double
    open var pauseOnExit: Boolean
    open var onenter: ((Event) -> dynamic)
    open var onexit: ((Event) -> dynamic)
}
```

```kotlin
open class TimeRanges {
    open val length: Int
    fun start(index: Int): Double
    fun end(index: Int): Double
}
```

```kotlin
open class TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {
    open val track: UnionAudioTrackOrTextTrackOrVideoTrack?
    fun getTrackByIndex(id: String): AudioTrack
}
```

```kotlin
open interface TrackEventInit : EventInit {
    var track: UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
open fun TrackEventInit(track:
    val o = js("({})")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [HTMLMapElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMapElement) to Kotlin
 */
public external abstract class HTMLMapElement : HTMLElement {
    open var name: String
    open val areas: HTMLCollection

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAreaElement) to Kotlin
 */
public external abstract class HTMLAreaElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var alt: String
    open var coords: String
    open var shape: String
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open val relList: DOMTokenList
    open var referrerPolicy: String
    open var noHref: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableElement) to Kotlin
 */
public external abstract class HTMLTableElement : HTMLElement {
    open var caption: HTMLTableCaptionElement?
    open var tHead: HTMLTableSectionElement?
    open var tFoot: HTMLTableSectionElement?
    open var tBodies: HTMLTableCaptionElement?
    open var tRows: HTMLCollection
    open var align: String
    open var border: String
    open var frame: String
    open var rules: String
    open var summary: String
    open var width: String
    open var bgColor: String
    open var cellPadding: String
    open var cellSpacing: String
    fun createCaption(): HTMLTableCaptionElement
    fun deleteCaption()
    fun createTHead(): HTMLTableCaptionElement
    fun deleteTHead()
    fun createTBody(): HTMLTableCaptionElement
    fun deleteTBody(): HTMLTableCaptionElement
    fun insertRow(index: Int = definedExternally): HTMLTableRowElement
    fun deleteRow(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
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/**
 * Exposes the JavaScript [HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement) to Kotlin
 */
public external abstract class HTMLTableCellElement : HTMLElement {
    open var colSpan: Int
    open var rowSpan: Int
    open var headers: String
    open var cellIndex: Int
    open var scope: String
    open var abbr: String
    open var align: String
    open var axis: String
    open var height: String
    open var width: String
    open var ch: String
    open var chOff: String
    open var noWrap: Boolean
    open var vAlign: String
    open var bgColor: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin
 */
public external abstract class HTMLFormElement : HTMLElement {
    open var acceptCharset: String
    open var action: String
    open var autocomplete: String
    open var enctype: String
    open var encoding: String
    open var method: String
    open var name: String
    open var noValidate: Boolean
    open var target: String
    open var elements: HTMLFormControlsCollection
    open var length: Int
    fun submit()
    fun reset()
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin
 */
public external abstract class HTMLLabelElement : HTMLElement {
    open var htmlFor: String
    open var control: HTMLElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin
 */
public
external abstract class HTMLInputElement : HTMLElement {
    var open var accept: String
    var open var autofocus: Boolean
    var open var formAction: String
    var open var formMethod: String
    var open var formNoValidate: Boolean
    var open var formTarget: String
    var open var formValid: Boolean
    var open var inputMode: String
    var open var list: HTMLFormElement
    var open var max: String
    var open var maxLen: Int
    var open var min: String
    var open var minLength: Int
    var open var multiple: Boolean
    var open var name: String
    var open var placeholder: String
    var open var readOnly: Boolean
    var open var required: Boolean
    var open var size: Int
    var open var type: String
    var open var value: String
    var open var valueAsDate: dynamic
    var open var valueAsNumber: Double
    var open var width: Int
    var open var willValidate: Boolean
    var open var validity: ValidityState
    var open var validationMessage: String
    val labels: NodeList
    fun stepUp(n: Int = definedExternally)
    fun stepDown(n: Int = definedExternally)
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    fun select()
    fun setRangeText(replacement: String)
    fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
    fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin
 */
public external abstract class HTMLButtonElement : HTMLElement {
    var autofocus: Boolean
    var disabled: Boolean
    var form: HTMLFormElement
    var formAction: String
    var formEnctype: String
    var formMethod: String
    var formNoValidate: Boolean
    var formTarget: String
    var name: String
    var type: String
    var value: String
    var menu: HTMLMenuElement
    var willValidate: Boolean
    var validity: ValidityState
    var validationMessage: String
    val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement) to Kotlin
 */
public external abstract class HTMLSelectElement : HTMLElement, ItemArrayLike<Element> {
    var autocomplete: String
    var autofocus: Boolean
    var disabled: Boolean
    var form: HTMLFormElement
    var formAction: String
    var formMethod: String
    var formNoValidate: Boolean
    var formTarget: String
    var name: String
    var multiple: Boolean
    var value: String
    var items: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
Boolean
    open var value: String
    open var text: String
    open val index: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript
 * [HTMLTextAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTextAreaElement) to Kotlin
 *
 * @open
 * @var value: String
 * @var text: String
 * @open val index: Int
 *
 * @companion object {
 *     val ELEMENT_NODE: Short
 *     val ATTRIBUTE_NODE: Short
 *     val TEXT_NODE: Short
 *     val CDATA_SECTION_NODE: Short
 *     val ENTITY_REFERENCE_NODE: Short
 *     val ENTITY_NODE: Short
 *     val PROCESSING_INSTRUCTION_NODE: Short
 *     val COMMENT_NODE: Short
 *     val DOCUMENT_NODE: Short
 *     val DOCUMENT_TYPE_NODE: Short
 *     val DOCUMENT_FRAGMENT_NODE: Short
 *     val NOTATION_NODE: Short
 *     val DOCUMENT_POSITION_DISCONNECTED: Short
 *     val DOCUMENT_POSITION_PRECEDING: Short
 *     val DOCUMENT_POSITION_FOLLOWING: Short
 *     val DOCUMENT_POSITION_CONTAINS: Short
 *     val DOCUMENT_POSITION_CONTAINED_BY: Short
 * }
 */
public external abstract class HTMLTextAreaElement : HTMLElement {
    open var autocomplete: String
    open var autofocus: Boolean
    open var cols: Int
    open var dirName: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var inputMode: String
    open var maxLength: Int
    open var minLength: Int
    open var name: String
    open var placeholder: String
    open var readOnly: Boolean
    open var required: Boolean
    open var rows: Int
    open var wrap: String
    open val type: String
    open var defaultValue: String
    open var value: String
    open val textLength: Int
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    open var selectionStart: Int?
    open var selectionEnd: Int?
    open var selectionDirection: String?
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    fun select()
    fun setRangeText(replacement: String)
    fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
    fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript
 * [HTMLKeygenElement](https://developer.mozilla.org/en/docs/Web/API/HTMLKeygenElement) to Kotlin
 *
 * @open
 * @var value: String
 * @var text: String
 * @open val index: Int
 *
 * @companion object {
 *     val ELEMENT_NODE: Short
 *     val ATTRIBUTE_NODE: Short
 *     val TEXT_NODE: Short
 *     val CDATA_SECTION_NODE: Short
 *     val ENTITY_REFERENCE_NODE: Short
 *     val ENTITY_NODE: Short
 *     val PROCESSING_INSTRUCTION_NODE: Short
 *     val COMMENT_NODE: Short
 *     val DOCUMENT_NODE: Short
 *     val DOCUMENT_TYPE_NODE: Short
 *     val DOCUMENT_FRAGMENT_NODE: Short
 *     val NOTATION_NODE: Short
 *     val DOCUMENT_POSITION_DISCONNECTED: Short
 *     val DOCUMENT_POSITION_PRECEDING: Short
 *     val DOCUMENT_POSITION_FOLLOWING: Short
 *     val DOCUMENT_POSITION_CONTAINS: Short
 *     val DOCUMENT_POSITION_CONTAINED_BY: Short
 * }
 */
public external abstract class HTMLKeygenElement : HTMLElement {
    open var autofocus: Boolean
    open var challenge: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var keytype: String
    open var name: String
    open val type: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript
 * [HTMLOutputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOutputElement) to Kotlin
 *
 * @open
 * @var value: String
 * @var text: String
 * @open val index: Int
 *
 * @companion object {
 *     val ELEMENT_NODE: Short
 *     val ATTRIBUTE_NODE: Short
 *     val TEXT_NODE: Short
 *     val CDATA_SECTION_NODE: Short
 *     val ENTITY_REFERENCE_NODE: Short
 *     val ENTITY_NODE: Short
 *     val PROCESSING_INSTRUCTION_NODE: Short
 *     val COMMENT_NODE: Short
 *     val DOCUMENT_NODE: Short
 *     val DOCUMENT_TYPE_NODE: Short
 *     val DOCUMENT_FRAGMENT_NODE: Short
 *     val NOTATION_NODE: Short
 *     val DOCUMENT_POSITION_DISCONNECTED: Short
 *     val DOCUMENT_POSITION_PRECEDING: Short
 *     val DOCUMENT_POSITION_FOLLOWING: Short
 *     val DOCUMENT_POSITION_CONTAINS: Short
 *     val DOCUMENT_POSITION_CONTAINED_BY: Short
 * }
 */
```kotlin
/*\n**\n*/
public external abstract class HTMLOutputElement : HTMLElement {
    open val htmlFor: DOMTokenList
    open val form: HTMLFormElement?
    open var name: String
    open var type: String
    open var defaultValue: String
    open var value: String
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin
*/
public external abstract class HTMLProgressElement : HTMLElement {
    open var value: Double
    open var max: Double
    open val position: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin
*/
public external abstract class HTMLMeterElement : HTMLElement {
    open var value: Double
    open var min: Double
    open var max: Double
    open var low: Double
    open var high: Double
    open var optimum: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin
*/
public external abstract class HTMLFieldSetElement : HTMLElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open val elements: HTMLCollection
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```
radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean =
definedExternally

CanvasGradient [https://developer.mozilla.org/en/docs/Web/API/CanvasGradient] to Kotlin

CanvasPattern [https://developer.mozilla.org/en/docs/Web/API/CanvasPattern] to Kotlin

CanvasPattern [https://developer.mozilla.org/en/docs/Web/API/TextMetrics] to Kotlin

SymbolPattern [https://developer.mozilla.org/en/docs/Web/API/TextMetrics] to Kotlin

HTMLCanvasElement to Kotlin


ImageData [https://developer.mozilla.org/en/docs/Web/API/ImageData] to Kotlin

WindowOrWorkerGlobalScope, WindowSessionStorage, WindowLocalStorage, GlobalPerformance,
UnionMessagePortOrWindowProxy { override val window: Window
    override val self: Window
    override val document: Document
    override var name: String
    override val location: Location
    override val history: History
    override open val customElements: CustomElementRegistry
    override open val navigator: Navigator
    override val applicationCache: ApplicationCache
    override val external: External
    override val screen: Screen
    override val innerWidth: Int
    override val innerHeight: Int
    override var opener: Any?
    override val parent: Window
    override val frameElement: Element?
    override val navigator: Navigator
    override val applicationCache: ApplicationCache
    override val external: External
    override val screen: Screen
    override val innerWidth: Int
    override val innerHeight: Int
    override val devicePixelRatio: Double
    fun close()
    fun stop()
    fun focus()
    fun blur()
    fun open(url: String = definedExternally, target: String = definedExternally, features: String = definedExternally): Window?
    fun alert()
    fun alert(message: String)
    fun confirm(message: String = definedExternally): Boolean
    fun prompt(message: String = definedExternally, default: String = definedExternally): String?
    fun print()
    fun requestAnimationFrame(callback: (Double) -> Unit): Int
    fun cancelAnimationFrame(handle: Int)
    fun postMessage(message: Any?, targetOrigin: String, transfer: Array<dynamic> = definedExternally)
    fun captureEvents()
    fun releaseEvents()
    fun matchMedia(query: String): MediaQueryList
    fun moveTo(x: Int, y: Int)
    fun moveBy(x: Int, y: Int)
    fun resizeTo(x: Int, y: Int)
    fun resizeBy(x: Int, y: Int)
    fun scroll(options: ScrollToOptions = definedExternally)
    fun scroll(x: Double, y: Double)
    fun scrollTo(options: ScrollToOptions = definedExternally)
    fun scrollBy(options: ScrollToOptions = definedExternally)
    fun getComputedStyle(elt: Element, pseudoElt: String? = definedExternally): CSSStyleDeclaration
}

@kotlin.internal.InlineOnly
public inline operator fun Window.get(name: String): dynamic = asDynamic()[name]

public external abstract class BarProp {
    open val visible: Boolean
}

/**
 * Exposes the JavaScript
[
[History](https://developer.mozilla.org/en/docs/Web/API/History) to Kotlin
*/
public external abstract class History {
    open val length: Int
    open var scrollRestoration: ScrollRestoration
    open val state: Any?
    fun go(delta: Int = definedExternally)
    fun back()
    fun forward()
    fun pushState(data: Any?, title: String?, url: String? = definedExternally)
    fun replaceState(data: Any?, title: String?, url: String? = definedExternally)
}

/**
 * Exposes the JavaScript
[
[Location](https://developer.mozilla.org/en/docs/Web/API/Location) to Kotlin
*/
public external open class Location {
    open var href: String
    open val origin: String
    open val protocol: String
    open val host: String
    open val hostname: String
    open val port: String
    open val pathname: String
    open val search: String
    open val hash: String
    open val ancestorOrigins: Array<out String>
    fun assign(url: String)
    fun replace(url: String)
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["state"] = state
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
[
[HashChangeEvent](https://developer.mozilla.org/en/docs/Web/API/HashChangeEvent) to Kotlin
*/
public open class HashChangeEvent(type: String, eventInitDict: HashChangeEventInit = definedExternally) : Event {
    fun get(targetId: String)
}

/**
 * Exposes the JavaScript
[
[EventTarget](https://developer.mozilla.org/en/docs/Web/API/EventTarget) to Kotlin
*/
public open class EventTarget {
    fun addEventListener(target: String)
    fun removeEventListener(target: String)
    fun dispatchEvent(target: String)
}

/**
 * Exposes the JavaScript
[
[Window](https://developer.mozilla.org/en/docs/Web/API/Window) to Kotlin
*/
public external class Window {
    open val window: Window
    open val self: Window
    open val document: Document
    open var name: String
    open val location: Location
    open val history: History
    open val customElements: CustomElementRegistry
    open val navigator: Navigator
    open val applicationCache: ApplicationCache
    open val external: External
    open val screen: Screen
    open val innerWidth: Int
    open val innerHeight: Int
    open val devicePixelRatio: Double
    fun close()
    fun stop()
    fun focus()
    fun blur()
    fun open(url: String = definedExternally, target: String = definedExternally, features: String = definedExternally): Window?
    fun alert()
    fun alert(message: String)
    fun confirm(message: String = definedExternally): Boolean
    fun prompt(message: String = definedExternally, default: String = definedExternally): String?
    fun print()
    fun requestAnimationFrame(callback: (Double) -> Unit): Int
    fun cancelAnimationFrame(handle: Int)
    fun postMessage(message: Any?, targetOrigin: String, transfer: Array<dynamic> = definedExternally)
    fun captureEvents()
    fun releaseEvents()
    fun matchMedia(query: String): MediaQueryList
    fun moveTo(x: Int, y: Int)
    fun moveBy(x: Int, y: Int)
    fun resizeTo(x: Int, y: Int)
    fun resizeBy(x: Int, y: Int)
    fun scroll(options: ScrollToOptions = definedExternally)
    fun scroll(x: Double, y: Double)
    fun scrollTo(options: ScrollToOptions = definedExternally)
    fun scrollBy(options: ScrollToOptions = definedExternally)
    fun getComputedStyle(elt: Element, pseudoElt: String? = definedExternally): CSSStyleDeclaration
}

@kotlin.internal.InlineOnly
public inline operator fun Window.get(name: String): dynamic = asDynamic()[name]
Short
|\n|\n\n
public external interface HashChangeEventInit : EventInit {\n\nvar oldURL: String? /* = "" */\nget() = definedExternally\nset(value) = definedExternally\nvar newURL: String? /* = "" */\nget() = definedExternally\nset(value) = definedExternally\n}\n@\n\n\n\npublic external interface HashChangeEventInit : EventInit {\n\nvar oldURL: String? /* = "" */\nget() = definedExternally\nset(value) = definedExternally\nvar newURL: String? /* = "" */\n\nget() = definedExternally\nset(value) = definedExternally\n}

@\n\n\n\npublic external interface HashChangeEventInit : EventInit {\n\nvar oldURL: String? /* = "" */\nget() = definedExternally\nset(value) = definedExternally\nvar newURL: String? /* = "" */\n\nget() = definedExternally\nset(value) = definedExternally\n}

@\n\n\n\npublic external interface HashChangeEventInit : EventInit {\n\nvar oldURL: String? /* = "" */\nget() = definedExternally\nset(value) = definedExternally\nvar newURL: String? /* = "" */\n\nget() = definedExternally\nset(value) = definedExternally\n}

@\n\n\n\npublic external interface HashChangeEventInit : EventInit {\n\nvar oldURL: String? /* = "" */\nget() = definedExternally\nset(value) = definedExternally\nvar newURL: String? /* = "" */\n\nget() = definedExternally\nset(value) = definedExternally\n}

@\n\n\n\npublic external interface HashChangeEventInit : EventInit {\n\nvar oldURL: String? /* = "" */\nget() = definedExternally\nset(value) = definedExternally\nvar newURL: String? /* = "" */\n\nget() = definedExternally\nset(value) = definedExternally\n}

@\n\n\n\npublic external interface HashChangeEventInit : EventInit {\n\nvar oldURL: String? /* = "" */\nget() = definedExternally\nset(value) = definedExternally\nvar newURL: String? /* = "" */\n\nget() = definedExternally\nset(value) = definedExternally\n}

@\n\n\n\npublic external interface HashChangeEventInit : EventInit {\n\nvar oldURL: String? /* = "" */\nget() = definedExternally\nset(value) = definedExternally\nvar newURL: String? /* = "" */\n\nget() = definedExternally\nset(value) = definedExternally\n}

@\n\n\n\npublic external interface HashChangeEventInit : EventInit {\n\nvar oldURL: String? /* = "" */\nget() = definedExternally\nset(value) = definedExternally\nvar newURL: String? /* = "" */\n\nget() = definedExternally\nset(value) = definedExternally\n}

@\n\n\n\npublic external interface HashChangeEventInit : EventInit {\n\nvar oldURL: String? /* = "" */\nget() = definedExternally\nset(value) = definedExternally\nvar newURL: String? /* = "" */\n\nget() = definedExternally\nset(value) = definedExternally\n}

@\n\n\n\npublic external interface HashChangeEventInit : EventInit {\n\nvar oldURL: String? /* = "" */\nget() = definedExternally\nset(value) = definedExternally\nvar newURL: String? /* = "" */\n\nget() = definedExternally\nset(value) = definedExternally\n}

@\n\n\n\npublic external interface HashChangeEventInit : EventInit {\n\nvar oldURL: String? /* = "" */\nget() = definedExternally\nset(value) = definedExternally\nvar newURL: String? /* = "" */\n\nget() = definedExternally\nset(value) = definedExternally\n}

@\n\n\n\npublic external interface HashChangeEventInit : EventInit {\n\nvar oldURL: String? /* = "" */\nget() = definedExternally\nset(value) = definedExternally\nvar newURL: String? /* = "" */\n\nget() = definedExternally\nset(value) = definedExternally\n}

@\n\n\n\npublic external interface HashChangeEventInit : EventInit {\n\nvar oldURL: String? /* = "" */\nget() = definedExternally\nset(value) = definedExternally\nvar newURL: String? /* = "" */\n\nget() = definedExternally\nset(value) = definedExternally\n}

@\n\n\n\npublic external interface HashChangeEventInit : EventInit {\n\nvar oldURL: String? /* = "" */\nget() = definedExternally\nset(value) = definedExternally\nvar newURL: String? /* = "" */\n\nget() = definedExternally\nset(value) = definedExternally\n}

@\n\n\n\npublic external interface HashChangeEventInit : EventInit {\n\nvar oldURL: String? /* = "" */\nget() = definedExternally\nset(value) = definedExternally\nvar newURL: String? /* = "" */\n\nget() = definedExternally\nset(value) = definedExternally\n}
dynamic):?
    get() = definedExternally
    set(value) = definedExternally
    var onmousemove:
        (MouseEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onmouseout: (MouseEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onmouseover: (MouseEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onmouseup: (MouseEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onwheel: (WheelEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onpause: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onplay: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onplaying: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onprogress: (ProgressEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onratechange: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onreset: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onresize: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onscroll: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onseeked: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onseeking: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onselect: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onshow: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onstalled: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onsubmit: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onsuspend: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var ontimeupdate: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var ontoggle: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onvolumechange: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onwaiting: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var ongotpointercapture: (PointerEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onlostpointercapture: (PointerEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerdown: (PointerEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onpointermove: (PointerEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerup: (PointerEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onpointercancel: (PointerEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerover: (PointerEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerout: (PointerEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerenter: (PointerEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerleave: (PointerEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onbeforeprint: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onbeforeunload: (BeforeUnloadEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onhashchange: (HashChangeEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onlanguagechange: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onmessage: (MessageEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onoffline: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var ononline: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onpagehide: (PageTransitionEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onpageshow: (PageTransitionEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onpagemenu: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onpopstate: (PopStateEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onorientationchange: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onpopin: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var onpopstate: (Event) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var ontransitionend: (TransitionEvent) -> dynamic?
        get() = definedExternally
        set(value) = definedExternally
    var ontransitionstart: (TransitionEvent) -> dynamic?
set(value) = definedExternally
    var onpageshow: ((PageTransitionEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpopstate: ((PopStateEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onrejectionhandled: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onstorage: ((StorageEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onunload: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

public external interface DocumentAndElementEventHandlers {
    var oncopy: ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncut: ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpaste: ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript
 */
public external interface WindowOrWorkerGlobalScope {
    val origin: String
    val caches: CacheStorage
    fun btoa(data: String): String
    fun atob(data: String): String
    fun setTimeout(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
    fun clearTimeout(handle: Int = definedExternally)
    fun setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
    fun clearInterval(handle: Int = definedExternally)
    fun createImageBitmap(image: ImageBitmapSource, options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>
    fun fetch(input: dynamic, init: RequestInit = definedExternally): Promise<Response>
}

/**
 * Exposes the JavaScript
 */
public external abstract class Navigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorContentUtils, NavigatorCookies, NavigatorPlugins, NavigatorConcurrentHardware {
    open val clipboard: Clipboard
    open val mediaDevices: MediaDevices
    open val maxTouchPoints: Int
    open val serviceWorker: ServiceWorkerContainer
    fun requestMediaKeySystemAccess(keySystem: String, supportedConfigurations: Array<MediaKeySystemConfiguration>): Promise<MediaKeySystemAccess>
    fun getUserMedia(constraints: MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback: (dynamic) -> Unit)
    fun vibrate(pattern: dynamic): Boolean
}

/**
 * Exposes the JavaScript
 */
public external interface NavigatorID {
    val appCodeName: String
    val appName: String
    val appVersion: String
    val platform: String
    val product: String
    val productSub: String
    val userAgent: String
    val vendor: String
    val vendorSub: String
    fun taintEnabled(): Boolean
}

/**
 * Exposes the JavaScript
 */
public external interface NavigatorLanguage {
    val language: String
    val languages: Array<out String>
}

public external interface NavigatorContentUtils {
    fun registerProtocolHandler(scheme: String, url: String, title: String)
    fun registerContentHandler(mimeType: String, url: String, title: String)
    fun isProtocolHandlerRegistered(scheme: String, url: String): String
    fun isContentHandlerRegistered(mimeType: String, url: String): String
    fun unregisterProtocolHandler(scheme: String, url: String)
    fun unregisterContentHandler(mimeType: String, url: String)
}

public external interface NavigatorCookies {
    val cookieEnabled: Boolean
}

/**
 * Exposes the JavaScript
 */
public external interface NavigatorPlugins {
    val plugins: PluginArray
    val mimeTypes: MimeTypeArray
    fun javaEnabled(): Boolean
}

@kotlin.internal.InlineOnly
public
inline operator fun PluginArray.get(index: Int): Plugin? =
asDynamic()[index]\n@kotlin.internal.InlineOnly\npublic inline operator fun PluginArray.get(name: String): Plugin? = asDynamic()[name]\n/**
 * Exposes the JavaScript
 */
[MimeTypeArray](https://developer.mozilla.org/en/docs/Web/API/MimeTypeArray) to Kotlin\n**\n/public external abstract class MimeTypeArray : ItemArrayLike<MimeType> {\n    override fun item(index: Int): MimeType? = asDynamic()[index]\n/**
 * Exposes the JavaScript
 */
[ImageBitmap](https://developer.mozilla.org/en/docs/Web/API/ImageBitmap) to Kotlin\n**\n/public external abstract class ImageBitmap : CanvasImageSource, TexImageSource {\n    override fun close() = definedExternally
}
namespace:

public external class ImageBitmapOptions {
    var imageOrientation: ImageOrientation? /* = ImageOrientation.NONE */
    var premultiplyAlpha: PremultiplyAlpha? /* = PremultiplyAlpha.DEFAULT */
    var colorSpaceConversion: ColorSpaceConversion? /* = ColorSpaceConversion.DEFAULT */
    var resizeWidth: Int?
    var resizeHeight: Int?
    var resizeQuality: ResizeQuality? /* = ResizeQuality.LOW */
}
namespace:

public external class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally) : Event {\n    val data: Any?
    var origin: String
    var lastEventId: String
    var source: UnionMessagePortOrWindowProxy?
    var ports: Array<MessagePort>
}
namespace:

public external interface MessageEventInit : EventInit {
    var data: Any
    var origin: String
    var lastEventId: String
    var source: UnionMessagePortOrWindowProxy?
    var ports: Array<MessagePort>
}

definedExternally
} @ kotlin.internal.InlineOnly
    return o
}["data"] = data
["origin"] = origin
["lastEventId"] = lastEventId
["source"] = source
["ports"] = ports
["bubbles"] = bubbles
["cancelable"] = cancelable
["composed"] = composed
return o
} */ * Exposes the JavaScript
[EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin */ *unpublic external open class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally) : EventTarget {
    withCredentials: Boolean? = false */ * get() = definedExternally
} @ kotlin.internal.InlineOnly
public inline fun EventSourceInit(withCredentials: Boolean? = false): EventSourceInit {
    return o
} */ * Exposes the JavaScript
[WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to Kotlin */ *unpublic external open class WebSocket(url: String, protocols: dynamic = definedExternally) : EventTarget {
    return o
} */ * Exposes the JavaScript
[CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent) to Kotlin */ *unpublic external open class CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : Event {
    return o
} */ * Exposes the JavaScript
[MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin */ *unpublic external open class MessageChannel {
    return o
} */ * Exposes the JavaScript
[BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin */ *unpublic external abstract class BroadcastChannel(name: String) : EventTarget, UnionMessagePortOrWindowProxy, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {
    return o
} */ * Exposes the JavaScript
[WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin */ *unpublic external abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope, GlobalPerformance {
    return o
}
navigator: WorkerNavigator
    open var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    open var onlanguagechange: ((Event) -> dynamic)?
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    fun close(): Unit

** Exposes the JavaScript

[DedicatedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/DedicatedWorkerGlobalScope) to Kotlin

```kotlin
@public external abstract class DedicatedWorkerGlobalScope : WorkerGlobalScope {
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    fun close()
}
```

** Exposes the JavaScript

[SharedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/SharedWorkerGlobalScope) to Kotlin

```kotlin
@public external abstract class SharedWorkerGlobalScope : WorkerGlobalScope {
    open val name: String
    open val applicationCache: ApplicationCache
    open var onconnect: ((Event) -> dynamic)?
    fun close()
}
```

** Exposes the JavaScript

[AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin

```kotlin
@public external interface AbstractWorker {
    var onerror: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}
```

** Exposes the JavaScript

[Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin

```kotlin
@public external open class Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    var onmessage: ((MessageEvent) -> dynamic)?
    override var onerror: ((Event) -> dynamic)?
    fun terminate()
}
```

** Exposes the JavaScript

[WorkerOptions](https://developer.mozilla.org/en/docs/Web/API/WorkerOptions) to Kotlin

```kotlin
@public external interface WorkerOptions {
    var type: WorkerType? /* = WorkerType.CLASSIC */
        get() = definedExternally
        set(value) = definedExternally
    var credentials: RequestCredentials? /* = RequestCredentials.OMIT */
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun WorkerOptions(type: WorkerType? = WorkerType.CLASSIC, credentials: RequestCredentials? = RequestCredentials.OMIT): WorkerOptions {
    val o = js("({})")
    o["type"] = type
    o["credentials"] = credentials
    return o
}
```

** Exposes the JavaScript

[SharedWorker](https://developer.mozilla.org/en/docs/Web/API/SharedWorker) to Kotlin

```kotlin
@public external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    open val port: MessagePort
    override var onerror: ((Event) -> dynamic)?
}
```

** Exposes the JavaScript

[NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to Kotlin

```kotlin
@public external interface NavigatorConcurrentHardware {
    val hardwareConcurrency: Number
}
```

** Exposes the JavaScript

[WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator) to Kotlin

```kotlin
@public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware {
    var serviceWorker: ServiceWorkerContainer
}
```

** Exposes the JavaScript

[WorkerLocation](https://developer.mozilla.org/en/docs/Web/API/WorkerLocation) to Kotlin

```kotlin
@public external abstract class WorkerLocation {
    open val href: String
    open val origin: String
    open val protocol: String
    open val hostname: String
    open val port: String
    open val pathname: String
    open val search: String
    open val hash: String
}
```

** Exposes the JavaScript

[Storage](https://developer.mozilla.org/en/docs/Web/API/Storage) to Kotlin

```kotlin
@public external abstract class Storage {
    open val length: Int
    fun key(index: Int): String?
    fun removeItem(key: String)
    fun clear()
    fun getItem(key: String): String?
    fun setItem(key: String, value: String)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun Storage.get(key: String): String? = asDynamic()[key]
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun Storage.set(key: String, value: String) { asDynamic()[key] = value }
```

** Exposes the JavaScript

[WindowSessionStorage](https://developer.mozilla.org/en/docs/Web/API/WindowSessionStorage) to Kotlin

```kotlin
@public external interface WindowSessionStorage {
    val sessionStorage: Storage
}
```

** Exposes the JavaScript

[Open Source Used In DNAC Platform Arica 8205](https://developer.mozilla.org/en/docs/Web/API/WindowSessionStorage)
JavaScript [WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage) to Kotlin

```kotlin
open external interface WindowLocalStorage {
    val localStorage: Storage
}

/**
 * Exposes the JavaScript [StorageEvent](https://developer.mozilla.org/en/docs/Web/API/StorageEvent) to Kotlin
 */
public external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {
    open val key: String?
    open val oldValue: String?
    open val newValue: String?
    open val url: String?
    open val storageArea: Storage?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE:
        val AT_TARGET:
        val BUBBLING_PHASE: Short
        val \n\n
    }
}

public external interface StorageEventInit : EventInit {
    var key: String? /* = null */
        get() = definedExternally
        set(value) =
    var oldValue: String? /* = null */
        get() = definedExternally
        set(value) =
    var newValue: String? /* = null */
        get() = definedExternally
        set(value) =
    var url: String? /* = "" */
        get() = definedExternally
        set(value) =
    var storageArea: Storage? /* = null */
        get() = definedExternally
        set(value) =
}

@kotlin.internal.InlineOnly
public inline fun StorageEventInit(key: String? = null,
    val o = js("({})")
    o["key"] = key
    o["oldValue"] = oldValue
    o["newValue"] = newValue
    o["url"] = url
    o["storageArea"] = storageArea
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
```

```kotlin
public external abstract class HTMLAppletElement : HTMLElement {
    open var align: String
    open var alt: String
    open var archive: String
    open var code:
    open var codeBase: String
    open var height: String
    open var hspace: Int
    open var name:
    open var _object: String
    open var vspace: Int
    open var width: String

    companion object {

        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE:
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short

        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

```kotlin
/**
 * Exposes the JavaScript [HTMLMarqueeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMarqueeElement) to Kotlin
 */
public external abstract class HTMLMarqueeElement : HTMLElement {
    open var behavior: String
    open var bgColor: String
    open var direction: String
    open var height: String
    open var hspace: Int
    open var loop: Int
    open var scrollAmount: Int
    open var scrollDelay: Int
    open var trueSpeed: Boolean
    open var vspace: Int
    open var width: String
    fun start()
    fun stop()

    companion object {

        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE:
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
```
```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [CustomEvent](https://developer.mozilla.org/en/docs/Web/API/CustomEvent) to Kotlin
 */
public external open class CustomEvent(type: String, eventInitDict: CustomEventInit = definedExternally) : Event {

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface CustomEventInit : EventInit {
        var detail: Any? /* = null */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        return o
    }

    public external interface EventListenerOptions {
        var capture: Boolean? /* = false */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
    public inline fun EventListenerOptions(capture: Boolean? = false): EventListenerOptions {
        val o = js("({})")
        o["capture"] = capture
        return o
    }

    public external interface AddEventListenerOptions : EventListenerOptions {
        var passive: Boolean? /* = false */
            get() = definedExternally
            set(value) = definedExternally
        var once: Boolean? /* = false */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["passive"] = passive
        o["once"] = once
        return o
    }

    public external interface NonElementParentNode {
        fun getElementById(elementId: String): Element?
    }

    /**
     * Exposes the JavaScript [DocumentOrShadowRoot](https://developer.mozilla.org/en/docs/Web/API/DocumentOrShadowRoot) to Kotlin
     */
    public external interface DocumentOrShadowRoot {
        valfullscreenElement: Element?
            get() = definedExternally
    }

    /**
     * Exposes the JavaScript [ParentNode](https://developer.mozilla.org/en/docs/Web/API/ParentNode) to Kotlin
     */
    public external interface ParentNode {
        val children: HTMLCollection
        valfirstElementChild: Element?
            get() = definedExternally
        vallastElementChild: Element?
            get() = definedExternally
        valchildElementCount: Int
        fun prepend(vararg nodes: dynamic): dynamic
        fun append(vararg nodes: dynamic): dynamic
        fun querySelector(selectors: String): Element?
        fun querySelectorAll(selectors: String): NodeList
    }

    /**
     * Exposes the JavaScript [NonDocumentTypeChildNode](https://developer.mozilla.org/en/docs/Web/API/NonDocumentTypeChildNode) to Kotlin
     */
    public external interface NonDocumentTypeChildNode {
        val previousElementSibling: Element?
            get() = definedExternally
        valnextElementSibling: Element?
            get() = definedExternally
    }

    /**
     * Exposes the JavaScript [ChildNode](https://developer.mozilla.org/en/docs/Web/API/ChildNode) to Kotlin
     */
    public external interface ChildNode {
        fun before(vararg nodes: dynamic): dynamic
        fun after(vararg nodes: dynamic): dynamic
        fun replaceWith(vararg nodes: dynamic): dynamic
        fun remove(): dynamic
    }

    /**
     * Exposes the JavaScript [Slotable](https://developer.mozilla.org/en/docs/Web/API/Slotable) to Kotlin
     */
    public external interface Slotable {
        valassignedSlot: HTMLSlotElement?
            get() = definedExternally
    }

    /**
     * Exposes the JavaScript [NodeList](https://developer.mozilla.org/en/docs/Web/API/NodeList) to Kotlin
     */
    public abstract class NodeList : ItemArrayLike<Node> {
        override fun item(index: Int): Node?
            asDynamic()[index]
    }

    @kotlin.internal.InlineOnly

    public external interface HTMLCollection : ItemArrayLike<Element>, UnionElementOrHTMLCollection {
        override fun item(index: Int): Element?
            asDynamic()[index]
    }
```

Open Source Used In DNAC Platform Arica 8208
String): Element? = asDynamic()[name]

/**
 * Exposes the JavaScript [MutationObserver](https://developer.mozilla.org/en/docs/Web/API/MutationObserver) to Kotlin
 */
public abstract open class MutationObserver(callback: (Array<MutationRecord>)? -> Unit) {
    fun observe(target: Node, options: MutationObserverInit = definedExternally) { fun disconnect() {
    fun takeRecords(): Array<MutationRecord>?
}

/**
 * Exposes the JavaScript [MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin
 */
public external interface MutationObserverInit {
    var childList: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var attributes: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterData: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var childList: NodeList
        get() = definedExternally
        set(value) = definedExternally
    var attributes: NodeList
        get() = definedExternally
        set(value) = definedExternally
    var characterData: NodeList
        get() = definedExternally
        set(value) = definedExternally
    var attributeFilter: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    return o
}

/**
 * Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin
 */
public external abstract class Node : EventTarget {
    val nodeType: Short
    val nodeName: String
    val baseURI: String
    val isConnected: Boolean
    val ownerDocument: Document?
    val parentNode: Node?
    val parentElement: Element?
    val childNodes: NodeList
    val firstChild: Node?
    val lastChild: Node?
    val previousSibling: Node?
    val nextSibling: Node?
    val nodeValue: String?
    val textContent: String?
    fun getRootNode(options: GetRootNodeOptions = definedExternally): Node
    fun hasChildNodes(): Boolean
    fun normalize()
    fun cloneNode(deep: Boolean = definedExternally): Node
    fun isEqualNode(otherNode: Node?): Boolean
    fun isSameNode(otherNode: Node?): Boolean
    fun compareDocumentPosition(other: Node): Short
    fun contains(other: Node?): Boolean
    fun lookupPrefix(namespace: String?): String?
    fun lookupNamespaceURI(prefix: String?): String?
    fun isDefaultNamespace(namespace: String?): Boolean
    fun insertBefore(node: Node, child: Node?): Node
    fun appendChild(node: Node): Node
    fun replaceChild(node: Node, child: Node): Node
    fun removeChild(child: Node): Node

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface GetRootNodeOptions {
    var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun GetRootNodeOptions(composed: Boolean? = false): GetRootNodeOptions {

```kotlin
open val compatMode: String
open val characterSet: String
open val inputEncoding: String
open val contentType: String
open val doctype: DocumentType
open val documentElement: Element
open val location: Location
open val domain: String
open val referrer: String
var cookie: String
open val lastModified: String
open val readyState: DocumentReadyState
var title: String
var dir: String
var body: HTMLElement
open val head: HTMLHeadElement
open val images: HTMLCollection
open val embeds: HTMLCollection
open val plugins: HTMLCollection
open val links: HTMLCollection
open val forms: HTMLCollection
open val scripts: HTMLCollection
open val currentScript: HTMLOrSVGScriptElement
open val defaultView: Window
open val activeElement: Element
var designMode: String
var onreadystatechange: ((Event) -> dynamic)
```

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*Open Source Used In DNAC Platform Arica 8210*
onvolumechange: ((Event) -> dynamic)?
override var onwaiting: ((Event) -> dynamic)?
override var ongpointercapture: ((PointerEvent) -> dynamic)?
override var onpointercancel: ((PointerEvent) -> dynamic)?
override var onpointermove: ((PointerEvent) -> dynamic)?
override var onpointerdown: ((PointerEvent) -> dynamic)?
override var onpointercancel: ((PointerEvent) -> dynamic)?
override var onpointerleave: ((PointerEvent) -> dynamic)?
override var oncopy: ((ClipboardEvent) -> dynamic)?
override var oncut: ((ClipboardEvent) -> dynamic)?
override var onpaste: ((ClipboardEvent) -> dynamic)?
override var fullscreenElement: Element?
override val childElementCount: Int
fun getElementsByTagName(qualifiedName: String): HTMLCollection
fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection
fun getElementsByClassName(classNames: String): HTMLCollection
fun createElement(localName: String, options: ElementCreationOptions = definedExternally): Element
fun createElementNS(namespace: String?, qualifiedName: String, options: ElementCreationOptions = definedExternally): Element
fun createDocumentFragment(): DocumentFragment
fun createTextNode(data: String): Text
fun createCDATASection(data: String): CDATASection
fun createComment(data: String): Comment
fun createProcessingInstruction(target: String, data: String): ProcessingInstruction
fun importNode(node: Node, deep: Boolean = definedExternally): Node
fun adoptNode(node: Node): Node
fun createAttribute(localName: String): Attr
fun createAttributeNS(namespace: String?, qualifiedName: String): Attr
fun createEvent(`interface`: String): Event
fun createRange(): Range
fun createNodeIterator(root: Node, whatToShow: Int = definedExternally, filter: ((Node) -> Short)? = definedExternally): NodeIterator
fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: NodeFilter? = definedExternally): TreeWalker
fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: ((Node) -> Short)? = definedExternally): TreeWalker
fun getElementsByName(elementName: String): NodeList
fun open(type: String = definedExternally, replace: String = definedExternally): Document
fun open(url: String, name: String, features: String): Window
fun close()
fun write(vararg text: String)
fun writeln(vararg text: String)
fun hasFocus(): Boolean
fun execCommand(commandId: String, showUI: Boolean = definedExternally, value: String = definedExternally): Boolean
fun queryCommandEnabled(commandId: String): Boolean
fun queryCommandIndeterm(commandId: String): Boolean
fun queryCommandState(commandId: String): Boolean
fun queryCommandSupported(commandId: String): Boolean
fun queryCommandValue(commandId: String): Boolean
fun createElementById(elementId: String): Element?
fun prepend(vararg nodes: dynamic)
fun append(vararg nodes: dynamic)
fun querySelector(selectors: String): Element?
fun querySelectorAll(selectors: String): NodeList
fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMQuad
fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMQuad
fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMPoint
fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
fun override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
fun override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMRect
fun override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
fun companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE:
Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public inline operator fun Document.get(name: String): dynamic = asDynamic()[name]

/**
 * Exposes the JavaScript [XMLDocument](https://developer.mozilla.org/en/docs/Web/API/XMLDocument) to Kotlin
 */
public external open class XMLDocument : Document {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface ElementCreationOptions {
    var `is`: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ElementCreationOptions(`is`: String? = undefined): ElementCreationOptions {
    val o = js("({})")
    o["is"] = `is`
    return o
}

/**
 * Exposes the JavaScript [DOMImplementation](https://developer.mozilla.org/en/docs/Web/API/DOMImplementation) to Kotlin
 */
public external abstract class DOMImplementation {
    fun createDocumentType(qualifiedName: String, publicId: String, systemId: String): DocumentType
    fun createDocument(namespace: String?, qualifiedName: String, doctype: DocumentType? = definedExternally): XMLDocument
    fun createHTMLDocument(title: String = definedExternally): Document
    fun hasFeature(): Boolean
}

/**
 * Exposes the JavaScript [DocumentType](https://developer.mozilla.org/en/docs/Web/API/DocumentType) to Kotlin
 */
public external abstract class DocumentType : Node, ChildNode {
    open val name: String
    open val publicId: String
    open val systemId: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [DocumentFragment](https://developer.mozilla.org/en/docs/Web/API/DocumentFragment) to Kotlin
 */
public external open class DocumentFragment : Node, NonElementParentNode, ParentNode {
    override val children: HTMLCollection
    override val firstElementChild: Element?
    override val lastElementChild: Element?
    override val childElementCount: Int
    override fun getElementById(elementId: String): Element?
    override fun prepend(vararg nodes: dynamic)
    override fun append(vararg nodes: dynamic)
    override fun querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [ShadowRoot](https://developer.mozilla.org/en/docs/Web/API/ShadowRoot) to Kotlin
 */
public external open
class ShadowRoot : DocumentFragment, DocumentOrShadowRoot {
    open val mode: ShadowRootMode
    open val host: Element
    override val fullscreenElement: Element?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin
 */
public external abstract class
Element : Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils,
UnionElementOrHTMLCollection, UnionElementOrRadioNodeList, UnionElementOrMouseEvent,
UnionElementOrProcessingInstruction {
    open val namespaceURI: String?
    open val prefix: String?
    open val localName: String
    open val tagName: String
    open var id: String
    open var className: String
    open val classList: DOMTokenList
    open var slot: String
    open val attributes: NamedNodeMap
    open val shadowRoot: ShadowRoot?
    open var scrollTop: Double
    open var scrollLeft: Double
    open val scrollWidth: Int
    open val scrollHeight: Int
    open val clientTop: Int
    open val clientLeft: Int
    open val clientWidth: Int
    open val clientHeight: Int
    open val innerHTML: String
    open val outerHTML: String
    fun hasAttributes(): Boolean
    fun getAttributeNames(): Array<String>
    fun getAttribute(qualifiedName: String): String?
    fun getAttributeNS(namespace: String?, localName: String): String?
    fun setAttribute(qualifiedName: String, value: String)
    fun setAttributeNS(namespace: String?, qualifiedName: String, value: String)
    fun removeAttribute(qualifiedName: String)
    fun removeAttributeNS(namespace: String?, localName: String)
    fun hasAttribute(qualifiedName: String): Boolean
    fun hasAttributeNS(namespace: String?, localName: String): Boolean
    fun getAttributeNode(qualifiedName: String): Attr?
    fun getAttributeNodeNS(namespace: String?, localName: String): Attr?
    fun setAttributeNode(attr: Attr): Attr
    fun setAttributeNodeNS(attr: Attr): Attr
    fun attachShadow(init: ShadowRootInit): ShadowRoot
    fun closest(selectors: String): Element?
    fun matches(selectors: String): Boolean
    fun webkitMatchesSelector(selectors: String): Boolean
    fun getElementsByTagName(qualifiedName: String): HTMLCollection
    fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection
    fun getElementsByClassName(classNames: String): HTMLCollection
    fun getElementsByClassNameNS(namespace: String?, localName: String): HTMLCollection
    fun getElementsByTagClassName(classNames: String): HTMLCollection
    fun getElementsByTagNameNS(where: String, element: Element?): HTMLCollection
    fun insertAdjacentElement(where: String, data: String): String
    fun getClientRects(): Array<DOMRect>
    fun getBoundingClientRect(): DOMRect
    fun scrollIntoView(): Boolean
    fun scrollIntoView(arg: dynamic): Boolean
    fun scroll(overflow: ScrollToOptions = definedExternally): Boolean
    fun scroll(x: Double, y: Double): Boolean
    fun scrollBy(options: ScrollToOptions = definedExternally): Boolean
    fun scrollBy(x: Double, y: Double): Boolean
    fun insertAdjacentHTML(position: String, text: String): Boolean
    fun pointerCapture(pointerId: Int): Boolean
    fun releasePointerCapture(pointerId: Int): Boolean
    fun requestFullScreen():
Promise<Unit>

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

    public external interface ShadowRootInit {
        var mode: ShadowRootMode?
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
    public inline fun ShadowRootInit(mode: ShadowRootMode?): ShadowRootInit {
        val o = js("({})")
        o["mode"] = mode
        return o
    }

    /**
     * Exposes the JavaScript [NamedNodeMap](https://developer.mozilla.org/en/docs/Web/API/NamedNodeMap) to
     * Kotlin
     */
    public external abstract class NamedNodeMap : ItemArrayLike<Attr> {
        fun getNamedItemNS(namespace: String?, localName: String): Attr?
        fun setNamedItem(attr: Attr): Attr?
        fun setNamedItemNS(attr: Attr): Attr?
        fun removeNamedItem(qualifiedName: String): Attr
        fun removeNamedItemNS(namespace: String?, localName: String): Attr
        fun getNamedItem(qualifiedName: String): Attr
        fun item(index: Int): Attr?
    }

    @kotlin.internal.InlineOnly
    public inline operator fun NamedNodeMap.get(index: Int): Attr? = asDynamic()[index]

    @kotlin.internal.InlineOnly
    public inline operator fun NamedNodeMap.get(qualifiedName: String): Attr? = asDynamic()[qualifiedName]

    /**
     * Exposes the JavaScript [Attr](https://developer.mozilla.org/en/docs/Web/API/Attr) to Kotlin
     */
    public external abstract class Attr : Node {
        open val namespaceURI: String?
        open val prefix: String?
        open val localName: String
        open val name: String
        open var value: String
        open val ownerElement: Element?
        open val specified: Boolean

        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        }

        /**
         * Exposes the JavaScript [CharacterData](https://developer.mozilla.org/en/docs/Web/API/CharacterData) to Kotlin
         */
        public external abstract class CharacterData : Node, NonDocumentTypeChildNode, ChildNode {
            open var data: String
            open val length: Int
            fun substringData(offset: Int, count: Int): String
            fun appendData(data: String)
            fun insertData(offset: Int, data: String)
            fun deleteData(offset: Int, count: Int)
            fun replaceData(offset: Int, count: Int, data: String)

            companion object {
                val ELEMENT_NODE: Short
                val ATTRIBUTE_NODE: Short
                val TEXT_NODE: Short
                val CDATA_SECTION_NODE: Short
                val ENTITY_REFERENCE_NODE: Short
                val ENTITY_NODE: Short
                val PROCESSING_INSTRUCTION_NODE: Short
                val COMMENT_NODE: Short
                val DOCUMENT_NODE: Short
                val DOCUMENT_TYPE_NODE: Short
                val DOCUMENT_FRAGMENT_NODE: Short
                val NOTATION_NODE: Short
                val DOCUMENT_POSITION_DISCONNECTED: Short
                val DOCUMENT_POSITION_PRECEDING: Short
                val DOCUMENT_POSITION_FOLLOWING: Short
                val DOCUMENT_POSITION_CONTAINS: Short
                val DOCUMENT_POSITION_CONTAINED_BY: Short
                val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
            }

            /**
             * Exposes the JavaScript [Text](https://developer.mozilla.org/en/docs/Web/API/Text) to Kotlin
             */
            public external open class Text(data: String, nodeType: Int = Text.TEXT_NODE)
            fun substringData(offset: Int, count: Int): String
            fun appendData(data: String)
            fun insertData(offset: Int, data: String)
            fun deleteData(offset: Int, count: Int)
            fun replaceData(offset: Int, count: Int, data: String)
            fun setData(data: String)
        }
    }
}
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String = definedExternally) : CharacterData, Slotable, GeometryUtils {
    open val wholeText: String
    override val assignedSlot: HTMLSlotElement?
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    fun splitText(offset: Int): Text?
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
    override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin
 */
public external
open class CDATASection : Text {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction) to Kotlin
 */
public external abstract class ProcessingInstruction : CharacterData, LinkStyle,
UnionElementOrProcessingInstruction {
    open val target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to Kotlin
 */
public external open class Comment(data: String = definedExternally) : CharacterData {
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
    }
}
Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin
 */
public external open class Range {
    open val startContainer: Node
    open val startOffset: Int
    open val endContainer: Node
    open val endOffset: Int
    fun setStart(node: Node, offset: Int)
    fun setEnd(node: Node, offset: Int)
    fun setStartBefore(node: Node)
    fun setStartAfter(node: Node)
    fun setEndBefore(node: Node)
    fun setEndAfter(node: Node)
    fun collapse(toStart: Boolean = definedExternally)
    fun selectNode(node: Node)
    fun selectNodeContents(node: Node)
    fun compareBoundaryPoints(how: Range, otherRange: Range): Short
    fun deleteContents()
    fun extractContents(): DocumentFragment
    fun cloneContents(): DocumentFragment
    fun insertNode(node: Node)
    fun surroundContents(newParent: Node)
    fun cloneRange(): Range
    fun detach()
    fun isPointInRange(node: Node, offset: Int): Boolean
    fun comparePoint(node: Node, offset: Int): Short
    fun intersectsNode(node: Node): Boolean
    fun getClientRects(): Array<DOMRect>
    fun getBoundingClientRect(): DOMRect
    fun createContextualFragment(fragment: String): DocumentFragment
}

companion object {
    val START_TO_START: Short
    val START_TO_END: Short
    val END_TO_END: Short
    val END_TO_START: Short
}

/**
 * Exposes the JavaScript [NodeIterator](https://developer.mozilla.org/en/docs/Web/API/NodeIterator) to Kotlin
 */
public external abstract class NodeIterator {
    open val root: Node
    open val referenceNode: Node
    open val pointerBeforeReferenceNode: Boolean
    open val whatToShow: Int
    open val filter: NodeFilter?
    fun nextNode(): Node?
    fun previousNode(): Node?
    fun detach()
}

/**
 * Exposes the JavaScript [TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin
 */
public external abstract class TreeWalker {
    open val root: Node
    open val whatToShow: Int
    open val filter: NodeFilter?
    open var currentNode: Node
    fun parentNode(): Node?
    fun firstChild(): Node?
    fun lastChild(): Node?
    fun previousSibling(): Node?
    fun nextSibling(): Node?
    fun previousNode(): Node?
    fun nextNode(): Node?
}

/**
 * Exposes the JavaScript [NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NodeFilter {
    fun acceptNode(node: Node): Short

    companion object {
        val FILTER_ACCEPT: Short
        val FILTER_REJECT: Short
        val FILTER_SKIP: Short
        val SHOW_ALL: Int
        val SHOW_ELEMENT: Int
        val SHOW_ATTRIBUTE: Int
        val SHOW_TEXT: Int
        val SHOW_CDATA_SECTION: Int
        val SHOW_ENTITY_REFERENCE: Int
        val SHOW_ENTITY: Int
        val SHOW_PROCESSING_INSTRUCTION: Int
    }
}

/**
 * Exposes the JavaScript [DOMTokenList](https://developer.mozilla.org/en/docs/Web/API/DOMTokenList) to Kotlin
 */
public external abstract class DOMTokenList : ItemArrayLike<String> {
    open var value: String
    fun contains(token: String): Boolean
    fun add(vararg tokens: String)
    fun remove(vararg tokens: String)
    fun toggle(token: String, force: Boolean = definedExternally): Boolean
    fun replace(token: String, newToken: String)
    fun supports(token: String): Boolean
    override fun item(index: Int): String?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMTokenList.get(index: Int): String = asDynamic()[index]
open val y: Double
    open val z: Double
    open val w: Double
    fun matrixTransform(matrix: DOMMatrixReadOnly): DOMPoint
}

/**
 * Exposes the JavaScript [DOMPoint](https://developer.mozilla.org/en/docs/Web/API/DOMPoint) to Kotlin
 */
public external open class DOMPoint : DOMPointReadOnly {
    constructor(point: DOMPointInit)
    constructor(x: Double = definedExternally, y: Double = definedExternally, z: Double = definedExternally, w: Double = definedExternally)

    override var x: Double
    override var y: Double
    override var z: Double
    override var w: Double
}

/**
 * Exposes the JavaScript [DOMPointInit](https://developer.mozilla.org/en/docs/Web/API/DOMPointInit) to Kotlin
 */
public external interface DOMPointInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var z: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var w: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMPointInit(x: Double? = 0.0, y: Double? = 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["w"] = w
    return o
}

/**
 * Exposes the JavaScript [DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin
 */
public external open class DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally) : DOMRectReadOnly {
    override var x: Double
    override var y: Double
    override var width: Double
    override var height: Double
}

/**
 * Exposes the JavaScript [DOMRectReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMRectReadOnly) to Kotlin
 */
public external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) {
    open val x: Double
    open val y: Double
    open val width: Double
    open val height: Double
    open val top: Double
    open val right: Double
    open val bottom: Double
    open val left: Double
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]

/**
 * Exposes the JavaScript [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin
 */
public external open class DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)

    open val p1: DOMPoint
    open val p2: DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint

    open val bounds: DOMRectReadOnly
}

/**
 * Exposes the JavaScript [DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin
 */
public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {
    open val a: Double
    open val b: Double
    open val c: Double
    open val d: Double
    open val e: Double
    open val f: Double

    open val m11: Double
    open val m12: Double
    open val m13: Double
    open val m14: Double
    open val m21: Double
    open val m22: Double
    open val m23: Double
    open val m24: Double
    open val m31: Double
    open val m32: Double
    open val m33: Double
    open val m34: Double
    open val m41: Double
    open val m42: Double
    open val m43: Double
    open val m44: Double
    open val is2D: Boolean
    open val isIdentity: Boolean
    fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
}
Double = definedExternally): DOMMatrix\n    fun scaleNonUniform(scaleX: Double, scaleY: Double = scaleZ = definedExternally, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix\n    fun rotate(angle: Double, originX: Double, originY: Double = definedExternally): DOMMatrix\n    fun rotateFromVector(x: Double, y: Double): DOMMatrix\n    fun rotateAxisAngle(x: Double, y: Double, z: Double, angle: Double): DOMMatrix\n    fun skewX(sx: Double): DOMMatrix\n    fun skewY(sy: Double): DOMMatrix
    fun multiply(other: DOMMatrix): DOMMatrix\n    fun flipX(): DOMMatrix\n    fun flipY(): DOMMatrix\n    fun inverse(): DOMMatrix\n    fun transformPoint(point: DOMPointInit = definedExternally): DOMPoint\n    fun toFloat32Array(): Float32Array\n    fun toFloat64Array(): Float64Array

/**
 * Exposes the JavaScript [DOMMatrix](https://developer.mozilla.org/en/docs/Web/API/DOMMatrix) to Kotlin
 */
public external open class DOMMatrix() : DOMMatrixReadOnly {
    constructor(transformList: String)
    constructor(other: DOMMatrixReadOnly)
    constructor(array32: Float32Array)
    constructor(array64: Float64Array)
    constructor(numberSequence: Array<Double>)
    override var a: Double
    override var b: Double
    override var c: Double
    override var d: Double
    override var e: Double
    override var f: Double
    override var m11: Double
    override var m12: Double
    override var m13: Double
    override var m14: Double
    override var m21: Double
    override var m22: Double
    override var m23: Double
    override var m24: Double
    override var m31: Double
    override var m32: Double
    override var m33: Double
    override var m34: Double
    override var m41: Double
    override var m42: Double
    override var m43: Double
    override var m44: Double
    fun multiplySelf(other: DOMMatrix): DOMMatrix
    fun preMultiplySelf(other: DOMMatrix): DOMMatrix
    fun translateSelf(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scaleSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3dSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun scaleNonUniformSelf(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun rotateSelf(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun rotateFromVectorSelf(x: Double, y: Double): DOMMatrix
    fun rotateAxisAngleSelf(x: Double, y: Double, z: Double, angle: Double): DOMMatrix
    fun skewXSelf(sx: Double): DOMMatrix
    fun skewYSelf(sy: Double): DOMMatrix
    fun invertSelf(): DOMMatrix
    fun setMatrixValue(transformList: String): DOMMatrix
}

/**
 * Exposes the JavaScript [ScrollOptions](https://developer.mozilla.org/en/docs/Web/API/ScrollOptions) to Kotlin
 */
public external interface ScrollOptions {
    var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ScrollOptions(behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollOptions {
    val o = js("({})")
    o["behavior"] = behavior
    return o
}

/**
 * Exposes the JavaScript [MediaQueryList](https://developer.mozilla.org/en/docs/Web/API/MediaQueryList) to Kotlin
 */
public external abstract class MediaQueryList : EventTarget {
    open val media: String
    open val matches: Boolean
    open var onchange: ((Event) -> dynamic)?
    fun addListener(listener: EventListener?)
    fun addListener(listener: ((Event) -> Unit)?)
    fun removeListener(listener: EventListener?)
    fun removeListener(listener: ((Event) -> Unit)?)
}

/**
 * Exposes the JavaScript [MediaQueryListEvent](https://developer.mozilla.org/en/docs/Web/API/MediaQueryListEvent) to Kotlin
 */
public external class MediaQueryListEvent(type: String, eventInitDict: MediaQueryListEventInit = definedExternally) : Event

public external interface MediaQueryListEventInit : EventInit {
    var

    public external interface BoxQuadOptions {
        var box: CSSBoxType? /* = CSSBoxType.BORDER */
            get() = definedExternally
        set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
    public inline fun BoxQuadOptions(box: CSSBoxType? = CSSBoxType.BORDER, relativeTo: dynamic = undefined): BoxQuadOptions {
        val o = js("({})")
        o["box"] = box
        o["relativeTo"] = relativeTo
        return o
    }

    public external interface ConvertCoordinateOptions {
        var fromBox: CSSBoxType? /* = CSSBoxType.BORDER */
            get() = definedExternally
        set(value) = definedExternally
        var toBox: CSSBoxType? /* = CSSBoxType.BORDER */
            get() = definedExternally
        set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
    public inline fun ConvertCoordinateOptions(fromBox: CSSBoxType? = CSSBoxType.BORDER, toBox: CSSBoxType? = CSSBoxType.BORDER): ConvertCoordinateOptions {
        val o = js("({})")
        o["fromBox"] = fromBox
        o["toBox"] = toBox
        return o
    }

    @kotlin.internal.InlineOnly
    public inline fun BoxQuadOptions.get(): BoxQuadOptions {
        return this
    }

    @kotlin.internal.InlineOnly
    public inline fun ConvertCoordinateOptions.get(): ConvertCoordinateOptions {
        return this
    }

    /**
     * Exposes the JavaScript GeometryUtils to Kotlin
     */
    public external interface GeometryUtils {
        fun getBoxQuads(options: BoxQuadOptions = definedExternally): Array<DOMQuad>
        fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMQuad
        fun convertRectFromNode(rect: DOMRect, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMRect
        fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMPoint
    }

    /**
     * Exposes the JavaScript Touch to Kotlin
     */
    public external open class TouchEvent : UIEvent {
        open val touches: TouchList
        open val targetTouches: TouchList
        open val changedTouches: TouchList
        open val altKey: Boolean
        open val metaKey: Boolean
        open val ctrlKey: Boolean
        open val shiftKey: Boolean
        companion object {
            val NONE: Short
            val CAPTURING_PHASE: Short
            val AT_TARGET: Short
        }
    }

    @kotlin.internal.InlineOnly
    public inline operator fun TouchList.get(index: Int): Touch? = asDynamic()[index]

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fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external open class Audio(src: String = definedExternally) : HTMLAudioElement {
    override var onabort: ((Event) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var oncancel: ((Event) -> dynamic)?
    override var oncanplay: ((Event) -> dynamic)?
    override var oncanplaythrough: ((Event) -> dynamic)?
    override var onchange: ((Event) -> dynamic)?
    override var onclick: ((MouseEvent) -> dynamic)?
    override var onclose: ((Event) -> dynamic)?
    override var oncontextmenu: ((MouseEv
HTMLOrSVGImageElement : CanvasImageSource

public external interface CanvasImageSource

ImageBitmapSource

public external interface ImageBitmapSource

UnionMessagePortOrWindowProxy

public external interface HTMLOrSVGImageElement

public external interface CanvasImageSource : ImageBitmapSource

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface DocumentReadyState {
    companion object
}

"loading".asDynamic().unsafeCast<DocumentReadyState>()

"interactive".asDynamic().unsafeCast<DocumentReadyState>()

"complete".asDynamic().unsafeCast<DocumentReadyState>()

CanPlayTypeResult {
    companion object
}

canPlayTypeResult.Companion.EMPTY: CanPlayTypeResult get() = "".asDynamic().unsafeCast<CanPlayTypeResult>()

canPlayTypeResult.Companion.MAYBE: CanPlayTypeResult get() = 
"maybe".asDynamic().unsafeCast<CanPlayTypeResult>()

canPlayTypeResult.Companion.PROBABLY: CanPlayTypeResult get() = 
"probably".asDynamic().unsafeCast<CanPlayTypeResult>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackMode {
    companion object
}

textTrackMode.Companion.DISABLED: TextTrackMode get() = 
"disabled".asDynamic().unsafeCast<TextTrackMode>()

textTrackMode.Companion.HIDDEN: TextTrackMode get() = 
"hidden".asDynamic().unsafeCast<TextTrackMode>()

textTrackMode.Companion.SHOWING: TextTrackMode get() = 
"showing".asDynamic().unsafeCast<TextTrackMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackKind {
    companion object
}

textTrackKind.Companion.SUBTITLES: TextTrackKind get() = 
"subtitles".asDynamic().unsafeCast<TextTrackKind>()

textTrackKind.Companion.CAPTIONS: TextTrackKind get() = 
"captions".asDynamic().unsafeCast<TextTrackKind>()

textTrackKind.Companion.DESCRIPTIONS: TextTrackKind get() = 
"descriptions".asDynamic().unsafeCast<TextTrackKind>()

textTrackKind.Companion.CHAPTERS: TextTrackKind get() = 
"chapter".asDynamic().unsafeCast<TextTrackKind>()

textTrackKind.Companion.METADATA: TextTrackKind get() = 
"metadata".asDynamic().unsafeCast<TextTrackKind>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SelectionMode {
    companion object
}

selectionMode.Companion.SELECT: SelectionMode get() = 
"select".asDynamic().unsafeCast<SelectionMode>()

selectionMode.Companion.START: SelectionMode get() = 
"start".asDynamic().unsafeCast<SelectionMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasFillRule {
    companion object
}

canvasFillRule.Companion.NONZERO: CanvasFillRule get() = 
"nonzero".asDynamic().unsafeCast<CanvasFillRule>()

canvasFillRule.Companion.EVENODD: CanvasFillRule get() = 
"evenodd".asDynamic().unsafeCast<CanvasFillRule>()

/* please, don't implement this interface! */
public external interface ImageSmoothingQuality {
    companion object
}


public external interface CanvasLineCap {
    companion object
}

public inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() = "butt".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.ROUND: CanvasLineCap get() = "round".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.SQUARE: CanvasLineCap get() = "square".asDynamic().unsafeCast<CanvasLineCap>()

public external interface CanvasLineJoin {
    companion object
}

public inline val CanvasLineJoin.Companion.ROUND: CanvasLineJoin get() = "round".asDynamic().unsafeCast<CanvasLineJoin>()

public inline val CanvasLineJoin.Companion.BEVEL: CanvasLineJoin get() = "bevel".asDynamic().unsafeCast<CanvasLineJoin>()

public inline val CanvasLineJoin.Companion.MITER: CanvasLineJoin get() = "miter".asDynamic().unsafeCast<CanvasLineJoin>()

public external interface CanvasTextAlign {
    companion object
}

public inline val CanvasTextAlign.Companion.START: CanvasTextAlign get() = "start".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.END: CanvasTextAlign get() = "end".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.LEFT: CanvasTextAlign get() = "left".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.RIGHT: CanvasTextAlign get() = "right".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.CENTER: CanvasTextAlign get() = "center".asDynamic().unsafeCast<CanvasTextAlign>()

public external interface CanvasDirection {
    companion object
}

public inline val CanvasDirection.Companion.LTR: CanvasDirection get() = "ltr".asDynamic().unsafeCast<CanvasDirection>()

public inline val CanvasDirection.Companion.RTL: CanvasDirection get() = "rtl".asDynamic().unsafeCast<CanvasDirection>()

public inline val CanvasDirection.Companion.INHERIT: CanvasDirection get() = "inherit".asDynamic().unsafeCast<CanvasDirection>()

public external interface ScrollRestoration
public inline val ScrollRestoration.Companion.AUTO: ScrollRestoration get() = "auto".asDynamic().unsafeCast<ScrollRestoration>()


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageOrientation {
    companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface PremultiplyAlpha {
    companion object
}

public inline val PremultiplyAlpha.Companion.NONE: PremultiplyAlpha get() = "none".asDynamic().unsafeCast<PremultiplyAlpha>()

public inline val PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get() = "premultiply".asDynamic().unsafeCast<PremultiplyAlpha>()

public inline val PremultiplyAlpha.Companion.DEFAULT: PremultiplyAlpha get() = "default".asDynamic().unsafeCast<PremultiplyAlpha>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ColorSpaceConversion {
    companion object
}

public inline val ColorSpaceConversion.Companion.NONE: ColorSpaceConversion get() = "none".asDynamic().unsafeCast<ColorSpaceConversion>()

public inline val ColorSpaceConversion.Companion.DEFAULT: ColorSpaceConversion get() = "default".asDynamic().unsafeCast<ColorSpaceConversion>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResizeQuality {
    companion object
}

public inline val ResizeQuality.Companion.PIXELATED: ResizeQuality get() = "pixelated".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.LOW: ResizeQuality get() = "low".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.MEDIUM: ResizeQuality get() = "medium".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.HIGH: ResizeQuality get() = "high".asDynamic().unsafeCast<ResizeQuality>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface BinaryType {
    companion object
}

public inline val BinaryType.Companion.BLOB: BinaryType get() = "blob".asDynamic().unsafeCast<BinaryType>()

public inline val BinaryType.Companion.ARRAYBUFFER: BinaryType get() = "arraybuffer".asDynamic().unsafeCast<BinaryType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WorkerType {
    companion object
}

public inline val WorkerType.Companion.CLASSIC: WorkerType get() = "classic".asDynamic().unsafeCast<WorkerType>()

public inline val WorkerType.Companion.MODULE: WorkerType get() = "module".asDynamic().unsafeCast<WorkerType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ShadowRootMode {
    companion object
}

public inline val ShadowRootMode.Companion.OPEN: ShadowRootMode get() = "open".asDynamic().unsafeCast<ShadowRootMode>()

public inline val ShadowRootMode.Companion.CLOSED: ShadowRootMode get() = "closed".asDynamic().unsafeCast<ShadowRootMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollBehavior {
    companion object
}

public inline val ScrollBehavior.Companion.AUTO: ScrollBehavior get() = "auto".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.INSTANT: ScrollBehavior get() = "instant".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.SMOOTH: ScrollBehavior get() = "smooth".asDynamic().unsafeCast<ScrollBehavior>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollLogicalPosition {
    companion object
}

public inline val ScrollLogicalPosition.Companion.START: ScrollLogicalPosition.get() =
public inline val ScrollLogicalPosition.Companion.CENTER: ScrollLogicalPosition get() = "center".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.END: ScrollLogicalPosition get() = "end".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.NEAREST: ScrollLogicalPosition get() = "nearest".asDynamic().unsafeCast<ScrollLogicalPosition>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CSSBoxType {

    companion object
}

public inline val CSSBoxType.Companion.MARGIN: CSSBoxType get() = "margin".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.BORDER: CSSBoxType get() = "border".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.PADDING: CSSBoxType get() = "padding".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.CONTENT: CSSBoxType get() = "content".asDynamic().unsafeCast<CSSBoxType>()
var keepalive: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var window:
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun RequestInit(method: String? = undefined,
headers: dynamic = undefined, body: dynamic = undefined, referrer: String? = undefined, referrerPolicy: dynamic = undefined,
    val o = js("({})")
    o["method"] = method
    o["headers"] = headers
    o["body"] = body
    o["referrer"] = referrer
    o["referrerPolicy"] = referrerPolicy
    o["mode"] = mode
    o["credentials"] = credentials
    o["cache"] = cache
    o["redirect"] = redirect
    o["integrity"] = integrity
    o["keepalive"] = keepalive
    o["window"] = window
    override fun clone(): Response
        get() = this
    override fun arrayBuffer(): Promise<ArrayBuffer>
        get() = this
    override fun blob(): Promise<Blob>
        get() = this
    override fun formData(): PromiseFormData
        get() = this
    override fun json(): Promise<Any?>
        get() = this
    override fun text(): Promise<String>
        get() = this
}

/**
 * Exposes the JavaScript [Response](https://developer.mozilla.org/en/docs/Web/API/Response) to
 * Kotlin
 */
public external open class Response(body: dynamic = definedExternally, init: ResponseInit = definedExternally) : Body {
    open val type: ResponseType
    open val url: String
    open val redirected:
    open val status: Short
    open val ok: Boolean
    open val statusText: String
    open val headers:
    open val body: dynamic
    open val trailer: Promise<Headers>
    override val bodyUsed: Boolean
    fun clone(): Response
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): PromiseFormData
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>
}

public external interface ResponseInit {
    var status: Short? /* = 200 */
        get() = definedExternally
        set(value) = definedExternally
    var statusText:
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ResponseInit(status: Short? = 200,
statusText: String? = "OK", headers: dynamic = undefined): ResponseInit {
    val o = js("({})")
    o["status"] = status
    o["statusText"] = statusText
    o["headers"] = headers
    override fun override fun blob(): Promise<Blob>
    

/* please, don't implement
 * this interface!
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface

/* please, don't implement
 * this interface!
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface

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 * this interface!
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 * this interface!
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@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface

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public external interface

/* please, don't implement
 * this interface!
 */
@Suppress("NESTED_CLASS_INternal. In DNAC Platform Arica 8228
"image".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MANIFEST: RequestDestination get() = "manifest".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MEDIA: RequestDestination get() = "media".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.OBJECT: RequestDestination get() = "object".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.REPORT: RequestDestination get() = "report".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SCRIPT: RequestDestination get() = "script".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SERVICEWORKER: RequestDestination get() = "serviceworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SHAREDWORKER: RequestDestination get() = "sharedworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.STYLE: RequestDestination get() = "style".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.WORKER: RequestDestination get() = "worker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.XSLT: RequestDestination get() = "xslt".asDynamic().unsafeCast<RequestDestination>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestMode {

    companion object
}

public inline val RequestMode.Companion.NAVIGATE: RequestMode get() = "navigate".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.SAME_ORIGIN: RequestMode get() = "same-origin".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.NO_CORS: RequestMode get() = "no-cors".asDynamic().unsafeCast<RequestMode>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCredentials {

    companion object
}

public inline val RequestCredentials.Companion.OMIT: RequestCredentials get() = "omit".asDynamic().unsafeCast<RequestCredentials>()

public inline val RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = "same-origin".asDynamic().unsafeCast<RequestCredentials>()

public inline val RequestCredentials.Companion.INCLUDE: RequestCredentials get() = "include".asDynamic().unsafeCast<RequestCredentials>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCache {

    companion object
}

public inline val RequestCache.Companion.DEFAULT: RequestCache get() = "default".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_STORE: RequestCache get() = "no-store".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.RELOAD: RequestCache get() = "reload".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_CACHE: RequestCache get() = "no-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.FORCE_CACHE: RequestCache get() = "force-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = "only-if-cached".asDynamic().unsafeCast<RequestCache>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestRedirect
Open Source Used In DNAC Platform Arica 8230

/*
 * Copyright 2010-2020 JetBrains s.r.o. and
 * Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that
 * can be found in the license/LICENSE.txt file.
 * DO NOT EDIT! See github.com/kotlin/dukat for details
 * Exposes the JavaScript MediaStream() to Kotlin
 */

package org.w3c.dom.mediacapture

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript MediaStream to Kotlin
 */
public external open class MediaStream() : EventTarget, MediaProvider {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?
    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?
    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>
    fun getTracks(): Array<MediaStreamTrack>
    fun getTrackById(trackId: String): MediaStreamTrack?
    fun addTrack(track: MediaStreamTrack)
    fun removeTrack(track: MediaStreamTrack)
    fun clone(): MediaStream
}

/**
 * Exposes the JavaScript MediaStreamTrack to Kotlin
 */
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open val label: String
    open var enabled: Boolean
    open var muted: Boolean
    open var onmute: ((Event) -> dynamic)?
    open var onunmute: ((Event) -> dynamic)?
    open var onended: ((Event) -> dynamic)?
    open var onoverconstrained: ((Event) -> dynamic)?
    fun clone(): MediaStreamTrack
    fun stop()
    fun getCapabilities(): MediaTrackCapabilities
    fun getSettings(): MediaTrackSettings
    fun applyConstraints(constraints: MediaTrackSupportedConstraints = definedExternally): Promise<Unit>
}

/**
 * Exposes the JavaScript MediaTrackSupportedConstraints to Kotlin
 */
public external interface MediaTrackSupportedConstraints {
    var width: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var height: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
}
definedExternally
set(value) = definedExternally
var volume: Boolean? /* = true */
get() =
definedExternally
set(value) = definedExternally
var sampleRate: Boolean? /* = true */
get() =
definedExternally
set(value) = definedExternally
var sampleSize: Boolean? /* = true */
get() =
definedExternally
set(value) = definedExternally
var echoCancellation: Boolean? /* = true */
get() =
definedExternally
set(value) = definedExternally
var autoGainControl: Boolean? /* = true */
get() =
definedExternally
set(value) = definedExternally
var noiseSuppression: Boolean? /* = true */
get() =
definedExternally
set(value) = definedExternally
var latency: Boolean? /* = true */
get() =
definedExternally
set(value) = definedExternally
var channelCount: Boolean? /* = true */
get() =
definedExternally
set(value) = definedExternally
var deviceId: Boolean? /* = true */
get() =
definedExternally
set(value) = definedExternally
var groupId: Boolean? /* = true */
get() =

MediaTrackSupportedConstraints(width: Boolean? = true, height: Boolean? = true, aspectRatio: Boolean? = true,
frameRate: Boolean? = true, facingMode: Boolean? = true, resizeMode: Boolean? = true, volume: Boolean? = true,
sampleRate: Boolean? = true, sampleSize: Boolean? = true, echoCancellation: Boolean? = true, autoGainControl:
deviceId: Boolean? = true, groupId: Boolean? = true): MediaTrackSupportedConstraints {
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

@kotlin.internal.InlineOnly
public inline fun MediaTrackCapabilities(width: ULongRange? = undefined, height: ULongRange? = undefined,
aspectRatio: DoubleRange? = undefined, frameRate: DoubleRange? = undefined, facingMode: Array<String>? = undefined,
resizeMode: Array<String>? = undefined, volume: Boolean? = undefined, sampleRate: ULongRange? = undefined,
sampleSize: ULongRange? = undefined, echoCancellation: Array<Boolean>? = undefined, autoGainControl:
Array<Boolean>? = undefined, noiseSuppression: Array<Boolean>? = undefined, latency: DoubleRange? = undefined,
channelCount: ULongRange? = undefined, deviceId: String? = undefined, groupId: String? = undefined): MediaTrackCapabilities {
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    return o
}
open source used in DNAC platform Arica

```kotlin
/**
 * Exposes the JavaScript [MediaTrackConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackConstraints) to Kotlin
 */
public external interface MediaTrackConstraints : MediaTrackConstraintSet {
    var advanced: Array<MediaTrackConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var volume: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var latency: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var groupId: dynamic
        get() = definedExternally
        set(value) = definedExternally
    return o
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["advanced"] = advanced
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}
```

```kotlin
/**
 * Exposes the JavaScript [MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin
 */
public external interface MediaTrackSettings {
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var volume: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var latency: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var groupId: dynamic
        get() = definedExternally
        set(value) = definedExternally
    return o
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}
```
aspectRatio: Double?
    get() = definedExternally
    set(value) = definedExternally

var frameRate:
    get() = definedExternally
    set(value) = definedExternally

var facingMode: String?
    get() = definedExternally
    set(value) = definedExternally

var resizeMode: String?
    get() = definedExternally
    set(value) = definedExternally

var volume: Double?
    get() = definedExternally
    set(value) = definedExternally

var sampleRate: Int?
    get() = definedExternally
    set(value) = definedExternally

var sampleSize: Int?
    get() = definedExternally
    set(value) = definedExternally

var echoCancellation: Boolean?
    get() = definedExternally
    set(value) = definedExternally

var autoGainControl: Boolean?
    get() = definedExternally
    set(value) = definedExternally

var noiseSuppression: Boolean?
    get() = definedExternally
    set(value) = definedExternally

var latency:
    get() = definedExternally
    set(value) = definedExternally

var channelCount: Int?
    get() = definedExternally
    set(value) = definedExternally

var deviceId: String?
    get() = definedExternally
    set(value) = definedExternally

var groupId: String?
    get() = definedExternally
    set(value) = definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript
[MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent) to Kotlin
*/
public external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) : Event {
    open val track: MediaStreamTrack

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MediaStreamTrackEventInit : EventInit {
    var track: MediaStreamTrack?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
[MediaDevices](https://developer.mozilla.org/en/docs/Web/API/MediaDevices) to Kotlin
*/
public external abstract class MediaDevices : EventTarget {
    open var ondevicechange: ((Event) -> dynamic)?
    fun enumerateDevices(): Promise<Array<MediaDeviceInfo>>
    fun getSupportedConstraints(): MediaTrackSupportedConstraints
    fun getUserMedia(constraints: MediaStreamConstraints = definedExternally): Promise<MediaStream>
}

/**
 * Exposes the JavaScript
[MediaDeviceInfo](https://developer.mozilla.org/en/docs/Web/API/MediaDeviceInfo) to Kotlin
*/
public...
external abstract class MediaDeviceInfo {
    open val deviceId: String
    open val kind: MediaDeviceKind
    open val label: String
    open val groupId: String

    fun toJSON(): dynamic
}

public external abstract class InputDeviceInfo : MediaDeviceInfo {
    fun getCapabilities(): MediaTrackCapabilities
}

/**
 * Exposes the JavaScript [MediaStreamConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaStreamConstraints) to Kotlin
 */
public external interface MediaStreamConstraints {
    var video: dynamic /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var audio: dynamic /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaStreamConstraints(video: dynamic = false, audio: dynamic = false): MediaStreamConstraints {
    val o = js("({})")
    o["video"] = video
    o["audio"] = audio
    return o
}

public external interface ConstrainablePattern {
    var onoverconstrained: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    fun getCapabilities(): Capabilities
    fun getConstraints(): Constraints
    fun getSettings(): Settings
    fun applyConstraints(constraints: Constraints = definedExternally): Promise<Unit>
}

/**
 * Exposes the JavaScript [DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin
 */
public external interface DoubleRange {
    var max: Double?
        get() = definedExternally
        set(value) = definedExternally
    var min: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DoubleRange(max: Double? = undefined, min: Double? = undefined): DoubleRange {
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ConstrainDoubleRange : DoubleRange {
    var exact: Double?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ULongRange {
    var max: Int?
        get() = definedExternally
        set(value) = definedExternally
    var min: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ULongRange(max: Int? = undefined, min: Int? = undefined): ULongRange {
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ConstrainULongRange : ULongRange {
    var exact: Int?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}

/**
 * Exposes the JavaScript [ConstrainBooleanParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainBooleanParameters) to Kotlin
 */
public external interface ConstrainBooleanParameters {
    var exact: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Boolean?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

/**
 * Exposes the JavaScript [ConstrainDOMStringParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainDOMStringParameters) to Kotlin
 */
public external interface ConstrainDOMStringParameters {
    var exact: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var ideal: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ConstrainDOMStringParameters(exact: dynamic = undefined, ideal: dynamic = undefined): ConstrainDOMStringParameters {
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

public external interface Capabilities

@kotlin.internal.InlineOnly
public inline fun Capabilities(): Capabilities {
    val o = js("({})")
    return o
}
Settingsisateur.kotlin.internal.InlineOnly

public inline fun Settings(): Settings {
    val o = js("({})")
    return o
}

public external interface ConstraintSet

@kotlin.internal.InlineOnly
public inline fun ConstraintSet(): ConstraintSet {
    val o = js("({})")
    return o
}

public external interface Constraints : ConstraintSet {
    var advanced: Array<ConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun Constraints(advanced: Array<ConstraintSet>? = undefined): Constraints {
    val o = js("({})")
    o["advanced"] = advanced
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaStreamTrackState {
    companion object
}

public inline val MediaStreamTrackState.Companion.LIVE: MediaStreamTrackState get() = "live".asDynamic().unsafeCast<MediaStreamTrackState>()

public inline val MediaStreamTrackState.Companion.ENDED: MediaStreamTrackState get() = "ended".asDynamic().unsafeCast<MediaStreamTrackState>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoFacingModeEnum {
    companion object
}

public inline val VideoFacingModeEnum.Companion.USER: VideoFacingModeEnum get() = "user".asDynamic().unsafeCast<VideoFacingModeEnum>()


public inline val VideoFacingModeEnum.Companion.LEFT: VideoFacingModeEnum get() = "left".asDynamic().unsafeCast<VideoFacingModeEnum>()

public inline val VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() = "right".asDynamic().unsafeCast<VideoFacingModeEnum>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoResizeModeEnum {
    companion object
}

public inline val VideoResizeModeEnum.Companion.NONE: VideoResizeModeEnum get() = "none".asDynamic().unsafeCast<VideoResizeModeEnum>()


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaDeviceKind {
    companion object
}

public inline val MediaDeviceKind.Companion.AUDIOINPUT: MediaDeviceKind get() = "audioinput".asDynamic().unsafeCast<MediaDeviceKind>()

public inline val MediaDeviceKind.Companion.AUDIOOUTPUT: MediaDeviceKind get() = "audiooutput".asDynamic().unsafeCast<MediaDeviceKind>()

public inline val MediaDeviceKind.Companion.VIDEOINPUT: MediaDeviceKind get() = "videoinput".asDynamic().unsafeCast<MediaDeviceKind>()
EndOfStreamError = definedExternally
fun setLiveSeekableRange(start: Double, end: Double)
fun clearLiveSeekableRange()
companion object
fun isTypeSupported(type: String): Boolean

public external abstract class SourceBuffer : EventTarget
    open val open: Boolean
    open val buffered: TimeRanges
    open val timestampOffset: Double
    open val audioTracks: AudioTrackList
    open val videoTracks: VideoTrackList
    open val textTracks: TextTrackList
    open var appendWindowStart: Double
    open var appendWindowEnd: Double
    open var onupdatestart: ((Event) -> dynamic)?
    open var onupdate: ((Event) -> dynamic)?
    open var onupdateend: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onabort: ((Event) -> dynamic)?
    fun appendBuffer(data: dynamic)
    fun abort()
    fun remove(start: Double, end: Double)

public external abstract class SourceBufferList : EventTarget
    open val length: Int
    open var onaddsourcebuffer: ((Event) -> dynamic)?
    open var onremovesourcebuffer: ((Event) -> dynamic)?

@kotlin.internal.InlineOnly
public inline operator fun SourceBufferList.get(index: Int): SourceBuffer? = asDynamic()[index]

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface EndOfStreamError
    companion object


public inline val EndOfStreamError.Companion.DECODE: EndOfStreamError get() = "decode".asDynamic().unsafeCast<EndOfStreamError>()

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface AppendMode
    companion object

public inline val AppendMode.Companion.SEGMENTS: AppendMode get() = "segments".asDynamic().unsafeCast<AppendMode>()

public inline val AppendMode.Companion.SEQUENCE: AppendMode get() = "sequence".asDynamic().unsafeCast<AppendMode>()
    val o = js("({})")
    o["pointerId"] = pointerId
    o["width"] = width
    o["height"] = height
    o["pressure"] = pressure
    o["tangentialPressure"] = tangentialPressure
    o["tiltX"] = tiltX
    o["tiltY"] = tiltY
    o["twist"] = twist
    o["pointerType"] = pointerType
    o["isPrimary"] = isPrimary
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin
 */
public external open class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally) : MouseEvent {
    open val pointerId: Int
    open val width: Double
    open val height: Double
    open val pressure: Float
    open val tangentialPressure: Float
    open val tiltX: Int
    open val tiltY: Int
    open val twist: Int
    open val pointerType: String
    open val isPrimary: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!// See github.com/kotlin/dukat for details

package org.w3c.dom.svg

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
 */
public external abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGElementInstance {
    open val dataset: DOMStringMap
    open val ownerSVGElement: SVGSVGElement?
    open val viewportElement: Element?
    open val tabIndex: Int
    open var tabIndex: Int
    fun focus()
    fun blur()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
SVGBoundingBoxOptions {
    var fill: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally

    var stroke: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally

    var markers: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally

    var clipped: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["fill"] = fill
    o["stroke"] = stroke
    o["markers"] = markers
    o["clipped"] = clipped
    return o
}

/**
 * Exposes the JavaScript
[SVGGraphicsElement](https://developer.mozilla.org/en/docs/Web/API/SVGGraphicsElement) to Kotlin
*/
public external abstract class SVGGraphicsElement : SVGElement, SVGTests {
    open val transform: SVGAnimatedTransformList
    fun getBBox(options: SVGBoundingBoxOptions = definedExternally): DOMRect
    fun getCTM(): DOMMatrix?
    fun getScreenCTM(): DOMMatrix?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin
*/
public external abstract class SVGGeometryElement : SVGGraphicsElement {
    open val pathLength: SVGAnimatedNumber
    fun isPointInFill(point: DOMPoint): Boolean
    fun isPointInStroke(point: DOMPoint): Boolean
    fun getTotalLength(): Float
    fun getPointAtLength(distance: Float): DOMPoint

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin
*/
public external abstract class SVGLength {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_LENGTHTYPE_UNKNOWN: Short
        val SVG_LENGTHTYPE_NUMBER: Short
        val SVG_LENGTHTYPE_PERCENTAGE: Short
        val SVG_LENGTHTYPE_EMS: Short
        val SVG_LENGTHTYPE_EXS: Short
        val SVG_LENGTHTYPE_CM: Short
        val SVG_LENGTHTYPE_MM: Short
        val SVG_LENGTHTYPE_IN: Short
        val SVG_LENGTHTYPE_PT: Short
        val SVG_LENGTHTYPE_PC: Short
    }
}

/**
 * Exposes the JavaScript
[SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin
*/
public external abstract class SVGAngle {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
}

Float\n open var valueAsString: String\n fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)\n companion object {\n    \n val SVG_ANGLETYPE_UNKNOWN: Short\n val SVG_ANGLETYPE_UNSPECIFIED: Short\n val SVG_ANGLETYPE_DEG: Short\n val SVG_ANGLETYPE_GRAD: Short\n }\n\npublic external abstract class SVGNameList {\n    open val length: Int\n    open val numberOfItems: Int\n    fun clear()\n    fun initialize(newItem: dynamic): dynamic\n    fun insertItemBefore(newItem: dynamic, index: Int): dynamic\n    fun replaceItem(newItem: dynamic, index: Int): dynamic\n    fun removeItem(index: Int): dynamic\n    fun appendItem(newItem: dynamic): dynamic\n    fun getItem(index: Int): dynamic\n}\n
@kotlin.internal.InlineOnly\npublic inline operator fun SVGNameList.get(index: Int): dynamic = asDynamic()[index]}

@kotlin.internal.InlineOnly\npublic inline operator fun SVGNameList.set(index: Int, newItem: dynamic) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin
 */
public external abstract class SVGNumberList {\n    open val length: Int\n    open val numberOfItems: Int\n    fun clear()\n    fun initialize(newItem: SVGNumber): SVGNumber\n    fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber\n    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber\n    fun removeItem(index: Int): SVGNumber\n    fun appendItem(newItem: SVGNumber): SVGNumber\n    fun getItem(index: Int): SVGNumber\n}\n
@kotlin.internal.InlineOnly\npublic inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]}

@kotlin.internal.InlineOnly\npublic inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGLengthList {\n    open val length: Int\n    open val numberOfItems: Int\n    fun clear()\n    fun initialize(newItem: SVGLength): SVGLength\n    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength\n    fun replaceItem(newItem: SVGLength, index: Int): SVGLength\n    fun removeItem(index: Int): SVGLength\n    fun appendItem(newItem: SVGLength): SVGLength\n    fun getItem(index: Int): SVGLength\n}\n
@kotlin.internal.InlineOnly\npublic inline operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]}

@kotlin.internal.InlineOnly\npublic inline operator fun SVGLengthList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin
 */
public external abstract class SVGAnimatedBoolean {\n    open var baseVal: Boolean\n    open val animVal: Boolean\n}\n
/**
 * Exposes the JavaScript [SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to Kotlin
 */
public external abstract class SVGAnimatedEnumeration {\n    open var baseVal: Short\n    open val animVal: Short\n}\n
/**
 * Exposes the JavaScript [SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin
 */
public external abstract class SVGAnimatedInteger {\n    open var baseVal: Int\n    open val animVal: Int\n}\n
/**
 * Exposes the JavaScript [SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin
 */
public external abstract class SVGAnimatedNumber {\n    open var baseVal: Float\n    open val animVal: Float\n}\n
/**
 * Exposes the JavaScript [SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin
 */
public external abstract class SVGAnimatedLength {\n    open var baseVal: SVGLength\n    open val animVal: SVGLength\n}\n
/**
 * Exposes the JavaScript [SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin
 */
public external abstract class SVGAnimatedAngle {\n    open var baseVal: SVGAngle\n    open val animVal: SVGAngle\n}\n
/**
 * Exposes the JavaScript [SVGAnimatedString](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedString) to Kotlin
 */
public external abstract class SVGAnimatedString {\n    open var baseVal: String\n    open val animVal: String\n}
* Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin

```kotlin
public external abstract class SVGAnimatedRect {
    open val baseVal: DOMRect
    open val animVal: DOMRectReadOnly
}
```

* Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin

```kotlin
public external abstract class SVGAnimatedNumberList {
    open val baseVal: SVGNumberList
    open val animVal: SVGNumberListReadOnly
}
```

* Exposes the JavaScript [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin

```kotlin
public external abstract class SVGAnimatedLengthList {
    open val baseVal: SVGLengthList
    open val animVal: SVGLengthListReadOnly
}
```

* Exposes the JavaScript [SVGStringList](https://developer.mozilla.org/en/docs/Web/API/SVGStringList) to Kotlin

```kotlin
public external abstract class SVGStringList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun insertItemBefore(newItem: String, index: Int): String
    fun replaceItem(newItem: String, index: Int): String
    fun removeItem(index: Int): String
    fun appendItem(newItem: String): String
    fun getItem(index: Int): String
}
```

@kotlin.internal.InlineOnly
```kotlin
public inline operator fun SVGStringList.get(index: Int): String? = asDynamic()[index]
```

@kotlin.internal.InlineOnly
```kotlin
public inline operator fun SVGStringList.set(index: Int, newItem: String) { asDynamic()[index] = newItem }
```

* Exposes the JavaScript [SVGUnitTypes](https://developer.mozilla.org/en/docs/Web/API/SVGUnitTypes) to Kotlin

```kotlin
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SVGUnitTypes {[
    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
    }
}
```

* Exposes the JavaScript [SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin

```kotlin
public external interface SVGTests {
    val requiredExtensions: SVGStringList
    val systemLanguage: SVGStringList
}
```

* Exposes the JavaScript [SVGZoomAndPan](https://developer.mozilla.org/en/docs/Web/API/SVGZoomAndPan) to Kotlin

```kotlin
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SVGZoomAndPan {
    var zoomAndPan: Short

    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
    }
}
```

* Exposes the JavaScript [SVGURIReference](https://developer.mozilla.org/en/docs/Web/API/SVGURIReference) to Kotlin

```kotlin
public external interface SVGURIReference {
    val href: SVGAnimatedString
}
```

* Exposes the JavaScript [SVGSVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGSVGElement) to Kotlin

```kotlin
public external abstract class SVGSVGElement : SVGGraphicsElement, SVGFitToViewBox, WindowEventHandlers {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open var currentScale: Float
    open val currentTranslate: DOMPointReadOnly
    fun getIntersectionList(rect: DOMRectReadOnly): NodeList
    fun getEnclosureList(rect: DOMRectReadOnly): NodeList
    fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun checkEnclosure(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun deselectAll()
    fun createSVGNumber(): SVGNumber
    fun createSVGLength(): SVGLength
    fun createSVGAngle(): SVGAngle
    fun createSVGPoint(): DOMPoint
    fun createSVGMatrix(): DOMMatrix
    fun createSVGRect(): DOMRect
    fun createSVGTransform(): SVGTransform
    fun getElementById(elementId: String): Element
    fun suspendRedraw(maxWaitMilliseconds: Int): Int
    fun unsuspendRedraw(suspendHandleID: Int)
    fun unsuspendRedrawAll()
    fun forceRedraw()

    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE:
Open Source Used In DNAC Platform Arica 8241

val SVG_ZOOMANDPAN_MAGNIFY: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
 * [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
 */
public external abstract class SVGGElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGUnknownElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [SVGDefsElement](https://developer.mozilla.org/en/docs/Web/API/SVGDefsElement) to Kotlin
 */
public external abstract class SVGDefsElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [SVGDescElement](https://developer.mozilla.org/en/docs/Web/API/SVGDescElement) to Kotlin
 */
public external abstract class SVGDescElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
/**
 * Exposes the JavaScript
 [SVGMetadataElement](https://developer.mozilla.org/en/docs/Web/API/SVGMetadataElement) to Kotlin

 */
public external abstract class SVGMetadataElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGTitl
DOCUMENT_POSITION_DISCONNECTED: Short
DOCUMENT_POSITION_PRECEDING: Short
DOCUMENT_POSITION_FOLLOWING: Short
DOCUMENT_POSITION_CONTAINS: Short
DOCUMENT_POSITION_CONTAINED_BY: Short
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public open class SVGUseElementShadowRoot : ShadowRoot {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public interface SVGElementInstance {
    val correspondingElement: SVGElement?
        get() = definedExternally
    val correspondingUseElement: SVGUseElement?
        get() = definedExternally
}

public open class ShadowAnimation(source: dynamic, newTarget: dynamic) {
    open val sourceAnimation: dynamic
}

/**
 * Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement) to Kotlin
 */
public abstract class SVGSwitchElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public interface GetSVGDocument {
    fun getSVGDocument(): Document
}

/**
 * Exposes the JavaScript [SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin
 */
public abstract class SVGStyleElement : SVGElement, LinkStyle {
    open var type: String
    open var media: String
    open var title: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin
 */
public abstract class SVGTransform {
    open val type: Short
    open val matrix: DOMMatrix
    open val angle: Float
    fun setMatrix(matrix: DOMMatrixReadOnly)
    fun setTranslate(tx: Float, ty: Float)
    fun setScale(sx: Float, sy: Float)
    fun setRotate(angle: Float, cx: Float, cy: Float)
    fun setSkewX(angle: Float)
    fun setSkewY(angle: Float)

    companion object {
        val SVG_TRANSFORM_UNKNOWN: Short
        val SVG_TRANSFORM_MATRIX: Short
        val SVG_TRANSFORM_TRANSLATE: Short
        val SVG_TRANSFORM_SCALE: Short
        val SVG_TRANSFORM_ROTATE: Short
    }
}
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```kotlin
/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
public external abstract class SVGTransformList {
    open val length: Int
    open val numberOfItems: Int

    fun clear()
    fun initialize(newItem: SVGTransform): SVGTransform
    fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
    fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
    fun removeItem(index: Int): SVGTransform
    fun appendItem(newItem: SVGTransform): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun consolidate(): SVGTransform?
    fun getItem(index: Int): SVGTransform
}

@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.get(index: Int): SVGTransform? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.set(index: Int, newItem: SVGTransform) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin
 */
public external abstract class SVGAnimatedTransformList {
    open val baseVal: SVGTransformList
    open val animVal: SVGTransformList
}

/**
 * Exposes the JavaScript [SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGPreserveAspectRatio {
    open var align: Short
    open var meetOrSlice: Short

    companion object {
        val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short
        val SVG_PRESERVEASPECTRATIO_NONE: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short
        val SVG_MEETORSLICE_UNKNOWN: Short
        val SVG_MEETORSLICE_MEET: Short
        val SVG_MEETORSLICE_SLICE: Short
    }
}

/**
 * Exposes the JavaScript [SVGAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGAnimatedPreserveAspectRatio {
    open val baseVal: SVGPreserveAspectRatio
    open val animVal: SVGPreserveAspectRatio
}

/**
 * Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin
 */
public external abstract class SVGPathElement : SVGGeometryElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

[SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin

[SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin

[SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public external interface SVGAnimatedPoints {
    val points: SVGPointList
    val animatedPoints: SVGPointList
}

public external abstract class SVGPointList {
    open val length: Int
    open val numberOfItems: Int
    fun clear(): Unit
    fun initialize(newItem: DOMPoint): DOMPoint
    fun insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint
    fun replaceItem(newItem: DOMPoint, index: Int): DOMPoint
    fun removeItem(index: Int): DOMPoint
    fun appendItem(newItem: DOMPoint): DOMPoint
    fun getItem(index: Int): DOMPoint
}

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.get(index: Int): DOMPoint? = asDynamic()\[index\]

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.set(index: Int, newItem: DOMPoint) { asDynamic()\[index\] = newItem }

public external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGTextContentElement : SVGGraphicsElement {
    open val textLength: SVGAnimatedLength
    open val lengthAdjust: SVGAnimatedEnumeration
    fun getNumberOfChars(): Int
    fun getComputedTextLength(): Float
    fun getSubStringLength(charnum: Int, nchars: Int): Float
    fun getStartPositionOfChar(charnum: Int): DOMPoint
    fun getEndPositionOfChar(charnum: Int): DOMPoint
    fun getExtentOfChar(charnum: Int): DOMRect
    fun getRotationOfChar(charnum: Int): Float
    fun getCharNumAtPosition(point: DOMPoint): Int
    fun selectSubString(charnum: Int, nchars: Int, charnum: Int, nchars: Int)

    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
    }
}
The image appears to contain a block of code written in a programming language, possibly for exposure of JavaScript elements (SVGTextPathElement, SVGImageElement, SVGForeignObjectElement) to Kotlin. The text includes various properties and methods related to these elements, such as `startOffset`, `method`, `spacing`, `elementNode`, and `attributeNode`.

The code also includes a companion object with various `Short` values representing different states and functionalities of the elements, such as `TEXTPATH_METHODTYPE_UNKNOWN`, `TEXTPATH_METHODTYPE_ALIGN`, `TEXTPATH_SPACINGTYPE_UNKNOWN`, `TEXTPATH_SPACINGTYPE_AUTO`, `LENGTHADJUST_UNKNOWN`, etc.

This block of code seems to be part of a larger program that deals with SVG elements and their properties, possibly for dynamic web content generation or interaction with the user interface.
val SVG_SPREADMETHOD_PAD: Short
val SVG_SPREADMETHOD_REPEAT: Short
val SVG_UNIT_TYPE_UNKNOWN: Short
val SVG_UNIT_TYPE_USERSPACEONUSE: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGRadialGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGRadialGradientElement) to Kotlin
 * *\public external abstract class SVGRadialGradientElement : SVGGradientElement {\n open val cx: SVGAnimatedLength open val cy: SVGAnimatedLength open val r: SVGAnimatedLength open val fx: SVGAnimatedLength open val fy: SVGAnimatedLength companion object {\n val SVG_SPREADMETHOD_UNKNOWN: Short
val SVG_SPREADMETHOD_PAD: Short
val SVG_SPREADMETHOD_REPEAT: Short
val SVG_UNIT_TYPE_UNKNOWN: Short
val SVG_UNIT_TYPE_USERSPACEONUSE: Short
val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
} */

public external abstract class SVGRadialGradientElement : SVGGradientElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength
    open val fx: SVGAnimatedLength
    open val fy: SVGAnimatedLength

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGMeshGradientElement : SVGGradientElement {
    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGMeshrowElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
public external abstract class SVGStopElement : SVGElement {
    open val offset: SVGAnimatedNumber

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGStopElement] to Kotlin */
public external abstract class SVGStopElement : SVGElement {
    open val offset: SVGAnimatedNumber

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGPatternElement] to Kotlin */
public external abstract class SVGPatternElement : SVGElement, SVGFitToViewBox, SVGURIReference, SVGUnitTypes {
    open val patternUnits: SVGAnimatedEnumeration
    open val patternContentUnits: SVGAnimatedEnumeration
    open val patternTransform: SVGAnimatedTransformList
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGHatchElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public external abstract class SVG HatchpathElement : SVGElement {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGCursorElement](https://developer.mozilla.org/en/docs/Web/API/SVGCursorElement) to Kotlin
 */
public external abstract class SVGCursorElement : SVGElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement) to Kotlin
 */
public external abstract class SVGScriptElement : SVGElement, SVGURIReference, HTMLOrSVGScriptElement {
    open var type: String
    open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAElement](https://developer.mozilla.org/en/docs/Web/API/SVGAElement) to Kotlin
 */
public external abstract class SVGAElement : SVGGraphicsElement, SVGURIReference {
    open val target: SVGAnimatedString
    open val download: SVGAnimatedString
    open val rel: SVGAnimatedString
    open val relList: SVGAnimatedString
    open val hreflang: SVGAnimatedString
    open val type: SVGAnimatedString

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
Open Source Used In DNAC Platform Arica 8253
var onloadend: ((Event) -> dynamic)?
    fun readAsArrayBuffer(blob: Blob): ArrayBuffer
    fun readAsBinaryString(blob: Blob): String
    fun readAsDataURL(blob: Blob): String
    fun abort(): Unit

    companion object {
        val EMPTY: Short
        val LOADING: Short
        val DONE: Short
    }

/**
 * Exposes the JavaScript [FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin
 */
public external open class FileReaderSync {
    fun readAsArrayBuffer(blob: Blob): ArrayBuffer
    fun readAsBinaryString(blob: Blob): String
    fun readAsText(blob: Blob, label: String = definedExternally): String
    fun readAsDataURL(blob: Blob): String
}

/**
 * Exposes the JavaScript [Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin
 */
public external open class Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget {
    var onclick: ((MouseEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    open val title: String
    open val dir: NotificationDirection
    open val lang: String
    open val body: String
    open val tag: String
    open val image: String
    open val icon: String
    open val badge: String
    open val sound: String
    open val vibrate: Array<out Int>
    open val timestamp: Number
    open val renotify: Boolean
    open val silent: Boolean
    open val noscreen: Boolean
    open val requireInteraction: Boolean
    open val sticky: Boolean
    open val data: Any
    open val actions: Array<out NotificationAction>
    fun close()

    companion object {
        val permission: NotificationPermission
        val maxActions: Int
        fun requestPermission(deprecatedCallback: (NotificationPermission) -> Unit = definedExternally): Promise<NotificationPermission>
    }
}

public external interface NotificationOptions {
    var dir: NotificationDirection? /* = NotificationDirection.AUTO */
    get() = definedExternally
        set(value) = definedExternally
    var lang: String?
        get() = definedExternally
        set(value) = definedExternally
    var body: String?
        get() = definedExternally
        set(value) = definedExternally
    var tag: String?
        get() = definedExternally
        set(value) = definedExternally
    var image: String?
        get() = definedExternally
        set(value) = definedExternally
    var icon: String?
        get() = definedExternally
        set(value) = definedExternally
    var badge: String?
        get() = definedExternally
        set(value) = definedExternally
    var sound: String?
        get() = definedExternally
        set(value) = definedExternally
    var vibrate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var timestamp: Number?
        get() = definedExternally
        set(value) = definedExternally
    var renotify: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var silent: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var noscreen: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var requireInteraction: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var sticky: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var data: Any?
        get() = definedExternally
        set(value) = definedExternally
    var actions: Array<NotificationAction>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly

false, data: Any? = null, actions: Array<NotificationAction> = arrayOf()): NotificationOptions
{
    var o = js("({})")
    o["dir"] = dir
    o["lang"] = lang
    o["body"] = body
    o["tag"] = tag
    o["image"] = image
    o["icon"] = icon
    o["badge"] = badge
    o["sound"] = sound
    o["vibrate"] = vibrate
    o["timestamp"] = timestamp
    o["renotify"] = renotify
    o["silent"] = silent
    o["noscreen"] = noscreen
    o["requireInteraction"] = requireInteraction
    o["sticky"] = sticky
    o["data"] = data
    o["actions"] = actions
    return o
}

public external interface NotificationAction {
    var action: String?
        get() = definedExternally
        set(value) = definedExternally
    var title: String?
        get() = definedExternally
        set(value) = definedExternally
    var icon: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
{
    var o = js("({})")
    o["action"] = action
    o["title"] = title
    o["icon"] = icon
    return o
}

public external interface GetNotificationOptions {
    var tag: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun GetNotificationOptions(tag: String? = ""): GetNotificationOptions
{
    var o = js("({})")
    o["tag"] = tag
    return o
}

/**
 * Exposes the JavaScript [NotificationEvent](https://developer.mozilla.org/en/docs/Web/API/NotificationEvent) to Kotlin
 */
public external open class NotificationEvent(type: String, eventInitDict: NotificationEventInit) : ExtendableEvent
{
    open val notification: Notification
    open val action: String

    companion object
    {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface NotificationEventInit : ExtendableEventInit
    {
        var notification: Notification?
            get() = definedExternally
            set(value) = definedExternally
        var action: String? /* = "" */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
    {
        var o = js("({})")
        o["notification"] = notification
        o["action"] = action
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

    /* please, don't implement this interface! */
    @Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
    public external interface NotificationPermission
    {
        companion object
    }

    public inline val NotificationPermission.Companion.DEFAULT: NotificationPermission
        get() = "default".asDynamic().unsafeCast<NotificationPermission>()
    public inline val NotificationPermission.Companion.DENIED: NotificationPermission
        get() = "denied".asDynamic().unsafeCast<NotificationPermission>()
    public inline val NotificationPermission.Companion.GRANTED: NotificationPermission
        get() = "granted".asDynamic().unsafeCast<NotificationPermission>()

    /* please, don't implement this interface! */
    @Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
    public external interface NotificationDirection
    {
        companion object
    }

    public inline val NotificationDirection.Companion.AUTO: NotificationDirection
        get() = "auto".asDynamic().unsafeCast<NotificationDirection>()
    public inline val NotificationDirection.Companion.LTR: NotificationDirection
        get() = "ltr".asDynamic().unsafeCast<NotificationDirection>()
    public inline val NotificationDirection.CompanionRTL: NotificationDirection
        get() = "rtl".asDynamic().unsafeCast<NotificationDirection>()

    /* Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors. */
    /* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */
    "*/
org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.xhr.*/!

/**
 * Exposes the JavaScript ServiceWorker to Kotlin
 */
public external abstract class ServiceWorker : EventTarget, AbstractWorker, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {
    open val scriptURL: String
    open val state: ServiceWorkerState
    open var onstatechange: ((Event) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

/**
 * Exposes the JavaScript ServiceWorkerRegistration to Kotlin
 */
public external abstract class ServiceWorkerRegistration : EventTarget {
    open val installing: ServiceWorker?
    open val waiting: ServiceWorker?
    open val active: ServiceWorker?
    open val scope: String
    open var onupdatefound: ((Event) -> dynamic)?
    val APISpace: dynamic
    fun update(): Promise<Unit>
    fun unregister(): Promise<Boolean>
    fun showNotification(title: String, options: NotificationOptions = definedExternally): Promise<{}>
    fun method(): Promise<dynamic>
}

/**
 * Exposes the JavaScript ServiceWorkerContainer to Kotlin
 */
public external abstract class ServiceWorkerContainer : EventTarget {
    open val controller: ServiceWorker?
    open val ready: Promise<ServiceWorkerRegistration>
    open var oncontrollerchange: ((Event) -> dynamic)?
    fun register(scriptURL: String, options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>
    fun getRegistration(clientURL: String = definedExternally): Promise<any>?
    fun startMessages()
}

public external interface RegistrationOptions {
    var scope: String?
        get() = definedExternally
        set(value) = definedExternally
    var type: WorkerType? /* = WorkerType.CLASSIC */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun RegistrationOptions(scope: String? = undefined, type: WorkerType? = WorkerType.CLASSIC): RegistrationOptions {
    val o = js("({})")
    o["scope"] = scope
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript ServiceWorkerGlobalScope to Kotlin
 */
public external abstract class ServiceWorkerGlobalScope : WorkerGlobalScope {
    open val clients: Clients
    open val registration: ServiceWorkerRegistration
    open var oninstall: ((Event) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}
var onactivate: ((Event) -> dynamic)?
open var onfetch: ((FetchEvent) -> dynamic)?
on open var onforeignfetch: ((Event) -> dynamic)?
on open var onmessage: ((MessageEvent) -> dynamic)?
on open var onnotificationclick: ((NotificationEvent) -> dynamic)?
on open var onnotificationclose: ((NotificationEvent) -> dynamic)?
on open var onfunctionalevent: ((Event) -> dynamic)?
fun skipWaiting():
Promise<Unit>()

/**
 * Exposes the JavaScript [Client](https://developer.mozilla.org/en/docs/Web/API/Client) to Kotlin
 */
public external abstract class Client :
UnionClientOrMessagePortOrServiceWorker {
open val url: String
open val frameType: FrameType
open val id: String
fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

/**
 * Exposes the JavaScript [WindowClient](https://developer.mozilla.org/en/docs/Web/API/WindowClient) to Kotlin
 */
public external abstract class WindowClient : Client {
open val visibilityState: dynamic
open val focused: Boolean
fun focus(): Promise<WindowClient>
fun navigate(url: String):
}

/**
 * Exposes the JavaScript [Clients](https://developer.mozilla.org/en/docs/Web/API/Clients) to Kotlin
 */
public external abstract class Clients {
fun get(id: String): Promise<Any?>
fun matchAll(options: ClientQueryOptions =
definedExternally): Promise<Array<Client>>
fun openWindow(url: String):
}

public external interface ClientQueryOptions {
var includeUncontrolled: Boolean? /* = false */
var type: ClientType? /* = ClientType.WINDOW */
}

@kotlin.internal.InlineOnly
public inline fun ClientQueryOptions(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW): ClientQueryOptions {
val o = js("({})")
   o["includeUncontrolled"] = includeUncontrolled
   o["type"] = type
   return o
}

/**
 * Exposes the JavaScript [ExtendableEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableEvent) to Kotlin
 */
public external open class ExtendableEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : Event {
fun waitUntil(f: Promise<Any?>)

companion object {
val NONE: Short
val CAPTURING_PHASE: Short
val AT_TARGET: Short
val BUBBLING_PHASE: Short
}

public external interface ExtendableEventInit : EventInit

@kotlin.internal.InlineOnly
val o = js("({})")
   o["bubbles"] = bubbles
   o["cancelable"] = cancelable
   o["composed"] = composed
   return o
}

/**
 * Exposes the JavaScript [InstallEvent](https://developer.mozilla.org/en/docs/Web/API/InstallEvent) to Kotlin
 */
public external open class InstallEvent(type: String, eventInitDict: InstallEventInit = definedExternally) : ExtendableEvent {
fun registerForeignFetch(options: ForeignFetchOptions)

companion object {
val NONE: Short
val CAPTURING_PHASE: Short
val AT_TARGET: Short
val BUBBLING_PHASE: Short
}

public external interface ForeignFetchOptions {
var scopes: Array<String>?
var origins: Array<String>?
}

@kotlin.internal.InlineOnly
public inline fun ForeignFetchOptions(scopes: Array<String>?, origins: Array<String>?): ForeignFetchOptions {
val o = js("({})")
   o["scopes"] = scopes
   o["origins"] = origins
   return o
}

/**
 * Exposes the JavaScript [FetchEvent](https://developer.mozilla.org/en/docs/Web/API/FetchEvent) to Kotlin
 */
public external open class FetchEvent(type: String, eventInitDict: FetchEventInit) : ExtendableEvent {
fun respondWith(r: Promise<Response>)

companion object {
val NONE: Short
val CAPTURING_PHASE: Short
val AT_TARGET: Short
val BUBBLING_PHASE: Short
}

public external interface FetchEventInit : ExtendableEventInit {
var request: Request
var credentials: String
var method: String
var redirect: Boolean
var headers: Array<mutable.Map<String, String>>
}

@kotlin.internal.InlineOnly
val o = js("({})")

```kotlin
o["request"] = request
    o["clientId"] = clientId
    o["isReload"] = isReload
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external open class ForeignFetchEvent(type: String, eventInitDict: ForeignFetchEventInit) : ExtendableEvent {
    open val request: Request
    open val origin: String
    fun respondWith(r: Promise<ForeignFetchResponse>)
}

public external interface ForeignFetchEventInit : ExtendableEventInit {
    var request: Request?
        get() = definedExternally
        set(value) = definedExternally
    var origin: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["request"] = request
    o["origin"] = origin
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [ExtendableMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableMessageEvent) to Kotlin
 * in an external interface ExtendableMessageEventInit : ExtendableEvent {
 *    open val request: Promise<ForeignFetchResponse>
 *    open val origin: String
 *    companion object {
 *        val NONE: Short
 *        val CAPTURING_PHASE: Short
 *        val AT_TARGET: Short
 *        val BUBBLING_PHASE: Short
 *    }
 *}
 * @kotlin.internal.InlineOnly
 * public inline fun ExtendableMessageEventInit(request: Promise<ForeignFetchResponse>, origin: String? = undefined): ExtendableMessageEventInit {
 *    val o = js("({})")
 *    o["request"] = request
 *    o["origin"] = origin
 *    return o
 *}
 * val messagePorts: Array<MessagePort> = ...
 * fun receive(message: Message) {
 *    messagePorts.forEach { port -> port.onmessage?.invoke(message) }
 *}
 */

class MyCustomEventListener {
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    fun register(messagePort: MessagePort) {
        messagePort.onmessage = { message -> processMessage(message) }
    }

    private fun processMessage(message: Message) {
        // Process the message
    }
}
```
get() = definedExternally
set(value) = definedExternally

    val o = js("{}")
o["ignoreSearch"] = ignoreSearch
    o["ignoreMethod"] = ignoreMethod
    o["ignoreVary"] = ignoreVary
    o["cacheName"] = cacheName
    return o
}

    val o = js("{}")
o["type"] = type
    o["request"] = request
    o["response"] = response
    return o
}

interface CacheStorage {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun has(cacheName: String): Promise<Boolean>
    fun open(cacheName: String): Promise<Cache>
    fun delete(cacheName: String): Promise<Boolean>
    fun keys(): Promise<Array<String>>
}

interface FunctionalEvent {
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

interface UnionMessagePortOrServiceWorker {
    companion object
}

interface UnionClientOrMessagePortOrServiceWorker {
    companion object
}

interface ServiceWorkerState {
    companion object
}

val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState = "installing".asDynamic().unsafeCast<ServiceWorkerState>()
val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState = "activating".asDynamic().unsafeCast<ServiceWorkerState>()
val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState = "activated".asDynamic().unsafeCast<ServiceWorkerState>()
val ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState = "redundant".asDynamic().unsafeCast<ServiceWorkerState>()

interface FrameType {
    companion object
}

val FrameType.Companion.AUXILIARY: FrameType = "auxiliary".asDynamic().unsafeCast<FrameType>()
val FrameType.Companion.TOP_LEVEL: FrameType = "top-level".asDynamic().unsafeCast<FrameType>()
val FrameType.Companion.NESTED: FrameType = "nested".asDynamic().unsafeCast<FrameType>()
val FrameType.Companion.NONE: FrameType = "none".asDynamic().unsafeCast<FrameType>()

interface ClientType {
    companion object
}

val ClientType.Companion.WINDOW: ClientType = "window".asDynamic().unsafeCast<ClientType>()
val ClientType.Companion.WORKER: ClientType = "worker".asDynamic().unsafeCast<ClientType>()
val ClientType.Companion.SHAREDWORKER: ClientType = "sharedworker".asDynamic().unsafeCast<ClientType>()
val ClientType.Companion.ALL: ClientType = "all".asDynamic().unsafeCast<ClientType>()

package org.w3c.xhr

import kotlin.js.*
import

org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

/**
 * Exposes the JavaScript
 [XMLHttpRequestEventTarget](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequestEventTarget) to
Kotlin
 */
public external abstract class XMLHttpRequestEventTarget : EventTarget {
    open var onloadstart: ((ProgressEvent) -> dynamic)?
    open var onprogress: ((ProgressEvent) -> dynamic)?
    open var onabort: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onload: ((Event) -> dynamic)?
    open var ontimeout: ((Event) -> dynamic)?
    open var onloadend: ((Event) -> dynamic)?
}

public external abstract class XMLHttpRequestUpload : XMLHttpRequestEventTarget

/**
 * Exposes the JavaScript
 [XMLHttpRequest](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequest) to Kotlin
 */
public external open class XMLHttpRequest : XMLHttpRequestEventTarget {
    var onreadystatechange: ((Event) -> dynamic)?
    open val readyState: Short?
    var timeout: Int
    var withCredentials: Boolean
    open val upload: XMLHttpRequestUpload
    open val responseURL: String
    open val status: Short?
    open val statusText: String
    var responseType: XMLHttpRequestResponseType
    open val response: Any?
    open val responseText: String
    open val responseXML: Document?
    fun open(method: String, url: String)
    fun open(method: String, url: String, async: Boolean, username: String? = definedExternally, password: String? =
definedExternally)
    fun setRequestHeader(name: String, value: String)
    fun send(body: dynamic = definedExternally)
    fun abort()
    fun getResponseHeader(name: String): String?
    fun getAllResponseHeaders(): String
    fun overrideMimeType(mime: String)

    companion object {
        val UNSENT: Short
        val OPENED: Short
        val HEADERS_RECEIVED: Short
        val LOADING: Short
        val DONE: Short
    }
}

/**
 * Exposes the JavaScript
 [FormData](https://developer.mozilla.org/en/docs/Web/API/FormData) to Kotlin
 */
public external open class FormData(form: HTMLFormElement = definedExternally) {
    fun append(name: String, value: String)
    fun append(name: String, value: Blob, filename: String = definedExternally)
    fun delete(name: String)
    fun get(name: String): dynamic
    fun getAll(name: String): Array<dynamic>
    fun has(name: String): Boolean
    fun set(name: String, value: String)
    fun set(name: String, value: Blob, filename: String = definedExternally)
}

/**
 * Exposes the JavaScript
 [ProgressEvent](https://developer.mozilla.org/en/docs/Web/API/ProgressEvent) to Kotlin
 */
public external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {
    open val lengthComputable: Boolean
    open val loaded: Number
    open val total: Number

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ProgressEventInit : EventInit {
    var lengthComputable: Boolean? /* = false */
    var loaded: Number? /* = 0 */
    var total: Number? /* = 0 */
}

@kotlin.internal.InlineOnly
    return ProgressEventInit {
        lengthComputable = lengthComputable
        loaded = loaded
        total = total
        bubbles = bubbles
        cancelable = cancelable
        composed = composed
    }
}

/* please, don’t implement this
interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface XMLHttpRequestResponseType {
    companion object
}

public inline val XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() = "".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() =
public inline val XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() = "blob".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() = "document".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = "json".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() = "text".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

/*
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 */

package kotlin

import kotlin.annotation.AnnotationRetention.BINARY
import kotlin.annotation.AnnotationRetention.SOURCE
import kotlin.annotation.AnnotationTarget.*
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind
import kotlin.reflect.KClass

/**
 * Signals that the annotated annotation class is a marker of an experimental API.
 * Any declaration annotated with that marker is considered an experimental declaration
 * and its call sites should accept the experimental aspect of it either by using [UseExperimental],
 * or by being annotated with that marker themselves, effectively causing further propagation of that experimental aspect.
 * This class is deprecated in favor of a more general approach provided by [RequiresOptIn]/[OptIn].
 */
@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@SinceKotlin("1.2")
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@Deprecated("Please use RequiresOptIn instead.")
public annotation class Experimental(val level: Level = Level.ERROR) {
    /**
     * Severity of the diagnostic that should be reported on usages of experimental API which did not explicitly accept the experimental aspect
     * of that API either by using [UseExperimental] or by being annotated with the corresponding marker annotation.
     * If a declaration is annotated with [UseExperimental], its usages are **not** required to opt-in to that experimental API.
     * This class is deprecated in favor of a more general approach provided by [RequiresOptIn]/[OptIn].
     */
    public enum class Level {
        /** Specifies that a warning should be reported on incorrect usages of this experimental API. */
        WARNING,
        /** Specifies that an error should be reported on incorrect usages of this experimental API. */
        ERROR,
    }
}

/**
 * Allows to use experimental API denoted by the given markers in the annotated file, declaration, or expression.
 * If a declaration is annotated with [UseExperimental], its usages are **not** required to opt-in to that experimental API.
 * This class is deprecated in favor of a more general approach provided by [RequiresOptIn]/[OptIn].
 */
@Target(
    CLASS,
    PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION,
    PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS)
@Retention(SOURCE)
@SinceKotlin("1.2")
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@Deprecated("Please use OptIn instead.", ReplaceWith("OptIn(*markerClass)", "kotlin.OptIn"))
public annotation class UseExperimental(
    vararg val markerClass: KClass<out Annotation>
)

@Target(CLASS, PROPERTY, CONSTRUCTOR, FUNCTION,
    PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS)
@Retention(BINARY)
@SinceKotlin("1.2")
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@Deprecated("Please use OptIn instead.", ReplaceWith("OptIn(*markerClass)", "kotlin.OptIn"))
@Suppress("DEPRECATION")
public annotation class WasExperimental(
    vararg val markerClass: KClass<out Annotation>
)

@Target(CLASS, PROPERTY, CONSTRUCTOR, FUNCTION,
    PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS)
@Retention(BINARY)
@SinceKotlin("1.2")
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@OptIn(CLASS)
ExperimentalStdlibApi

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 * the license/LICENSE.txt file.
 */

package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Allows to infer generic type arguments of a function from
 * the calls in the annotated function parameter of that function.
 * When this annotation is placed on a generic function parameter of a function,
 * it enables to infer the type arguments of that generic function from
 * the lambda body passed to that parameter.
 * The calls that affect inference are either members of the receiver type of
 * an annotated function parameter or extensions for that type.
 * The extensions must be themselves annotated with `@BuilderInference`.
 * Example: we declare
 * ```
 * fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T>
 * ```
 * and use it like
 * ```
 * val result = sequence { yield("result") }
 * ```
 * Here the type argument of the resulting sequence is inferred to `String` from
 * the argument of the [SequenceScope.yield] function, that is called inside the lambda passed to
 * [sequence].
 * Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.
 */
@Target(VALUE_PARAMETER, FUNCTION, PROPERTY)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@ExperimentalTypeInference
public annotation class BuilderInference

/**
 * Enables overload selection based on the type of the value
 * returned from lambda argument.
 * When two or more function overloads have otherwise the same parameter
 * lists that differ only in the return type of a functional parameter,
 * this annotation enables overload selection by the type
 * of the value returned from the lambda function passed to this functional parameter.
 * Example:
 * ```
 * @OverloadResolutionByLambdaReturnType
 * fun create(intProducer: () -> Int): Int
 *
 * fun create(doubleProducer: () -> Double): Double
 *
 * val newValue = create { 3.14 }
 * ```
 * The annotation being applied to one of overloads allows to resolve this ambiguity by analyzing what value is returned from
 * the lambda function.
 * This annotation is also used to discriminate the annotated overloads in case if overload
 * selection still cannot choose one of them even taking in account the result of lambda parameter analysis.
 * In that case a warning is reported.
 * Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.
 */
@Target(FUNCTION)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.4")
@Experimental
@RequiresOptIn
@MustBeDocumented
@Target(CLASS, ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER)
@TypeAlias
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPLIER_VERSION)
public annotation class ExperimentalMultiplatform

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 * the license/LICENSE.txt file.
 */

package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind

/**
 * The experimental multiplatform support API marker.
 * Any usage of a declaration annotated with `@ExperimentalMultiplatform` must be accepted either by
 * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalMultiplatform::class)`,
 * or by using the compiler argument `-Xopt-in=kotlin.ExperimentalMultiplatform`.
 */
@Suppress("DEPRECATION")
@MustBeDocumented
@Target(CLASS, ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER)
@TypeAlias
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.3")
public annotation class Experimental
corresponding actual class on a platform, * the annotation entries where it's used are simply erased when compiling code on that platform. * Note: this annotation is experimental, see [ExperimentalMultiplatform] on how to opt-in for it.

```kotlin
@Target(ANNOTATION_CLASS)
@Retention(AnnotationRetention.BINARY)
@ExperimentalMultiplatform
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@public annotation class OptionalAnnotation
```

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- package kotlin

```kotlin
@ExperimentalMultiplatform
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class RequiresOptIn {
    
    val message: String = "",
    level: Level = Level.ERROR
}
```

- The default message is: "This declaration is experimental and its usage should be marked with 'Marker' or '@OptIn(Marker::class)'", where 'Marker' is the opt-in requirement marker. *

```kotlin
@Target(CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE)
@Retention(SOURCE)
@SinceKotlin("1.3")
@RequireKotlin("1.3.70", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@public annotation class OptIn {
    vararg val markerClass: KClass<out Annotation>
}
```

- This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`

```kotlin
package kotlin.collections
```

- Provides a skeletal implementation of the read-only `Collection` interface.

```kotlin
@SinceKotlin("1.1")
public abstract class AbstractCollection<out E> protected constructor() : Collection<E> {
    abstract override val size: Int
    abstract override fun iterator(): Iterator<E>

    override fun contains(element: @UnsafeVariance E): Boolean = any { it == element }

    override fun iterator(): Iterator<E> = copyToArrayImpl(this)

    /**
     * Returns new array of type `Array<Any?>` with the elements of this collection.
     */
    @JsName("toArray")
    protected open fun toArray(): Array<Any?> = copyToArrayImpl(this)

    /**
     * Fills the provided [array] or creates new array of the same type and fills it with the elements of this collection.
     */
    override fun iterator(): Iterator<E> = copyToArrayImpl(this, array)
```

- A collection is covariant in its element type.

```kotlin
package kotlin
```

- A collection is covariant in its element type.

```
@Retention(SOURCE)
@SinceKotlin("1.1")
@public abstract class AbstractCollection<out E> protected constructor() : Collection<E> {
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    abstract override fun iterator(): Iterator<E>

    override fun contains(element: @UnsafeVariance E): Boolean = any { it == element }

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     */
    @JsName("toArray")
    protected open fun toArray(): Array<Any?> = copyToArrayImpl(this)

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     * Fills the provided [array] or creates new array of the same type and fills it with the elements of this collection.
     */
    override fun iterator(): Iterator<E> = copyToArrayImpl(this, array)
```

- A collection is covariant in its element type.

```
@Retention(SOURCE)
@SinceKotlin("1.1")
@public abstract class AbstractCollection<out E> protected constructor() : Collection<E> {
    abstract override val size: Int
    abstract override fun iterator(): Iterator<E>

    override fun contains(element: @UnsafeVariance E): Boolean = any { it == element }

    override fun iterator(): Iterator<E> = copyToArrayImpl(this)

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     * Returns new array of type `Array<Any?>` with the elements of this collection.
     */
    @JsName("toArray")
    protected open fun toArray(): Array<Any?> = copyToArrayImpl(this)

    /**
     * Fills the provided [array] or creates new array of the same type and fills it with the elements of this collection.
     */
    override fun iterator(): Iterator<E> = copyToArrayImpl(this, array)
```

- A collection is covariant in its element type.
return
        val newCapacity = newCapacity(elementData.size, minCapacity)
        copyElements(newCapacity)
        /* * Creates a new array with the specified [newCapacity] size and copies elements in the [elementData] array to it */
        private fun copyElements(newCapacity: Int) { val newElements = arrayOfNulls<Any?>(newCapacity)
            elementData.copyInto(newElements, 0, head, elementData.size)
            elementData.copyInto(newElements, elementData.size - head, 0, head)
            head = 0
            elementData = newElements
        }

        /**
         * Creates a new array with the specified [newCapacity] size and
         * copies elements in the [elementData] array to it.
         */
        private fun copyInto(newCapacity: Int) {
            val newElements = arrayOfNulls<Any?>(newCapacity)
            elementData.copyInto(newElements, 0, head, elementData.size)
            elementData.copyInto(newElements, elementData.size - head, 0, head)
            head = 0
            elementData = newElements
        }

        /**
         * Creates a new array with the specified [newCapacity] size and
         * copies elements in the [elementData] array to it.
         */
        private fun copyInto(elementData: ArrayAny, head: Int, lastIndex: Int, size: Int) {
            val newCapacity = newCapacity(elementData.size, minCapacity)
            copyElements(newCapacity)
            if (index >= elementData.size) index = elementData.size
            if (index < 0) index = elementData.size - index
            /* * Returns the first element, or throws [NoSuchElementException] if this deque is empty.
            */
            if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.")
            /* * Returns the first element, or throws [NoSuchElementException] if this deque is empty.
            */
            val element = internalGet(head)
            elementData[head] = null
            head = incremented(head)
            size -= 1
            return element
        }

        /**
         * Removes the last element from this deque and returns that removed element, or throws [NoSuchElementException]
         * if this deque is empty.
         */
        public fun removeLast(): E {
            if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.")
            val internalLastIndex = internalIndex(lastIndex)
            val element = internalGet(internalLastIndex)
            elementData[internalLastIndex] = null
            size -= 1
            return element
        }

        /**
         * Removes the last element from this deque and returns that removed element, or returns `null` if this deque is empty.
         */
        public fun removeLastOrNull(): E? = if (isEmpty()) null else removeLast()
tail
  // -> shift all elements in the back of the array
  if (index < (size + 1) shr 1) {
  // in case the succeeding elements are shifted:
  val shiftToFront = tail + elementsSize - elementData.size
  if (shiftToFront >= elementsToShift) { // head < tail, insertion leads to head >= tail
    elementData.copyInto(elementData, head + 1, shiftedInternalIndex + 1)
  } else { // head > tail
    elementData.copyInto(elementData, head - 1, head, elementData.size)
  }
  // head can’t be zero
  elementData.copyInto(elementData, 0, 1, decrementedInternalIndex + 1)
}

private fun copyCollectionElements(internalIndex: Int, elements: Collection<E>) { //...
@Suppress("UNCHECKED_CAST")
if (predicate(element as E))

            elementData[newTail++] = element
else

                modified = true
            }

            newTail = positiveMod(newTail)

            for (index in 0 until tail) {
                val element = elementData[index]

                elementData[index] = null

                @Suppress("UNCHECKED_CAST")
                if (predicate(element as E)) {
                    elementData.fill(null, head, tail)
                } else if (isNotEmpty()) {
                    elementData.fill(null, head, elementData.size)
                }
            }

        }
        if (modified)
            size = negativeMod(newTail - head)

        return modified
    }

    public override fun clear() {
        val tail = internalIndex(size)
        if (head < tail) {
            elementData.fill(null, head, tail)
        } else if (isNotEmpty()) {
            elementData.fill(null, head, elementData.size)
            elementData.fill(null, 0, tail)
        }
        head = 0
        size = 0
    }

    internal companion object {
        private val emptyElementData = emptyArray<Any?>()
        private const val maxArraySize = Int.MAX_VALUE - 8
        private const val defaultMinCapacity = 10

        internal fun newCapacity(oldCapacity: Int, minCapacity: Int): Int {
            // overflow-conscious
            var newCapacity = oldCapacity + (oldCapacity shr 1)
            if (newCapacity - minCapacity < 0)
                newCapacity = minCapacity
            if (newCapacity - maxArraySize > 0)
                newCapacity = if (minCapacity > maxArraySize) Int.MAX_VALUE else maxArraySize
            return newCapacity
        }
    }

    // For testing only
    internal fun internalStructure(structure: (head: Int, elements: Array<Any?>) -> Unit) {
        val tail = internalIndex(size)

        if (isEmpty()) {
            structure(head, emptyArray())
            return
        }

        val elements = arrayOfNulls<Any?>(size)
        if (head < tail) {
            elementData.copyInto(elements, startIndex = head, endIndex = tail)
            structure(head, elements)
        } else {
            elementData.copyInto(elements, startIndex = head)
            elementData.copyInto(elements, elementData.size - head, startIndex = 0, endIndex = tail)
            structure(head - elementData.size, elements)
        }
    }
}
ShortArray  && v2 is ShortArray  -> if (!v1.contentEquals(v2)) return false\n v1 is IntArray  && v2 is IntArray  -> if (!v1.contentEquals(v2)) return false\n v1 is LongArray  && v2 is LongArray  -> if (!v1.contentEquals(v2)) return false\n v1 is FloatArray  && v2 is FloatArray  -> if (!v1.contentEquals(v2)) return false\n v1 is DoubleArray  && v2 is DoubleArray  -> if (!v1.contentEquals(v2)) return false\n v1 is CharArray  && v2 is CharArray  -> if (!v1.contentEquals(v2)) return false\n v1 is BooleanArray  && v2 is BooleanArray  -> if (!v1.contentEquals(v2)) return false\n v1 is UByteArray  && v2 is UByteArray  -> if (!v1.contentEquals(v2)) return false\n v1 is UShortArray  && v2 is UShortArray  -> if (!v1.contentEquals(v2)) return false\n v1 is UIntArray  && v2 is UIntArray  -> if (!v1.contentEquals(v2)) return false\n v1 is ULongArray  && v2 is ULongArray  -> if (!v1.contentEquals(v2)) return false\n
else  -> if (v1 != v2) return false\n        }

    }
    return true
}

@SinceKotlin("1.3")
@PublishedApi
@kotlin.jvm.JvmName("contentDeepToString")
@kotlin.js.JsName("contentDeepToStringImpl")
internal fun <T> Array<out T>?.contentDeepToStringImpl(): String {
    if (this == null) return "null"
    val length = size.coerceAtMost((Int.MAX_VALUE - 2) / 5) * 5 + 2 // in order not to overflow Int.MAX_VALUE
    return buildString(length) {
        contentDeepToStringInternal(this, mutableListOf())
    }
}

@OptIn(ExperimentalUnsignedTypes::class)
private fun <T> Array<out T>.contentDeepToStringInternal(result: StringBuilder, processed: MutableList<Array<*>>) {
    if (this in processed) {
        result.append("[...]")
        return
    }
    processed.add(this)
    result.append('[')

    for (i in indices) {
        if (i != 0) {
            result.append(', ')
        }
        val element = this[i]
        when (element) {
            null            -> result.append("null")
            is Array<*>     -> element.contentDeepToStringInternal(result, processed)
            is ByteArray    -> result.append(element.contentToString())
            is ShortArray   -> result.append(element.contentToString())
            is IntArray     -> result.append(element.contentToString())
            is LongArray    -> result.append(element.contentToString())
            is FloatArray   -> result.append(element.contentToString())
            is DoubleArray  -> result.append(element.contentToString())
            is CharArray    -> result.append(element.contentToString())
            is BooleanArray -> result.append(element.contentToString())

            is UByteArray   -> result.append(element.contentToString())
            is UShortArray  -> result.append(element.contentToString())
            is UIntArray    -> result.append(element.contentToString())
            is ULongArray   -> result.append(element.contentToString())

            else            -> result.append(element.toString())
        }
    }

    result.append(']')

    processed.removeAt(processed.lastIndex)
}
NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).

Stores the value of the property for the given object in this mutable map.

By default no implicit value is provided for maps and a [NoSuchElementException] is thrown. To create a map with implicit default value use [withDefault] method.

Get the value for the specified key and the implicit default value for this map.

When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.

Returns a wrapper of this read-only map, having the implicit default value provided with the specified function [defaultValue].

Returns a wrapper of this mutable map, having the implicit default value provided with the specified function [defaultValue].

The default value is used when the original map doesn't contain a value for the key specified *

and a value is obtained with [Map.getValue] function, for example when properties are delegated to the map.

When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.

The default value is used when the original map doesn't contain a value for the key specified *

and a value is obtained with [Map.getValue] function, for example when properties are delegated to the map.

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The default value is used when the original map doesn't contain a value for the key specified *

and a value is obtained with [Map.getValue] function, for example when properties are delegated to the map.
override fun containsKey(key: K): Boolean = map.containsKey(key)
override fun containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)
override fun get(key: K): V? = map.get(key)
override val keys: MutableSet<K> get() = map.keys
override val values: MutableList<V> get() = map.values
override fun putAll(from: Map<out K, V>): Boolean = map.putAll(from)
override fun clear() = map.clear()

override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })
}

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 *-------------------------------------------------------------------*/

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

import kotlin.random.Random

/**
 * Removes a single instance of the specified element from this collection, if it is present.
 * Allows to overcome type-safety restriction of `remove` that requires to pass an element of type `E`.
 * @return `true` if the element has been successfully removed; `false` if it was not present in the collection.
 */
@kotlin.internal.InlineOnly
public inline fun <T> MutableCollection<out T>.remove(element: T): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).remove(element)

/**
 * Removes all of this collection's elements that are also contained in the specified collection.
 * Allows to overcome type-safety restriction of `removeAll` that requires to pass a collection of type `Collection<E>`.
 * @return `true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.
 */
@kotlin.internal.InlineOnly
public inline fun <T> MutableCollection<out T>.removeAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).removeAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 * Allows to overcome type-safety restriction of `retainAll` that requires to pass a collection of type `Collection<E>`.
 * @return `true` if any element was removed from the collection, `false` if the collection was not modified.
 */
@kotlin.internal.InlineOnly
public inline fun <T> MutableCollection<out T>.retainAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

/**
 * Adds the specified element to this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.plusAssign(element: T) {
    this.add(element)
}

/**
 * Adds all elements of the given elements collection to this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Iterable<T>) {
    this.addAll(elements)
}

/**
 * Adds all elements of the given elements array to this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Array<T>) {
    this.addAll(elements)
}

/**
 * Adds all elements of the given elements sequence to this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Sequence<T>) {
    this.addAll(elements)
}

/**
 * Removes a single instance of the specified element from this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(element: T) {
    this.remove(element)
}

/**
 * Removes all elements contained in the given elements collection from this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Collection<T>) {
    this.removeAll(elements)
}

/**
 * Removes all elements contained in the given elements array from this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Array<T>) {
    this.removeAll(elements)
}

/**
 * Removes all elements contained in the given elements sequence from this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Sequence<T>) {
    this.removeAll(elements)
}

fun <T> MutableList<in T>.addAll(elements: Collection<T>): Boolean {
    when (elements) {
        is Collection -> return addAll(elements)
        else -> {
            var result: Boolean = false
            for (item in elements)
                result = result or (!this.contains(item))
            return result
        }
    }
}

fun <T> MutableList<in T>.addAll(elements: Array<T>): Boolean {
    return addAll(elements)
}

fun <T> MutableList<in T>.addAll(elements: Sequence<T>): Boolean {
    return addAll(elements)
}

fun <T> MutableList<in T>.removeAll(elements: Collection<T>): Boolean {
    return removeAll(elements)
}

fun <T> MutableList<in T>.removeAll(elements: Array<T>): Boolean {
    return removeAll(elements)
}

fun <T> MutableList<in T>.removeAll(elements: Sequence<T>): Boolean {
    return removeAll(elements)
}

fun <T> MutableList<in T>.removeAll(elements: Collection<T>): Boolean {
    return removeAll(elements)
}

fun <T> MutableList<in T>.removeAll(elements: Array<T>): Boolean {
    return removeAll(elements)
}

fun <T> MutableList<in T>.removeAll(elements: Sequence<T>): Boolean {
    return removeAll(elements)
}

fun <T> MutableList<in T>.removeAll(elements: Collection<T>): Boolean {
    return removeAll(elements)
}

fun <T> MutableList<in T>.removeAll(elements: Array<T>): Boolean {
    return removeAll(elements)
}

fun <T> MutableList<in T>.removeAll(elements: Sequence<T>): Boolean {
    return removeAll(elements)
}
if (add(item)) result = true
return result
    }
}

/**
 * Adds all elements of the given [Collection] to this [MutableCollection].
 */
public fun <T> MutableCollection<in T>.addAll(elements: Collection<T>): Boolean {
    var result: Boolean = false
    for (item in elements) {
        if (add(item)) result = true
    }
    return result
}

/**
 * Adds all elements of the given [List] to this [MutableList].
 */
public fun <T> MutableList<T>.addAll(elements: List<T>): Boolean {
    var result: Boolean = false
    for (item in elements) {
        if (add(item)) result = true
    }
    return result
}

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [Collection].
 */
public fun <T> MutableCollection<in T>.removeAll(elements: Collection<T>): Boolean {
    var result: Boolean = false
    for (item in elements) {
        if (remove(item)) result = true
    }
    return result
}

/**
 * Removes all elements from this [MutableList] that are also contained in the given [List].
 */
public fun <T> MutableList<T>.removeAll(elements: List<T>): Boolean {
    var result: Boolean = false
    for (item in elements) {
        if (remove(item)) result = true
    }
    return result
}

/**
 * Removes the element at the specified [index] from this list.
 * In Kotlin one should use the MutableList.removeAt function instead.
 */
@Deprecated("Use removeAt(index) instead.", ReplaceWith("removeAt(index)"), level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline fun <T> MutableList<T>.remove(index: Int): T = removeAt(index)

/**
 * Removes the first element from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeFirst(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(0)

/**
 * Removes the last element from this mutable list and returns that removed element, or returns `null` if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeLast(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(lastIndex)
or returns `null` if this list is empty.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@public fun <T>
MutableList<T>.removeLastOrNull(): T? = if (isEmpty()) null else removeAt(lastIndex)
```

```kotlin
@public fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true) 
```

```kotlin
/**
 * Removes all elements from this [MutableList] that match the given [predicate].
 *
 * @return `true` if any element was removed from this collection, or `false` if all elements were retained and collection was not modified.
 */
@public fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean =
```

```kotlin
private fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    if (this !is RandomAccess)
        return (this as MutableList<T>).filterInPlace(predicate, predicateResultToRemove)

    var writeIndex: Int = 0
    for (readIndex in 0..lastIndex) {
        val element = this[readIndex]
        if (predicate(element) == predicateResultToRemove)
            continue

        if (writeIndex != readIndex)
            this[writeIndex] = element

        writeIndex++
    }
    if (writeIndex < size) {
        for (removeIndex in lastIndex downTo writeIndex)
            removeAt(removeIndex)

        return true
    } else {
        return false
    }
}
```

```kotlin
/**
 * Returns a reversed read-only view of the original List.
 * All changes made in the original list will be reflected in the reversed one.
 * @sample samples.collections.ReversedViews.asReversed
 */
@public fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)

/**
 * Returns a reversed mutable view of the original mutable List.
 * All changes made in the original list will be reflected in the reversed one and vice versa.
 * @sample samples.collections.ReversedViews.asReversedMutable
 */
@kotlin.jvm.JvmName("asReversedMutable")
@public fun <T> MutableList<T>.asReversed(): MutableList<T> = ReversedList(this)
```

```kotlin
/**
 * Builds a [Sequence] lazily yielding values one by one.
 * @see kotlin.sequences.generateSequence
 * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
 * @sample samples.collections.Sequences.Building.buildFibonacciSequence
 */
@SinceKotlin("1.3")
@public fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
    iterator(block) 
}
```

```kotlin
@public fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean =
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@public fun <T>
MutableList<T>.removeLastOrNull(): T? = if (isEmpty()) null else removeAt(lastIndex)
```
DeprecationLevel.ERROR)|\n@kotlin.internal.InlineOnly\npublic inline fun <T> buildSequence(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence { iterator(builderAction) }\n*\n* Builds an [Iterator] lazily yielding values one by one.\n* @sample samples.collections.Sequences.Building.buildIterator\n* @sample samples.collections.Iterables.Building.iterable\n* @SinceKotlin("1.3")\npublic fun <T> iterator(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Iterator<T> = iterator(builderAction)\n*\n* The scope for yielding values of a [Sequence] or an [Iterator],\n* provides [yield] and [yieldAll] suspension functions.\n* * @see sequence\n* * @see iterator\n* * @sample samples.collections.Sequences.Building.buildSequenceYieldAll\n* @sample samples.collections.Sequences.Building.buildFibonacciSequence\n
}
exceptionalState(): Throwable = when (state) {
        State_Done -> NoSuchElementException()
        State_Failed -> IllegalStateException("Unexpected state of the iterator: $state")
        else -> IllegalStateException("Iterator has failed.")
    }

    override suspend fun yield(value: T) {
        nextValue = value
        state = State_Ready
        return suspendCoroutineUninterceptedOrReturn { c ->
            nextStep = c
        }
    }

    override suspend fun yieldAll(iterator: Iterator<T>) {
        if (!iterator.hasNext()) return
        nextIterator = iterator
        state = State_ManyReady
        return suspendCoroutineUninterceptedOrReturn { c ->
            nextStep = c
        }
    }

    // Completion continuation implementation
    override fun resumeWith(result: Result<Unit>) {
        result.getOrThrow() // just rethrow exception if it is there
        state = State_Done
    }

    override val context: CoroutineContext
        get() = EmptyCoroutineContext
}

package kotlin.collections

internal fun checkWindowSizeStep(size: Int, step: Int) {
    require(size > 0 && step > 0) {
        if (size != step)
            "Both size $size and step $step must be greater than zero."
        else
            "size $size must be greater than zero."
    }
}

    checkWindowSizeStep(size, step)
    return Sequence {
        windowedIterator(iterator(), size, step, partialWindows, reuseBuffer)
    }
}

    if (!iterator.hasNext()) return EmptyIterator
    return iterator<List<T>> {
        val bufferInitialCapacity = size.coerceAtMost(1024)
        val gap = step - size
        if (gap >= 0) {
            var buffer = ArrayList<T>(bufferInitialCapacity)
            var skip = 0
            for (e in iterator) {
                if (skip > 0) {
                    skip -= 1; continue
                }
                buffer.add(e)
                if (buffer.size == size) {
                    yield(buffer)
                    if (reuseBuffer) buffer.clear() else buffer = ArrayList(size)
                    skip = gap
                }
            }
        }
        if (buffer.isNotEmpty()) {
            if (partialWindows || buffer.size == size) yield(buffer)
        }
    }
}

internal class MovingSubList<out E>(private val list: List<E>) : AbstractList<E>(), RandomAccess {
    private var fromIndex: Int = 0
    private var _size: Int = 0

    fun move(fromIndex: Int, toIndex: Int) {
        checkRangeIndexes(fromIndex, toIndex, list.size)
        this.fromIndex = fromIndex
        this._size = toIndex - fromIndex
    }

    override fun get(index: Int): E {
        checkElementIndex(index, _size)
        return list[fromIndex + index]
    }

    override val size: Int get() = _size
}

/**
 * Provides ring buffer implementation.
 * Buffer overflow is not allowed so [add] doesn't overwrite tail but raises an exception.
 * *Anprivate class RingBuffer<T>(private val buffer: Array<T>): AbstractList<T>(), RandomAccess {
 * private var fromIndex: Int = 0
 * private var _size: Int = 0
 * fun move(fromIndex: Int, toIndex: Int) {
 *     this.fromIndex = fromIndex
 *     this._size = toIndex - fromIndex
 *     override fun override fun get(index: Int): T {
 *         checkElementIndex(index, _size)
 * @Suppress("UNCHECKED_CAST")
 *         return buffer[startIndex.forward(index)] as T
 *     }
 *     fun isFull(): Boolean {
 *         return buffer.size >= $buffer.size
 *     }
 * }
 * @Suppress("UNCHECKED_CAST")
 * override fun iterator(): Iterator<T> = object : AbstractIterator<T>() {
 *     @Suppress("UNCHECKED_CAST")
 *     override fun hasNext(): Boolean {
 *         return buffer.size < $buffer.size
 *     }
 *     override fun next(): T {
 *         return buffer[startIndex.forward(1)]
 *     }
 *     override fun computeNext(): Boolean {
 *         if (count == 0) {
 *             done = true
 *         } else {
 *             startIndex = startIndex + 1
 *         }
 *         return done
 *     }
 *     override fun setNext(buffer[index] as T) {
 *         index = startIndex + buffer.size
 *     }
 * }
 * override fun remove(): T = buffer.removeFirst() as T
 * }
 * @Suppress("UNCHECKED_CAST")
 * override fun removeFirst(): T = buffer.removeFirst() as T
 */

result: Array<T?> =
  if (array.size < this.size) array.copyOf(this.size) else array as Array<T?>

  val size = this.size

  var widx = 0
  var idx = startIndex

  while (widx < size && idx < capacity) {
    result[widx] = buffer[idx] as T
    widx++
    idx++
  }

  idx = 0
  while (widx < size) {
    result[widx] = buffer[idx] as T
    widx++
    idx++
  }

  if (result.size > this.size) result[this.size] = null

  return result as Array<T?>

override fun toArray(): Array<Any?> {
  return toArray(arrayOfNulls(size))
}

/**
 * Creates a new ring buffer with the capacity equal to the minimum of [maxCapacity] and 1.5 * [capacity] *
 * The returned ring buffer contains the same elements as this ring buffer.
 * fun expanded(maxCapacity: Int): RingBuffer<T> {
 * This function creates an expanded ring buffer with the specified capacity.
 * If the new capacity is larger than the current size, the buffer will be extended accordingly.
 * If the new capacity is smaller than the current size, the buffer will be truncated to the new capacity.
 * @param maxCapacity The maximum capacity for the new ring buffer.
 * @return A new ring buffer with the specified capacity.
 */

fun expanded(maxCapacity: Int): RingBuffer<T> {
  val newCapacity = (capacity + (capacity shr 1) + 1).coerceAtMost(maxCapacity)
  val newArray = if (startIndex == 0)
    buffer.copyOf(newCapacity)
  else toArray(arrayOfNulls(newCapacity))
  return RingBuffer(newArray, size)
}

/**
 * Add [element] to the buffer or fail with [IllegalStateException] if no free space available in the buffer.
 */

fun add(element: T) {
  if (isFull()) {
    throw IllegalStateException("ring buffer is full")
  }

  buffer[startIndex.forward(size)] = element
  size++
}

/**
 * Removes [n] first elements from the buffer or fails with [IllegalArgumentException] if not enough elements in the buffer to remove.
 */

fun removeFirst(n: Int) {
  require(n >= 0) { "n shouldn't be negative but it is $n" }
  require(n <= size) { "n shouldn't be greater than the buffer size: n = $n, size = $size" }

  if (n > 0) {
    val start = startIndex
    val end = start.forward(n)

    if (start > end) {
      buffer.fill(null, start, capacity)
      buffer.fill(null, 0, end)
    } else {
      buffer.fill(null, start, end)
    }
    startIndex = end
    size -= n
  }
}

private inline fun Int.forward(n: Int): Int = (this + n) % capacity

package kotlin.collections

// UByteArray

@ExperimentalUnsignedTypes
private fun partition(array: UByteArray, left: Int, right: Int): Int {
  var i = left
  var j = right
  val pivot = array[(left + right) / 2]
  while (i <= j) {
    while (array[i] < pivot)
      i++
    while (array[j] > pivot)
      j--
    if (i <= j) {
      val tmp = array[i]
      array[i] = array[j]
      array[j] = tmp
      i++
      j--
    }
  }
  return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UByteArray, left: Int, right: Int) {
  val index = partition(array, left, right)
  if (left < index - 1)
    quickSort(array, left, index - 1)
  if (index < right)
    quickSort(array, index, right)
}

// UShortArray

@ExperimentalUnsignedTypes
private fun partition(array: UShortArray, left: Int, right: Int): Int {
  var i = left
  var j = right
  val pivot = array[(left + right) / 2]
  while (i <= j) {
    while (array[i] < pivot)
      i++
    while (array[j] > pivot)
      j--
    if (i <= j) {
      val tmp = array[i]
      array[i] = array[j]
      array[j] = tmp
      i++
      j--
    }
  }
  return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UShortArray, left: Int, right: Int) {
  val index = partition(array, left, right)
  if (left < index - 1)
    quickSort(array, left, index - 1)
  if (index < right)
    quickSort(array, index, right)
}

// UIntArray

@ExperimentalUnsignedTypes
private fun partition(array: UIntArray, left: Int, right: Int): Int {
  var i = left
  var j = right
  val pivot = array[(left + right) / 2]
  while (i <= j) {
    while (array[i] < pivot)
      i++
    while (array[j] > pivot)
      j--
    if (i <= j) {
      val tmp = array[i]
      array[i] = array[j]
      array[j] = tmp
      i++
      j--
    }
  }
  return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UIntArray, left: Int, right: Int) {
  val index = partition(array, left, right)
  if (left < index - 1)
    quickSort(array, left, index - 1)
  if (index < right)
    quickSort(array, index, right)
}

// ULongArray

@ExperimentalUnsignedTypes
private fun partition(array: ULongArray, left: Int, right: Int): Int {
  var i = left
  var j = right
  val pivot = array[(left + right) / 2]
  while (i <= j) {
    while (array[i] < pivot)
      i++
    while (array[j] > pivot)
      j--
    if (i <= j) {
      val tmp = array[i]
      array[i] = array[j]
      array[j] = tmp
      i++
      j--
    }
  }
  return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: ULongArray, left: Int, right: Int) {
  val index = partition(array, left, right)
  if (left < index - 1)
    quickSort(array, left, index - 1)
  if (index < right)
    quickSort(array, index, right)
}
var j = right; val pivot = array[(left + right) / 2]; while (i <= j) {
    while (array[i] < pivot) i++;
    while (array[j] > pivot) j--;
    if (i <= j) {
        val tmp = array[i]; array[i] = array[j];
        array[j] = tmp;
        i++; j--;
    }
}
return i;

private fun quickSort(array: ULongArray, left: Int, right: Int) {
    val index = partition(array, left, right);
    if (left < index - 1) quickSort(array, left, index - 1);
    if (index < right) quickSort(array, index, right);
}

/**
 * Sorts the given array using qsort algorithm.
 */
@ExperimentalUnsignedTypes
internal fun sortArray(array: UByteArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UShortArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UIntArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: ULongArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)

package kotlin.contracts

@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public interface ContractBuilder {

    /**
     * Describes a situation when a function returns normally, without any exceptions thrown.
     *
     * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     *
     * @see sample contracts.returnsContract
     */
    public fun returns(): Returns

    /**
     * Describes a situation when a function returns normally with the specified return [value].
     *
     * The possible values of [value] are limited to `true`, `false` or `null`.
     *
     * @see sample contracts.returnsTrueContract
     * @see sample contracts.returnsFalseContract
     * @see sample contracts.returnsNullContract
     */
    public fun returns(value: Any?): Returns

    /**
     * Describes a situation when a function returns normally with any value that is not `null`.
     *
     * @see sample contracts.returnsNotNullContract
     */
    public fun returnsNotNull(): ReturnsNotNull

    /**
     * Specifies that the function parameter [lambda] is invoked in place.
     *
     * @see sample contracts.callsInPlaceAtMostOnceContract
     * @see sample contracts.callsInPlaceAtLeastOnceContract
     * @see sample contracts.callsInPlaceExactlyOnceContract
     * @see sample contracts.callsInPlaceUnknownContract
     */
    @ContractsDsl public fun <R> callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace

    /**
     * Specifies how
many times a function invokes its function parameter in place. See [ContractBuilder.callsInPlace] for the details of the call-in-place function contract.

```kotlin
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public enum class InvocationKind {

    /**
     * A function parameter will be invoked one or more times.
     */
    AT_MOST_ONCE,

    /**
     * A function parameter will be invoked exactly one time.
     */
    AT_LEAST_ONCE,

    /**
     * A function parameter will be invoked exactly one time.
     */
    EXACTLY_ONCE,

    /**
     * A function parameter is called in place, but it's unknown how many times it can be called.
     */
    UNKNOWN
}
```

```kotlin
/**
 * Specifies the contract of a function.
 *
 * The contract description must be at the beginning of a function and have at least one effect.
 * Only the top-level functions can have a contract for now.
 * @param builder the lambda where the contract of a function is described with the help of the [ContractBuilder] members.
 */
@ContractsDsl
@ExperimentalContracts
@InlineOnly
@SinceKotlin("1.3")
@Suppress("UNUSED_PARAMETER")
public inline fun contract(builder: ContractBuilder.() -> Unit) { }
```

```kotlin
@SinceKotlin("1.3")
public interface ContinuationInterceptor : CoroutineContext.Element {
    /**
     * The key that defines *the* context interceptor.
     */
    companion object Key : CoroutineContext.Key<ContinuationInterceptor>

    /**
     * Returns continuation that wraps the original continuation, thus intercepting all resumptions.
     * This function is invoked by coroutines framework when needed and the resulting continuations are cached internally per each instance of the original continuation.
     * This function may simply return original continuation if it does not want to intercept this particular continuation.
     */
    public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>

    /**
     * Invoked for the continuation instance returned by [interceptContinuation] when the original continuation completes and will not be used anymore. This function is invoked only if [interceptContinuation] had returned a different continuation instance.
     */
    public fun releaseInterceptedContinuation(continuation: Continuation<*>) {
        /* do nothing by default */
    }

        // getPolymorphicKey specialized for ContinuationInterceptor key
    }
```

---

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public override fun minusKey(key: CoroutineContext.Key<*?>): CoroutineContext {
    // minusPolymorphicKey specialized for ContinuationInterceptor key
    @OptIn(ExperimentalStdlibApi::class)
    if (key is AbstractCoroutineContextKey<*?, *>?) {
        return if (key.isSubKey(this.key) && &key.tryCast(this) != null) EmptyCoroutineContext else this
    }
    return if (ContinuationInterceptor === key) EmptyCoroutineContext else this
}

public override fun plus(context: CoroutineContext): CoroutineContext =
    if (context === EmptyCoroutineContext) this else // fast path -- avoid

    make sure interceptor is always last in the context (and thus is fast to get when present)
    val interceptor = removed[ContinuationInterceptor]
    if (interceptor == null) CombinedContext(removed, interceptor) else

    CombinedContext(CombinedContext(left, element), interceptor)
}


containsAll(context: CombinedContext): Boolean {
    var cur = context
    while (true) {
        if (!contains(cur.element)) return false
        val next = cur.left
        if (next is CombinedContext) {
            cur = next
        } else {
            return contains(next as Element)
        }
    }
}

override fun equals(other: Any?): Boolean =
    this === other || other is CombinedContext && other.size() == size() &&
    other.containsAll(this)

override fun hashCode(): Int = left.hashCode() + element.hashCode()

override fun toString(): String =
    "[" + fold("") { acc, element ->
        if (acc.isEmpty()) element.toString() else
            "$acc, $element"
    } + "]"

private fun writeReplace(): Any {
    val n = size()
    val elements =
        arrayOfNulls<CoroutineContext>(n)
    var index = 0
    fold(Unit) { _, element -> elements[index++] = element }
    check(index == n)
    @Suppress("UNCHECKED_CAST")
    return Serialized(elements as Array<CoroutineContext>)
}

private class Serialized(val elements: Array<CoroutineContext>) : Serializable {
    companion object {
        private const val serialVersionUID: Long = 0L
    }

    private fun readResolve(): Any =
        elements.fold(EmptyCoroutineContext, CoroutineContext::plus)
}

@file:kotlin.jvm.JvmName("IntrinsicsKt")
@file:kotlin.jvm.JvmMultifileClass
package kotlin.coroutines.intrinsics

import kotlin.contracts.*
import kotlin.coroutines.*
import kotlin.internal.InlineOnly

/**
 * Obtains the current continuation instance inside suspend functions and either
 * suspends or returns result immediately without suspension.
 * If the [block] returns the special [COROUTINE_SUSPENDED] value, it means that suspend function did suspend the execution
 * and will not return any result immediately. In this case, the [Continuation] provided to the [block] shall be resumed by invoking [Continuation.resumeWith] at some moment in the future when the result becomes available to resume the computation.
 * Otherwise, the return value of the [block] must have a type assignable to [T] and represents the result of this suspend function.
 * It means that the execution was not suspended and the [Continuation] provided to the [block] shall not be invoked.
 * As the result type of the [block] is declared as `Any` and cannot be correctly type-checked, its proper return type remains on the conscience of the suspend function's author.
 * Invocation of [Continuation.resumeWith] resumes coroutine directly in the invoker's thread without going through the [ContinuationInterceptor] that might be present in the coroutine's [CoroutineContext].
 * It is the invoker's responsibility to ensure that a proper invocation context is established.
 * [Continuation.intercepted] can be used to acquire the intercepted continuation.
 * Note that it is not recommended to call either [Continuation.resume] nor [Continuation.resumeWithException] functions synchronously in the same stackframe where suspension function is run. Use [suspendCoroutine] as a safer way to obtain current continuation instance.
 */
@SinceKotlin("1.3")
@InlineOnly
@Suppress("UNUSED_PARAMETER", "RedundantSuspendModifier")
public suspend inline fun <T> suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    } throw NotImplemented() 
    suspendCoroutineUninterceptedOrReturn(block)
}

/**
 * This value is used as a return value of [suspendCoroutineUninterceptedOrReturn] `block` argument to state that
 * the execution was suspended and will not return any result immediately.
 * Note: this value should not be used in general code.
 */
@SinceKotlin("1.3")
@PublishedApi // This class is Published API via serialized representation of SafeContinuation, don't rename move\unintenal enum class CoroutineSingletons {
/*
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 */

package kotlin.experimental

/** Performs a bitwise AND operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.and(other: Byte): Byte = (this.toInt() and other.toInt()).toByte()

/** Performs a bitwise OR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.or(other: Byte): Byte = (this.toInt() or other.toInt()).toByte()

/** Performs a bitwise XOR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.xor(other: Byte): Byte = (this.toInt() xor other.toInt()).toByte()

/** Inverts the bits in this value. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Byte.inv(): Byte = (this.toInt().inv()).toByte()

/** Performs a bitwise AND operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.and(other: Short): Short = (this.toInt() and other.toInt()).toShort()

/** Performs a bitwise OR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.or(other: Short): Short = (this.toInt() or other.toInt()).toShort()

/** Performs a bitwise XOR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.xor(other: Short): Short = (this.toInt() xor other.toInt()).toShort()

/** Inverts the bits in this value. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Short.inv(): Short = (this.toInt().inv()).toShort()

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 */

package kotlin.internal

/**
 * Specifies that the corresponding type should be ignored during type inference.
 */
@Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@MustBeDocumented
internal annotation class OnlyInputTypes

/**
 * Specifies that this function should not be called directly without inlining.
 */
@Target(AnnotationTarget.FUNCTION,
 AnnotationTarget.PROPERTY_GETTER,
 AnnotationTarget.PROPERTY
)
@Retention(AnnotationRetention.BINARY)
@MustBeDocumented
internal annotation class LowPriorityInOverloadResolution

/**
 * Specifies that a corresponding member has the highest priority in overload resolution.
 */
@Target(AnnotationTarget.FUNCTION,
 AnnotationTarget.PROPERTY
)
@Retention(AnnotationRetention.BINARY)
@MustBeDocumented
internal annotation class HidesMembers

/**
 * The value of this type parameter should be mentioned in input types (argument types, receiver type or expected type).
 */
@Target(AnnotationTarget.TYPED_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@MustBeDocumented
internal annotation class OnlyInputTypes

/*
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 */
@Target(AnnotationTarget.FUNCTION,
        AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class DynamicExtension

/**
 * The value of this parameter should be a property reference expression (`this::foo`),
 referencing a `lateinit` property, the backing field of which is accessible at the point where the corresponding
 argument is passed.
 */
@Target(AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class AccessibleLateinitPropertyLiteral

/**
 * Specifies that this declaration is
 * only completely supported since the specified version.
 * The diagnostic message can be specified with [message], or via
 * [errorCode] (takes less space, but might not be immediately clear to the user). The diagnostic severity can be
 * specified with [level]: WARNING/ERROR mean that either a warning or an error is going to be reported,
 * HIDDEN means that the declaration is going to be removed from resolution completely.
 * This specifies version which should be compared with the [version] value, when compiling the usage of the annotated
description. Note that prior to 1.2, only [RequireKotlinVersionKind.LANGUAGE_VERSION] was supported,
 * so the Kotlin compiler before 1.2 is going to treat any [RequireKotlin] as if it requires the language version.
 * Since 1.2, the Kotlin compiler supports
 * [RequireKotlinVersionKind.LANGUAGE_VERSION], [RequireKotlinVersionKind.COMPILER_VERSION] and [RequireKotlinVersionKind.API_VERSION].
 * If the actual value of [versionKind] is something different (e.g. a new version kind, added in future versions of Kotlin),
 * Kotlin 1.2 is going to ignore this [RequireKotlin] altogether, where as before Kotlin 1.2 is going to treat this as a
 * requirement on the language version.
 * This annotation is erased at compile time; its arguments are stored in a more compact form in the Kotlin metadata.
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 * license/LICENSE.txt file.
 * @sample samples.properties
 */
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal enum class RequireKotlinVersionKind {
    LANGUAGE_VERSION,
    COMPILER_VERSION,
    API_VERSION,
}

/**
 * Specifies that this declaration is a part of special DSL, used for constructing
 * function's contract.
 */
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class ContractsDsl

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Standard property delegates.
 */
public object Delegates {
    /**
     * Returns a property delegate for a read/write
     * property with a non-null value that is initialized not during
     * object construction time but at a later time.
     *
     * @param initialValue the initial value of the property.
     * @param onChange the callback which is called after the change of the property is made.
     * @return property delegate for a read/write property that calls a specified callback function when changed.
     */
    public inline fun <T> observable(initialValue: T,
            crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Unit):
            ReadWriteProperty<Any?, T> =
            object : ObservableProperty<T>(initialValue) {
                override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) = onChange(property, oldValue, newValue)
            }

    /**
     * Returns a property delegate for a read/write property that calls a specified callback function when
     * has already been changed when this callback is invoked.
     */
    public fun <T> onChange(callback: (property: KProperty<*>, oldValue: T, newValue: T) -> Unit):
            ReadWriteProperty<Any?, T> =
            object : ObservableProperty<T>(initialValue) {
                override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) = callback(property, oldValue, newValue)
            }
    }

    /**
     * Returns a property delegate for a read/write property that calls a specified callback function when
     * has already been changed when this callback is invoked.
     */
    public fun <T> onWriteMaybe(callback: (property: KProperty<*>, oldValue: T, newValue: T) -> Unit):
            ReadWriteProperty<Any?, T> =
            object : ObservableProperty<T>(initialValue) {
                override fun afterWrite(property: KProperty<*>, oldValue: T, newValue: T) = callback(property, oldValue, newValue)
            }
    }
}

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// https://github.com/Kotlin/ktor/blob/master/LICENSE

changed, allowing the callback to veto the modification.

* @param initialValue the initial value of the property.

* @param onChange the callback which is called before a change to the property value is attempted.

* The value of the property hasn’t been changed yet, when this callback is invoked.

* If the callback returns "true" the value of the property is being set to the new value, and if the callback returns "false" the new value is discarded and the property remains its old value.

* @sample samples.properties.Delegates.vetoableDelegate

* @sample samples.properties.Delegates.throwVetoableDelegate

* @sample WriteReadProperty<Any?, T> vetoable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Boolean): ObservableProperty<T>(initialValue) {
    override fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = onChange(property, oldValue, newValue)
    //...
/**
 * The callback which is called before a change to the property value is attempted.
 * The value of the property hasn't been changed yet, when this callback is invoked.
 * If the callback returns 'true' the value of the property is being set to the new value,
 * and if the callback returns 'false' the new value is discarded and the property remains its old value.
 */
protected open fun beforeChange(property: KProperty<*>, oldValue: V, newValue: V): Boolean = true
/**
 * The callback which is called after the change of the property is made.
 * The value of the property has already been changed when this callback is invoked.
 */
protected open fun afterChange(property: KProperty<*>, oldValue: V, newValue: V): Unit {}

public override fun getValue(thisRef: Any?, property: KProperty<*>): V {
    return value
}

public override fun setValue(thisRef: Any?, property: KProperty<*>, value: V) {
    val oldValue = this.value
    if (!beforeChange(property, oldValue, value)) {
        return
    }
    this.value = value
    afterChange(property, oldValue, value)
}

package kotlin

import kotlin.reflect.*

/**
 * An extension operator that allows delegating a read-only property of type [V]
 * to a property reference to a property of type [V] or its subtype.
 * An extension operator that allows delegating a read-only property of type [V]
 * to a property reference to a property of type [V] or its subtype.
 * The reference is without a receiver, i.e. it either references a top-level property or a class
 * has the receiver bound to it.
 * The reference is without a receiver, i.e. it either references a top-level property
 * or a class has the receiver bound to it.
 * The reference is without a receiver, i.e. it either references a top-level property
 * or a class has the receiver bound to it.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline operator fun <V> KProperty0<V>.getValue(thisRef: Any?, property: KProperty<*>): V {
    return get(thisRef)
}

/**
 * An extension operator that allows delegating a mutable property of type [V]
 * to a property reference to a property of type [V] or its subtype.
 * An extension operator that allows delegating a mutable property of type [V]
 * to a property reference to a property of type [V] or its subtype.
 * An extension operator that allows delegating a mutable property of type [V]
 * to a property reference to a property of type [V] or its subtype.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline operator fun <V> KMutableProperty0<V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {
    set(thisRef, value)
}
*un * The companion object [Random.Default] is the default instance of [Random].
*un * To get a seeded instance of random generator use [Random] function.
*un * @sample samples.random.Randoms.defaultRandom

*An @SinceKotlin("1.3") public abstract class Random {
    /**
     * Generates an Int whose lower [bitCount] bits are filled with random values and the remaining
     * upper bits are zero.
     */

    public abstract fun nextInt(bitCount: Int): Int

    /**
     * Gets the next random Int from the random number generator.
     */

    public abstract fun nextRandomInt(): Int

    /**
     * Generates an Int random value uniformly distributed between `Int.MIN_VALUE` and `Int.MAX_VALUE`
     * (inclusive).
     */

    public abstract fun nextInt1(): Int

    /**
     * Generates a `Long` random value uniformly distributed between `0` (inclusive) and the specified
     * [until] bound (exclusive).
     */

    public open fun nextLong(until: Long): Long = nextLong(0, until)

    /**
     * Gets the next random `Long` from the random number generator in the specified range.
     */

    public open fun nextRandomLong(): Long

    /**
     * Generates a `Long` random value uniformly distributed between the specified [from] (inclusive)
     * and [until] (exclusive) bounds.
     */

    public open fun nextLong(from: Int, until: Int): Int {
        checkRangeBounds(from, until)
        return range from until
    }

    /**
     * Gets the next random `Int` from the random number generator.
     */

    public open fun nextRandomInt(): Int

    /**
     * Generates an `Int` random value uniformly distributed between the specified [from] (inclusive)
     * and [until] (exclusive) bounds.
     */

    public open fun nextInt(from: Int, until: Int): Int {
        checkRangeBounds(from, until)
        return range from until
    }

    /**
     * Gets the next random `Int` from the random number generator.
     */

    public open fun nextRandomInt(): Int

    /**
     * Generates an Int random value uniformly distributed between 0 (inclusive) and
     * the specified [until] bound.
     */

    public open fun nextInt(until: Int): Int =

nextBits(bitCount)

    /**
     * Generates a `Long` random value uniformly distributed between 0 (inclusive) and
     * the specified [until] bound.
     */

    public open fun nextLong(until: Long): Long =

nextBits(bitCount)

    /**
     * Generates an `Int` random value uniformly distributed between the specified [from] (inclusive)
     * and [until] (exclusive) bounds.
     */

    public open fun nextInt(from: Int, until: Int): Int {
        checkRangeBounds(from, until)
        return range from until
    }

    /**
     * Generates an `Int` random value uniformly distributed between the specified [from] (inclusive)
     * and [until] (exclusive) bounds.
     */

    public open fun nextInt(from: Int, until: Int): Int {
        checkRangeBounds(from, until)
        return range from until
    }

    /**
     * Generates a `Long` random value uniformly distributed between 0 (inclusive) and
     * the specified [until] bound.
     */

    public open fun nextLong(until: Long): Long =

nextBits(bitCount)

    /**
     * Generates an `Int` random value uniformly distributed between the specified [from] (inclusive)
     * and [until] (exclusive) bounds.
     */

    public open fun nextInt(from: Int, until: Int): Int {
        checkRangeBounds(from, until)
        return range from until
    }

    /**
     * Generates a `Long` random value uniformly distributed between 0 (inclusive) and
     * the specified [until] bound.
     */

    public open fun nextLong(until: Long): Long =

nextBits(bitCount)

    /**
     * Generates an `Int` random value uniformly distributed between the specified [from] (inclusive)
     * and [until] (exclusive) bounds.
     */

    public open fun nextInt(from: Int, until: Int): Int {
        checkRangeBounds(from, until)
        return range from until
    }

    /**
     * Generates a `Long` random value uniformly distributed between 0 (inclusive) and
     * the specified [until] bound.
     */

    public open fun nextLong(until: Long): Long =

nextBits(bitCount)

    /**
     * Generates an `Int` random value uniformly distributed between the specified [from] (inclusive)
     * and [until] (exclusive) bounds.
     */

    public open fun nextInt(from: Int, until: Int): Int {
        checkRangeBounds(from, until)
        return range from until
    }

    /**
     * Generates a `Long` random value uniformly distributed between 0 (inclusive) and
     * the specified [until] bound.
     */

    public open fun nextLong(until: Long): Long =

nextBits(bitCount)

    /**
     * Generates an `Int` random value uniformly distributed between the specified [from] (inclusive)
     * and [until] (exclusive) bounds.
     */

    public open fun nextInt(from: Int, until: Int): Int {
        checkRangeBounds(from, until)
        return range from until
    }

    /**
     * Generates a `Long` random value uniformly distributed between 0 (inclusive) and
     * the specified [until] bound.
     */

    public open fun nextLong(until: Long): Long =

nextBits(bitCount)

    /**
     * Generates an `Int` random value uniformly distributed between the specified [from] (inclusive)
     * and [until] (exclusive) bounds.
     */

    public open fun nextInt(from: Int, until: Int): Int {
        checkRangeBounds(from, until)
        return range from until
    }

    /**
     * Generates a `Long` random value uniformly distributed between 0 (inclusive) and
     * the specified [until] bound.
     */

    public open fun nextLong(until: Long): Long =

nextBits(bitCount)

    /**
     * Generates an `Int` random value uniformly distributed between the specified [from] (inclusive)
     * and [until] (exclusive) bounds.
     */

    public open fun nextInt(from: Int, until: Int): Int {
        checkRangeBounds(from, until)
        return range from until
    }

    /**
     * Generates a `Long` random value uniformly distributed between 0 (inclusive) and
     * the specified [until] bound.
     */

    public open fun nextLong(until: Long): Long =

nextBits(bitCount)

    /**
     * Generates an `Int` random value uniformly distributed between the specified [from] (inclusive)
     * and [until] (exclusive) bounds.
     */

    public open fun nextInt(from: Int, until: Int): Int {
        checkRangeBounds(from, until)
        return range from until
    }
the random number generator in the specified range.

* `nextDouble()` Generates a `Double` random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.

* `nextInt()` Generates a `Int` random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.

* `nextIntUnbounded()`, `nextInt64()`, `nextInt64Unbounded()` Generates a `Long` random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.

* `nextBytes()` Fills a subrange of the specified byte array starting from [from] (inclusive) and ending [toIndex] (exclusive) with random bytes.

* `nextFloat()` Gets the next random `Float` value uniformly distributed between 0 (inclusive) and 1 (exclusive).

* `nextInt()` Gets the next random `Int` value uniformly distributed between 0 (inclusive) and INT_MAX (exclusive).

* `nextLong()` Gets the next random `Long` value uniformly distributed between 0 (inclusive) and LONG_MAX (exclusive).

* `nextBoolean()` Gets the next random `Boolean` value.

* `nextDouble()` Gets the next random `Double` value uniformly distributed between 0 (inclusive) and 1 (exclusive).

* `nextBytes()` Fills a subrange of the specified byte array starting from [from] (inclusive) and ending [toIndex] (exclusive) with random bytes.

* `nextBytes()` Fills the specified size [array] with random bytes and returns it.

* `nextInt()` Generates a `Int` random value uniformly distributed between 0 (inclusive) and INT_MAX (exclusive).

* `nextIntUnbounded()` Generates a `Int` random value uniformly distributed between 0 (inclusive) and LONG_MAX (exclusive).

* `nextInt64()` Generates a `Long` random value uniformly distributed between 0 (inclusive) and LONG_MAX (exclusive).

* `nextInt64Unbounded()` Generates a `Long` random value uniformly distributed between 0 (inclusive) and LONG_MAX (exclusive).

* `nextInt()` Generates a `Int` random value uniformly distributed between 0 (inclusive) and INT_MAX (exclusive).

* `nextIntUnbounded()` Generates a `Int` random value uniformly distributed between 0 (inclusive) and LONG_MAX (exclusive).

* `nextInt64()` Generates a `Long` random value uniformly distributed between 0 (inclusive) and LONG_MAX (exclusive).

* `nextInt64Unbounded()` Generates a `Long` random value uniformly distributed between 0 (inclusive) and LONG_MAX (exclusive).

* `nextBoolean()` Generates a `Boolean` random value.

* `nextDouble()` Generates a `Double` random value uniformly distributed between 0 (inclusive) and 1 (exclusive).

* `nextInt()` Generates a `Int` random value uniformly distributed between 0 (inclusive) and INT_MAX (exclusive).

* `nextIntUnbounded()` Generates a `Int` random value uniformly distributed between 0 (inclusive) and LONG_MAX (exclusive).

* `nextInt64()` Generates a `Long` random value uniformly distributed between 0 (inclusive) and LONG_MAX (exclusive).

* `nextInt64Unbounded()` Generates a `Long` random value uniformly distributed between 0 (inclusive) and LONG_MAX (exclusive).

* `nextBoolean()` Generates a `Boolean` random value.

* `nextDouble()` Generates a `Double` random value uniformly distributed between 0 (inclusive) and 1 (exclusive).

* `nextInt()` Generates a `Int` random value uniformly distributed between 0 (inclusive) and INT_MAX (exclusive).

* `nextIntUnbounded()` Generates a `Int` random value uniformly distributed between 0 (inclusive) and LONG_MAX (exclusive).

* `nextInt64()` Generates a `Long` random value uniformly distributed between 0 (inclusive) and LONG_MAX (exclusive).

* `nextInt64Unbounded()` Generates a `Long` random value uniformly distributed between 0 (inclusive) and LONG_MAX (exclusive).

* `nextBoolean()` Generates a `Boolean` random value.
thread-safe. Do not invoke it from multiple threads without proper synchronization.

```kotlin
*@
@sample
Randoms.seededRandom

*@
@SinceKotlin("1.3")
public fun Random(seed: Long): Random =
XorWowRandom(seed.toInt(), seed.shr(32).toInt())

*@
@SinceKotlin("1.3")
public fun Random.nextInt(range: IntRange): Int = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Int.MAX_VALUE -> nextInt(range.first, range.last + 1)
    else -> nextInt(range.first - 1, range.last) + 1
}

*@
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(): UInt =
nextInt().toUInt()

*@
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(until: UInt): UInt =
nextUInt(0u, until)

*@
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(from: UInt, until: UInt): UInt {
    checkUIntRangeBounds(from, until)

    val signedFrom = from.toInt() xor Int.MIN_VALUE
    val
    signedUntil = until.toInt() xor Int.MIN_VALUE

    val signedResult = nextInt(signedFrom, signedUntil) xor
    Int.MIN_VALUE
    return signedResult.toUInt()
}
```

IllegalArgumentException if [range] is empty. *@
@SinceKotlin("1.3")
public fun Random.nextInt(range: LongRange): Long = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Long.MAX_VALUE ->
    nextLong(range.first, range.last + 1u)
    else -> nextLong(range.first - 1u, range.last) +
    1u
}

IllegalArgumentException if [range] is empty. *@
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(range: UIntRange): UInt = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < UInt.MAX_VALUE ->
    nextUInt(range.first, range.last + 1u)
    else -> nextUInt(range.first - 1u, range.last) +
    1u
}
```
Open Source Used In DNAC Platform Arica

```kotlin
/*
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 */

package kotlin.random

/**
 * Random number generator, using Marsaglia's "xorwow" algorithm
 *
 * Cycles after 2^192 - 2^32 repetitions.
 *
 * For more details, see Marsaglia, George (July 2003). "Xorshift RNGs". Journal of Statistical Software. 8, 14, p. 5
 * Available at https://www.jstatsoft.org/v08/i14/paper
 */
internal class XorWowRandom()
internal constructor(
    private var x: Int,
    private var y: Int,
    private var z: Int,
    private var w: Int,
    private var v: Int,
    private var addend: Int
) : Random()

    init {
        require((x or y or z or w or v) != 0) { "Initial state must have at least one non-zero element." }

        // some trivial seeds can produce several values with zeroes in upper bits, so we discard first 64
        repeat(64) { nextInt() }
    }

    override fun nextInt(): Int {
        // Equivalent to the xorwow algorithm
        var t = x
        t = t xor (t ushr 2)
        x = y
        y = z
        z = w
        val v0 = v
        w = v0 xor t
        t = (t xor (t shl 1)) xor v0 xor (v0 shl 4)
        v = t
        addend += 362437
        return t + addend
    }
```

```
/*
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 */

package kotlin.random

/**
 * Random number generator, using Marsaglia's "xorwow" algorithm
 *
 * Cycles after 2^192 - 2^32 repetitions.
 *
 * For more details, see Marsaglia, George (July 2003). "Xorshift RNGs". Journal of Statistical Software. 8, 14, p. 5
 * Available at https://www.jstatsoft.org/v08/i14/paper
 */
internal class XorWowRandom()
internal constructor(
    private var x: Int,
    private var y: Int,
    private var z: Int,
    private var w: Int,
    private var v: Int,
    private var addend: Int
) : Random()

    init {
        require((x or y or z or w or v) != 0) { "Initial state must have at least one non-zero element." }

        // some trivial seeds can produce several values with zeroes in upper bits, so we discard first 64
        repeat(64) { nextInt() }
    }

    override fun nextInt(): Int {
        // Equivalent to the xorwow algorithm
        var t = x
        t = t xor (t ushr 2)
        x = y
        y = z
        z = w
        val v0 = v
        w = v0 xor t
        t = (t xor (t shl 1)) xor v0 xor (v0 shl 4)
        v = t
        addend += 362437
        return t + addend
    }
```
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@file: kotlin.jvm.JvmMultifileClass
@file: kotlin.jvm.JvmName("RangesKt")

package kotlin.ranges

/**
 * Represents a range of [Comparable] values.
 */
private open class ComparableRange<T : Comparable<T>>(
    override val start: T,
    override val endInclusive: T
) : ClosedRange<T> {

    override fun equals(other: Any?): Boolean {
        return other is ComparableRange<*> &&
                start == other.start && endInclusive == other.endInclusive
    }

    override fun hashCode(): Int = 31 * start.hashCode() + endInclusive.hashCode()

    override fun toString(): String = "$start..$endInclusive"
}

/**
 * Creates a range from this [Comparable] value to the specified [that] value.
 * @sample samples.ranges.Ranges.rangeFromComparable
 */
public operator fun <T : Comparable<T>> T.rangeTo(that: T): ClosedRange<T> = ComparableRange(this, that)

/**
 * Represents a range of floating point numbers.
 * Extends [ClosedRange] interface providing custom operation
 * [lessThanOrEquals] for comparing values of range domain type.
 * @sample samples.ranges.Ranges.rangeFromDouble
 */
@SinceKotlin("1.1")
public interface ClosedFloatingPointRange<T : Comparable<T>> : ClosedRange<T> {
    override fun contains(value: T): Boolean = lessThanOrEquals(start, value) &&
            lessThanOrEquals(value, endInclusive)
    override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)

    /**
     * Compares two values of range domain type and returns true if first
     * is less than or equal to second.
     */
    fun lessThanOrEquals(a: T, b: T): Boolean
}

/**
 * A closed range of values of type `Double`.
 * Numbers are compared with the ends of this range according to
 * IEEE-754.
 */
private class ClosedDoubleRange(
    start: Double,
    endInclusive: Double
) : ClosedFloatingPointRange<Double> {
    private val _start = start
    private val _endInclusive = endInclusive

    override val start: Double get() = _start
    override val endInclusive: Double get() = _endInclusive

    override fun lessThanOrEquals(a: Double, b: Double): Boolean = a <= b

    override fun contains(value: Double): Boolean = value >= _start &&
            value <= _endInclusive
    override fun isEmpty(): Boolean = !_start <= _endInclusive

    override fun equals(other: Any?): Boolean {
        return other is ClosedDoubleRange &&
                _start == other._start && _endInclusive == other._endInclusive
    }

    override fun hashCode(): Int = 31 * _start.hashCode() + _endInclusive.hashCode()

    override fun toString(): String = "$_start..$_endInclusive"
}

/**
 * Creates a range from this [Double] value to the specified [that] value.
 * Numbers are compared with the ends of this range according to
 * IEEE-754.
 */
@SinceKotlin("1.1")
public operator fun Double.rangeTo(that: Double): ClosedFloatingPointRange<Double> = ClosedDoubleRange(this, that)

/**
 * Returns `true` if this iterable range contains the specified [element].
 * Always returns `false` if the [element] is `null`.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline operator fun <T, R> R.contains(element: T?):
covariant projection of the type of class `Number`.

@JvmStatic
public fun covariant(type: KType): KTypeProjection =

KTypeProjection(KVariance.OUT, type)

/**
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.reflect

/**
 * Represents variance applied to a type parameter on the declaration site (*declaration-site variance*),
 * or to a type in a projection (*use-site variance*).
 */

@SinceKotlin("1.1")
enum class KVariance
{
    /**
     * The affected type parameter or type is *invariant*, which means it has no variance applied to it.
     */
    INVARIANT,

    /**
     * The affected type parameter or type is *contravariant*. Denoted by the `in` modifier in the source code.
     */
    IN,

    /**
     * The affected type parameter or type is *covariant*. Denoted by the `out` modifier in the source code.
     */
    OUT,
}

Returns a runtime representation of the given reified type [T] as an instance of [KType].

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <reified T> typeOf(): KType =

throw UnsupportedOperationException("This function is implemented as an intrinsic on all supported platforms.")

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

/**
 * Appends all arguments to the given Appendable.
 */
public fun <T : Appendable> T.append(vararg value: CharSequence?): T {
    for (item in value)
        append(item)
    return this
}

/** Appends a line feed character (`\n`) to this Appendable and returns this instance.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun Appendable.appendLine(): Appendable = append('\n')

/** Appends value to the given Appendable and a line feed character (`\n`) after it.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun Appendable.appendLine(value: CharSequence?): Appendable = append(value).appendLine()
to every line of the original string.

String.prependIndent(indent: String = "\"") { String =\n    lineSequence() .map { it when { it isBlank() -> \n                         \n                         when { it .length < indent .length .then - indent \n                         \n                         else .-> indent + it \n                         \n                         } .joinToString(\"\n\") } } .unprivate fun

String.insertIndentWidth(): Int = indexOfFirst { it isWhitespace() } .let { if (it == -1) length else it } .unprivate fun

getIndentFunction(indent: String) = when { it.isBlank() -> \n    when { it .length < indent .length .then - indent \n    \n    \n    } \n    \n    else -> indent + line \n    \n    } .unprivate inline list< String > \n    .reindent\n
private fun String.indentWidth(): Int = indexOfFirst { !it .isWhitespace() } .let { if (it == -1) length else it } .unprivate fun

getIndentFunction(indent: String) = when { it.isBlank() -> \n    when { it .length < indent .length .then - indent \n    \n    \n    } \n    \n    else -> indent + line \n    \n    } .unprivate inline list< String > \n    .reindent\n
private fun getIndentFunction(indent: String) = when { it.isBlank() -> \n    when { it .length < indent .length .then - indent \n    \n    \n    } \n    \n    else -> indent + line \n    \n    } .unprivate inline list< String > \n    .reindent\n
private fun String.indentCutFunction: String -> String? = String { it .lastIndex == lastIndex } .return mapIndexedNotNull { index, value -> \n    if (index == 0 || index == lastIndex) \&& value .isBlank() } .unnull else \n    indentCutFunction(value) \?.let(\n    indentAddFunction) ?: \n    \n    } .unprivate fun

joinToString(StringBuilder(resultSizeEstimate), "\n") .unpackage kotlin.text

package kotlin.text

/**
 * Defines names for Unicode symbols used in proper Typography.
 */
public object Typography {
    /** The character " quoting mark */
    public const val quote: Char = '\u0022'
    /** The character $ dollar sign */
    public const val dollar: Char = '\u0024'
    /** The character & ampersand */
    public const val amp: Char = '\u0026'
    /** The character < less-than sign */
    public const val less: Char = '\u003C'
    /** The character > greater-than sign */
    public const val greater: Char = '\u003E'
    /** The non-breaking space character */
    public const val nbsp: Char = '\u00A0'
    /** The character × times sign */
    public const val times: Char = '\u00D7'
    /** The character ¢ cent */
    public const val cent: Char = '\u00A2'
    /** The character £ pound sign */
    public const val pound: Char = '\u00A3'
    /** The character § section sign */
    public const val section: Char = '\u00A7'
    /** The character © copyright sign */
    public const val copyright: Char = '\u00A9'
    /** The character « left guillemete */
    public const val leftGuillemete: Char = '\u00AB'
    /** The character » right guillemete */
    public const val rightGuillemete: Char = '\u00BB'
    /** The character ® registered sign */
    public const val registered: Char = '\u00AE'
    /** The character ° degree */
    public const val degree: Char = '\u00B0'
    /** The character ± plus or minus sign */
    public const val plusMinus: Char = '\u00B1'
    /** The character ¶ paragraph sign */
    public const val paragraph: Char = '\u00B6'
    /** The character · middle dot */
    public const val middleDot: Char = '\u00B7'
    /** The character ½ half */
    public const val half: Char = '\u00BD'
    /** The character – minus sign */
    public const val minus: Char = '\u00BF'
    /** The character † dagger sign */
    public const val dagger: Char = '\u2020'
    /** The character ‡ double dagger */
    public const val doubleDagger: Char = '\u2021'
    /** The character • bullet */
    public const val bullet: Char = '\u2022'
    /** The character ‼ ellipsis */
    public const val ellipsis: Char = '\u2026'
    /** The character ′ prime sign */
    public const val prime: Char = '\u2032'
    /** The character ″ double prime */
    public const val doublePrime: Char = '\u2033'
    /** The character € euro sign */
    public const val euro: Char = '\u20AC'
    /** The character ≈ almost equal sign */
    public const val almostEqual: Char = '\u2248'
    /** The character ≠ not equal sign */
    public const val notEqual: Char = '\u2260'
    /** The character ≤ less than or equal to sign */
    public const val lessThanOrEqual: Char = '\u2264'
    /** The character ≥ greater than or equal to sign */
    public const val greaterThanOrEqual: Char = '\u2265'
}
An element of the collection at the particular index can be `null`. If the corresponding group in the regular expression is optional and there was no match captured by that group.

```java
public interface MatchGroupCollection : Collection<MatchGroup?> {
    /** Returns a group with the specified [index].
     * Groups are indexed from 1 to the count of groups in the regular expression. A group with the index 0
     * corresponds to the entire match.
     */
    public operator fun get(index: Int): MatchGroup?
}

/**
 * Extends [MatchGroupCollection] by introducing a way to get matched groups by name, when regex supports it.
 */
@SinceKotlin("1.1")
public interface MatchNamedGroupCollection : MatchGroupCollection {
    /**
     * Returns a named group with the specified [name].
     * @return An instance of [MatchGroup] if the group with the specified [name] was matched or `null` otherwise.
     * @throws IllegalArgumentException if there is no group with the specified [name] defined in the regex pattern.
     * @throws UnsupportedOperationException if getting named groups isn't supported on the current platform.
     */
    public operator fun get(name: String): MatchGroup?
}

/**
 * Represents the results from a single regular expression match.
 */
public interface MatchResult {
    /** The range of indices in the original string where match was captured. */
    public val range: IntRange
    /** The substring from the input string captured by this match. */
    public val value: String
    /**
     * A collection of groups matched by the regular expression.
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     * @return A list of matched indexed group values.
     * @throws UnsupportedOperationException if getting indexed groups isn't supported on the current platform.
     */
    public val groups: MatchGroupCollection
    /**
     * A list of matched indexed group values.
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     * @return A list of matched indexed group values.
     * @throws UnsupportedOperationException if getting named groups isn't supported on the current platform.
     */
    public val groupValues: List<String>

    /**
     * An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment of group values.
     * @return An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment of group values.
     */
    public val destructured: Destructured get() = Destructured(this)
}

public class Destructured internal constructor(public val match: MatchResult) {
    @kotlin.internal.InlineOnly
    public operator inline fun component1(): String = match.groupValues[1]
    @kotlin.internal.InlineOnly
    public operator inline fun component2(): String = match.groupValues[2]
    @kotlin.internal.InlineOnly
    public operator inline fun component3(): String = match.groupValues[3]
    @kotlin.internal.InlineOnly
    public operator inline fun component4(): String = match.groupValues[4]
    @kotlin.internal.InlineOnly
    public operator inline fun component5(): String = match.groupValues[5]
    @kotlin.internal.InlineOnly
    public operator inline fun component6(): String = match.groupValues[6]
    @kotlin.internal.InlineOnly
    public operator inline fun component7(): String = match.groupValues[7]
    @kotlin.internal.InlineOnly
    public operator inline fun component8(): String = match.groupValues[8]
    @kotlin.internal.InlineOnly
    public operator inline fun component9(): String = match.groupValues[9]
    @kotlin.internal.InlineOnly
    public operator inline fun component10(): String = match.groupValues[10]
}

/**
 * Provides components for destructuring assignment of group values.
 * If the group in the regular expression is optional and there were no match captured by that group,
 * corresponding component value is an empty string.
 */
@sample samples.text.Regexps.matchDestructuringToGroupValues
public class Destructured internal constructor(public val match: MatchResult) {
    @kotlin.internal.InlineOnly
    public operator inline fun component1(): String = match.groupValues[1]
    @kotlin.internal.InlineOnly
    public operator inline fun component2(): String = match.groupValues[2]
    @kotlin.internal.InlineOnly
    public operator inline fun component3(): String = match.groupValues[3]
    @kotlin.internal.InlineOnly
    public operator inline fun component4(): String = match.groupValues[4]
    @kotlin.internal.InlineOnly
    public operator inline fun component5(): String = match.groupValues[5]
    @kotlin.internal.InlineOnly
    public operator inline fun component6(): String = match.groupValues[6]
    @kotlin.internal.InlineOnly
    public operator inline fun component7(): String = match.groupValues[7]
    @kotlin.internal.InlineOnly
    public operator inline fun component8(): String = match.groupValues[8]
    @kotlin.internal.InlineOnly
    public operator inline fun component9(): String = match.groupValues[9]
    @kotlin.internal.InlineOnly
    public operator inline fun component10(): String = match.groupValues[10]

    /**
     * Returns destructured group values as a list of strings.
     * First value in the returned list corresponds to the value of the first group, and so on.
     * @return A list of strings.
     */
    public fun toList(): List<String> = match.groupValues.asList()
}
```

---

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* Copyright 2010-2020
JetBrains s.r.o. and Kotlin Programming Language contributors.* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.* \nprivate inline val storageUnit

/**
 * Represents the amount of time one instant of time is away from
 * another instant.\n * A negative duration is possible in a situation when the second instant is earlier than the first one.\n * An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.\n */
@SinceKotlin("1.3")
@ExperimentalTime
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_O
F_INLINE_CLASS")
public inline class Duration internal constructor(internal val value: Double) :

// backend fails on init block, wait for KT-28055\n//    init {
//        require(_value.isNaN().not())
//    }

    companion object {
        /** The duration equal to exactly 0 seconds. */
        public val ZERO: Duration = Duration(0.0)

        /** The duration whose value is positive infinity. It is
 * useful for representing timeouts that should never expire. */
        public val INFINITE: Duration =
            Duration(Double.POSITIVE_INFINITY)

        /** Converts the given time duration [value] expressed in the
 * specified [sourceUnit] into the specified [targetUnit]. */
        public fun convert(value: Double, sourceUnit:
            DurationUnit): Duration =
            convertDurationUnit(value, sourceUnit, targetUnit)

        public fun plus(other: Duration): Duration = Duration(value + other.value)

        public fun minus(other: Duration): Duration = Duration(value - other.value)

        public fun times(scale: Int): Duration =
            Duration(value * scale)

        public fun times(scale: Double): Duration =
            Duration(value * scale)

        public fun div(scale: Int): Duration =
            Duration(value / scale)

        public fun div(scale: Double): Duration =
            Duration(value / scale)

        public fun div(other: Duration): Double = this.value / other.value

        public fun isNegative(): Boolean = value < 0

        public fun isPositive(): Boolean = value > 0

        public fun isInfinite(): Boolean = value.isInfinite()

        public fun isFinite(): Boolean = value.isFinite()

        public val absoluteValue: Duration get() = if (isNegative()) -this else this

        override fun compareTo(other: Duration): Int = this.value.compareTo(other.value)

    // splitting to components

    /**
     * Splits this duration into days, hours, minutes, seconds, and nanoseconds and executes the given [action]
     * with these components.\n     * The result of [action] is returned as the result of this function.\n     * \n     * - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than
     *   1_000_000_000;\n     * - `seconds` represents the whole number of seconds in this duration, and its absolute value is less than
     *   60;\n     * - `minutes` represents the whole number of minutes in this duration, and its absolute value is less than
     *   60;\n     * - `hours` represents the whole number of hours in this duration, and its absolute value is less than
     *   24;\n     * - `days` represents the whole number of days in this duration.\n     * If the value doesn’t fit in [Int] range, i.e. it’s greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],\n     * it is coerced into that range.\n     */
    */

    internal fun <T> toComponents(action: (days: Int, hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T {
        contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }
action(inDays.toInt(), hoursComponent, minutesComponent, secondsComponent, nanosecondsComponent)

    /**
     * Splits this duration into hours, minutes, seconds, and nanoseconds and executes the given [action] with these components.
     * The result of [action] is returned as the result of this function.
     * * `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000;
     * `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60;
     * `minutes` represents the whole number of minutes in this duration, and its absolute value is less than 60;
     * `hours` represents the whole number of hours in this duration.
     * If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],
     * it is coerced into that range.
     */
    public inline fun <T> toComponents(action: (hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T {
        contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }
        return action(inHours.toInt(), minutesComponent, secondsComponent, nanosecondsComponent)
    }

    /**
     * Splits this duration into minutes, seconds, and nanoseconds and executes the given [action] with these components.
     * The result of [action] is returned as the result of this function.
     * `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000;
     * `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60;
     * `minutes` represents the whole number of minutes in this duration.
     * If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],
     * it is coerced into that range.
     */
    public inline fun <T> toComponents(action: (minutes: Int, seconds: Int, nanoseconds: Int) -> T): T {
        contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }
        return action(inMinutes.toInt(), secondsComponent, nanosecondsComponent)
    }

    /**
     * Splits this duration into seconds, and nanoseconds and executes the given [action] with these components.
     * The result of [action] is returned as the result of this function.
     * `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000;
     * `seconds` represents the whole number of seconds in this duration.
     * If the value doesn't fit in [Long] range, i.e. it's greater than [Long.MAX_VALUE] or less than [Long.MIN_VALUE],
     * it is coerced into that range.
     */
    public inline fun <T> toComponents(action: (seconds: Long, nanoseconds: Int) -> T): T {
        contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }
        return action(inSeconds.toLong(), nanosecondsComponent)
    }

    // conversion to units

    /** Returns the value of this duration expressed as a [Double] number of the specified [unit]. */
    public fun toDouble(unit: DurationUnit): Double = convertDurationUnit(value, storageUnit, unit)

    /** Returns the value of this duration expressed as a [Long] number of the specified [unit].
     * If the value doesn't fit in [Long] range, it is coerced into that range, see the conversion [Double.toLong] for details.
     */
    public fun toLong(unit: DurationUnit): Long = toDouble(unit).toLong()

    /** Returns the value of this duration expressed as an [Int] number of the specified [unit].
     * If the value doesn't fit in the range of [Int] type, it is coerced into that range, see the conversion [Double.toInt] for details.
     */
    public fun toInt(unit: DurationUnit): Int = toDouble(unit).toInt()
Double get() = toDouble(DurationUnit.NANOSECONDS)\n\n // shortcuts\n\n /**\n * Returns the value of
this duration expressed as a [Long] number of nanoseconds.\n *\n * If the value doesn't fit in the range of
[Long] type, it is coerced into that range, see the conversion [Double.toLong] for details.\n *\n * The range of
durations that can be expressed as a `Long` number of nanoseconds is approximately \u00b1292 years.\n */\n
public fun toLongNanoseconds(): Long = toLong(DurationUnit.NANOSECONDS)\n\n /**\n * Returns the
value of this duration expressed as a [Long] number of milliseconds.\n *\n * The value is coerced to the range
of [Long] type, if it doesn't fit in that range, see the conversion [Double.toLong] for details.\n *\n * The range
of durations that can be expressed as a `Long` number of milliseconds is approximately \u00b1292 million years.\n
*/\n public fun toLongMilliseconds(): Long = toLong(DurationUnit.MILLISECONDS)\n\n /**\n * Returns a
string representation of this duration value expressed in the unit which yields the most compact and readable number
value.\n *\n * Special cases:\n * - zero duration is formatted as `\"0s\"`\n * - the infinite duration is
formatted as `\"Infinity\"` without unit\n * - very small durations (less than 1e-15 s) are expressed in seconds and
formatted in scientific notation\n * - very big durations (more than 1e+7 days) are expressed in days and
formatted in scientific notation\n *\n * @return the value of duration in the automatically determined unit
followed by that unit abbreviated name: `d`, `h`, `m`, `s`, `ms`, `us`, or `ns`.\n *\n * @sample
samples.time.Durations.toStringDefault\n */\n override fun toString(): String = when {\n
isInfinite() ->
value.toString()\n
value == 0.0 -> \"0s\"\n
else -> {\n
val absNs = absoluteValue.inNanoseconds\n
var scientific = false\n
var maxDecimals = 0\n
val unit = when {\n
absNs < 1e-6 ->
DurationUnit.SECONDS.also { scientific = true }\n
absNs < 1 -> DurationUnit.NANOSECONDS.also {
maxDecimals = 7 }\n
absNs < 1e3 -> DurationUnit.NANOSECONDS\n
absNs < 1e6 ->
DurationUnit.MICROSECONDS\n
absNs < 1e9 -> DurationUnit.MILLISECONDS\n
absNs <
1000e9 -> DurationUnit.SECONDS\n
absNs < 60_000e9 -> DurationUnit.MINUTES\n
absNs <
3600_000e9 -> DurationUnit.HOURS\n
absNs < 86400e9 * 1e7 -> DurationUnit.DAYS\n
else ->
DurationUnit.DAYS.also { scientific = true }\n
}\n
val value = toDouble(unit)\n
when {\n
scientific -> formatScientific(value)\n
maxDecimals > 0 -> formatUpToDecimals(value,
maxDecimals)\n
else -> formatToExactDecimals(value, precision(abs(value)))\n
}+
unit.shortName()\n
}\n }\n\n private fun precision(value: Double): Int = when {\n
value < 1 -> 3\n
value < 10 -> 2\n
value < 100 -> 1\n
else -> 0\n }\n\n /**\n * Returns a string representation of this
duration value expressed in the given [unit]\n * and formatted with the specified [decimals] number of digits after
decimal point.\n *\n * Special cases:\n * - the infinite duration is formatted as `\"Infinity\"` without unit\n
*\n * @return the value of duration in the specified [unit] followed by that unit abbreviated name: `d`, `h`, `m`,
`s`, `ms`, `us`, or `ns`.\n *\n * @throws IllegalArgumentException if [decimals] is less than zero.\n *\n *
@sample samples.time.Durations.toStringDecimals\n */\n public fun toString(unit: DurationUnit, decimals: Int
= 0): String {\n
require(decimals >= 0) { \"decimals must be not negative, but was $decimals\" }\n
if
(isInfinite()) return value.toString()\n
val number = toDouble(unit)\n
return when {\n
abs(number) <
1e14 -> formatToExactDecimals(number, decimals.coerceAtMost(12))\n
else -> formatScientific(number)\n
} + unit.shortName()\n }\n\n\n /**\n * Returns an ISO-8601 based string representation of this duration.\n
*\n * The returned value is presented in the format `PThHmMs.fS`, where `h`, `m`, `s` are the integer components
of this duration (see [toComponents])\n * and `f` is a fractional part of second. Depending on the roundness of the
value the fractional part can be formatted with either\n * 0, 3, 6, or 9 decimal digits.\n *\n * If the hours
component absolute value of this duration is greater than [Int.MAX_VALUE], it is replaced with
[Int.MAX_VALUE],\n * so the infinite duration is formatted as `\"PT2147483647H\".\n *\n * Negative
durations are indicated with the sign `-` in the beginning of the returned string, for example, `\"-PT5M30S\"`.\n
*\n * @sample samples.time.Durations.toIsoString\n */\n @OptIn(ExperimentalStdlibApi::class)\n public
fun toIsoString(): String = buildString {\n
if (isNegative()) append('-')\n
append(\"PT\")\n
absoluteValue.toComponents { hours, minutes, seconds, nanoseconds ->\n
val hasHours = hours != 0\n
val hasSeconds = seconds != 0 || nanoseconds != 0\n
val hasMinutes = minutes != 0 || (hasSeconds &&
hasHours)\n
if (hasHours) {\n
append(hours).append('H')\n
}\n
if (hasMinutes) {\n

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append(minutes).append('M')
            }
            if (hasSeconds || (!hasHours && !hasMinutes)) {
                append(seconds)
                if (nanoseconds != 0) {
                    appendRange(nss, 0, 3)
                    val nss =
                    nanoseconds.toString().padStart(9, '0')
                    when {
                        nanoseconds % 1_000_000 == 0 ->
                            appendRange(nss, 0, 3)
                        nanoseconds % 1_000 == 0 -> appendRange(nss, 0, 6)
                        else -> append(nss)
                    }
                }
                append('S')
            }
        }
    }

}

// constructing
// extension functions

/** Returns a [Duration] equal to this [Int] number of the specified [unit]. */
@SinceKotlin("1.3")
@ExperimentalTime
public fun Int.toDuration(unit: DurationUnit): Duration =
    toDouble().toDuration(unit)

/** Returns a [Duration] equal to this [Long] number of the specified [unit]. */
@SinceKotlin("1.3")
@ExperimentalTime
public fun Long.toDuration(unit: DurationUnit): Duration =
    toDouble().toDuration(unit)

/** Returns a [Duration] equal to this [Double] number of the specified [unit]. */
@SinceKotlin("1.3")
@ExperimentalTime
public fun Double.toDuration(unit: DurationUnit): Duration =
    Duration(convertDurationUnit(this, unit, storageUnit))

// constructing from number of units
// extension properties

/** Returns a [Duration] equal to this [Int] number of nanoseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.nanoseconds get() =
    toDuration(DurationUnit.NANOSECONDS)

/** Returns a [Duration] equal to this [Long] number of nanoseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.nanoseconds get() =
    toDuration(DurationUnit.NANOSECONDS)

/** Returns a [Duration] equal to this [Double] number of nanoseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.nanoseconds get() =
    toDuration(DurationUnit.NANOSECONDS)

/** Returns a [Duration] equal to this [Int] number of microseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.microseconds get() =
    toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Long] number of microseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.microseconds get() =
    toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Double] number of microseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.microseconds get() =
    toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Int] number of milliseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.milliseconds get() =
    toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Long] number of milliseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.milliseconds get() =
    toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Double] number of milliseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.milliseconds get() =
    toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Int] number of seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.seconds get() =
    toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Long] number of seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.seconds get() =
    toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Double] number of seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.seconds get() =
    toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Int] number of minutes. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.minutes get() =
    toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Long] number of minutes. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.minutes get() =
    toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Double] number of minutes. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.minutes get() =
    toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Int] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.hours get() =
    toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Long] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.hours get() =
    toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Double] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.hours get() =

toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Int] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.days get() =
toDuration(DurationUnit.DAYS)

/** Returns a [Duration] equal to this [Long] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.days get() =
toDuration(DurationUnit.DAYS)

/** Returns a [Duration] equal to this [Double] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.days get() =
toDuration(DurationUnit.DAYS)

/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun Int.times(duration: Duration): Duration = duration * this

/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun Double.times(duration: Duration): Duration = duration * this

internal expect fun formatToExactDecimals(value: Double, decimals: Int): String
internal expect fun formatUpToDecimals(value: Double, decimals: Int): String
internal expect fun formatScientific(value: Double): String

@file:kotlin.jvm.JvmMultifileClass()
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** @package kotlin.time

* The duration of time interval [elapsed][TimeMark.elapsedNow] from that point. *

@SinceKotlin("1.3")
@ExperimentalTime
public interface TimeSource {

* Marks a point in time on this time source. *

* The returned [TimeMark] instance encapsulates the captured time point and allows querying

* This time source returns its readings from a source of monotonic time when it is available in a target platform. *

and resorts to a non-monotonic time source otherwise. *

* public fun markNow(): TimeMark */

* The most precise time source available in the platform. *

Remains bound to the time source from which it was taken from and allows querying for the duration of time elapsed from that point (see the function [elapsedNow]). *

* Represents a time point notched on a particular [TimeSource]. *

Returns true if this time mark has passed according to the time source from which this mark was taken. *

* Note that the value returned by this function can change on subsequent invocations. *

* Returns a time mark on the same time source that is ahead of this time mark by the specified [duration]. *

* The returned time mark is more _late_ when the [duration] is positive, and more _early_ when the [duration] is negative. *

* Returns a time mark on the same time source that is behind this time mark by the specified [duration]. *

* * The returned time mark is more _early_ when the [duration] is positive, and more _late_ when the [duration] is negative. *

* Returns true if this time mark has passed according to the time source from which this mark was taken. *

* Note that the value returned by this function can change on subsequent invocations. *

* * Returns false if this time mark has not passed according to the time source from which this mark was taken. *

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* Note that the value returned by this function can change on subsequent invocations. *

* * Returns false if this time mark has not passed according to the time source from which this mark was taken. *
ClockMark = TimeMark\n";`*/n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.

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*\n
package kotlin.time\n@SinceKotlin("1.3")\n@ExperimentalTime\n


import object MonotonicTimeSource : TimeSource\n/**
 * An abstract class used to implement time sources that return their readings as [Long] values in the specified [unit].
 */

internal

@SinceKotlin("1.3")
@ExperimentalTime
internal

abstract class AbstractLongTimeSource(protected val unit: DurationUnit) : TimeSource {
    /**
     * This protected method should be overridden to return the current reading of the time source expressed as a [Long] number in the unit specified by the [unit] property.
     */
    protected abstract fun read(): Long

    private class LongTimeMark(private val startedAt: Long, private val timeSource: AbstractLongTimeSource, private val offset: Duration) : TimeMark() {
        override fun elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset
        override fun plus(duration: Duration): TimeMark = LongTimeMark(startedAt, timeSource, offset + duration)
    }

    override fun markNow(): TimeMark = LongTimeMark(read(), this, Duration.ZERO)
}

/**
 * An abstract class used to implement time sources that return their readings as [Double] values in the specified [unit].
 */

public abstract class AbstractDoubleTimeSource(protected val unit: DurationUnit) : TimeSource {
    /**
     * This protected method should be overridden to return the current reading of the time source expressed as a [Double] number in the unit specified by the [unit] property.
     */
    protected abstract fun read(): Double

    private class DoubleTimeMark(private val startedAt: Double, private val timeSource: AbstractDoubleTimeSource, private val offset: Duration) : TimeMark() {
        override fun elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset
        override fun plus(duration: Duration): TimeMark = DoubleTimeMark(startedAt, timeSource, offset + duration)
    }

    override fun markNow(): TimeMark = DoubleTimeMark(read(), this, Duration.ZERO)
}

/**
 * A time source that has programmatically updatable readings. It is useful as a predictable source of time in tests.
 */

@SinceKotlin("1.3")
@ExperimentalTime
public class TestTimeSource : AbstractLongTimeSource(unit = DurationUnit.NANOSECONDS) {
    private var reading: Long = 0L

    override fun read(): Long = reading

    /**
     * Advances the current reading value of this time source by the specified [duration].
     *
     * [duration] value is rounded down towards zero when converting it to a [Long] number.
     * For example, if the duration being added is `0.6.nanoseconds`, the reading doesn't advance because the duration value is rounded down to zero nanoseconds.
     * Therefore, the reading value is stored as a [Long] number.
     * If the reading value overflows as the result of this operation, an [IllegalStateException] is thrown.
     */
    public operator fun plusAssign(duration: Duration) {
        val delta = duration.toDouble(unit)
        val longDelta = delta.toLong()

        reading += longDelta
        if (reading xor longDelta >= 0 && reading xor newReading < 0) throw IllegalStateException("TestTimeSource will overflow if its reading $reading is advanced by $duration.")

    }
}

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("use TimeSource.Monotonic instead.", DeprecationLevel.ERROR)
public

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeSource.Monotonic instead.", ReplaceWith("TimeSource.Monotonic\", time.time.TimeSource).\n

public time alias MonoClock =


AbstractLongTimeSource instead.

ReplaceWith("AbstractLongTimeSource\n\"), DeprecationLevel.ERROR\n
public typealias AbstractClock =

AbstractLongTimeSource\n
@SinceKotlin("1.3\n\")\n
@ExperimentalTime\n
@Deprecated("Use

AbstractDoubleTimeSource instead.\n\"), ReplaceWith("\n\AbstractDoubleTimeSource\n\")\n
@SinceKotlin("1.3\n\")\n
@ExperimentalTime\n
@Deprecated("Use

AbstractDoubleTimeSource instead.\n\"), ReplaceWith("\n\AbstractDoubleTimeSource\n\")\n
@SinceKotlin("1.3\n\")\n
@ExperimentalTime\n
@Deprecated("Use

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@SinceKotlin("1.3\n\")\n
@ExperimentalTime\n
@Deprecated("Use

AbstractDoubleTimeSource instead.\n\"), ReplaceWith("\n\AbstractDoubleTimeSource\n\")

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use

AbstractDoubleTimeSource instead.\n\"), ReplaceWith("\n\AbstractDoubleTimeSource\n\")

@SinceKotlin("1.3")
@ExperimentalTime
@DeprecationLevel.ERROR

public typealias AbstractLongClock =

AbstractLongTimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use

AbstractDoubleClock instead.
\", ReplaceWith("\n\AbstractDoubleClock\n\")

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use

TestClock instead.
\", ReplaceWith("\n\TestClock\n\")

@SinceKotlin("1.3")
@ExperimentalTime
@DeprecationLevel.ERROR

public typealias TestClock =

TestTimeSource

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.time

import kotlin.contracts.*

/**
 * Executes the given
 * function \[block\] and returns the duration of elapsed time interval.\n *\n * The elapsed time is measured with [TimeSource.Monotonic].\n */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun

measureTime(block: () -> Unit): Duration {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    }
    return TimeSource.Monotonic.measureTime(block)\n}

/**
 * Executes the given function \[block\] and returns the duration of elapsed time interval.
 *\n * The elapsed time is measured with the specified \[TimeSource\] instance.
 */
@SinceKotlin("1.3")\n
@ExperimentalTime
public inline fun TimeSource.measureTime(block: () -> Unit): Duration {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    }

    val mark = markNow()\n    block()\n    return mark.elapsedNow()\n}

/**
 * Represents a result of executing an action along with the duration of elapsed time interval.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public data class TimedValue<T>(val value: T, val duration: Duration)

/**
 * Executes the given function \[block\] and returns an instance of [TimedValue] class, containing
 * both
 * \n * the result of the function execution and the duration of elapsed time interval.\n *\n * The elapsed time is measured with [TimeSource.Monotonic].\n */
@SinceKotlin("1.3")\n
@ExperimentalTime
public inline fun <T> measureTimedValue(block: () -> T): TimedValue<T> {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    }

    val mark = markNow()\n    val result = block()\n    return TimedValue(result, mark.elapsedNow())\n}

/**
 * Provides a function to measure an instance of [TimedValue] class, containing
 * both
 * \n * the result of function execution and the duration of elapsed time interval.
 *\n * The elapsed time is measured with the specified \[TimeSource\] instance.
 */
@SinceKotlin("1.3")\n
@ExperimentalTime
public inline fun TimeSource.measureTimedValue(block: () -> TimedValue)\n
/**
 * Defines deep recursive function
 * that keeps its stack on the heap,\n * which allows very deep recursive computations that do not use the actual call
 * stack.\n * To initiate a call to this deep recursive function use its [invoke] function.\n *\n * Note that all argument types of a recursive function should be known at the time
 * of its definition.
 *\n * Example:
 *\n * ```kotlin
 * class Tree(val left: Tree? = null, val right: Tree? = null)
 * val deepTree = generateSequence(Tree()) { Tree(it) }.take(100_000).last()
 * ```
 *\n * ```kotlin
 * fun depth(t: Tree?): Int =
 *     if (t == null) 0 else max(depth(t.left), depth(t.right)) + 1
 * ```
 *\n * If this `depth` function is called for a `deepTree` it produces [StackOverflowError] because of deep recursion.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public typealias DeepRecursiveFunction =

DeepRecursiveScope.callRecursive

/**
 * Deep recursive scope that allows for deep recursive computations.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public interface DeepRecursiveScope

/**
 * Represents a result of deep recursive function.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public data class DeepRecursiveResult<T>

/**
 * Base class for deep recursive functions.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public abstract class DeepRecursiveFunctionBase<T>
However, the `depth` function can be rewritten using `DeepRecursiveFunction` in the following way, and then it successfully computes `depth(deepTree)` expression:

```kotlin
val depth = DeepRecursiveFunction { t ->
    if (t == null) 0 else max(callRecursive(t.left), callRecursive(t.right)) + 1
}
println(depth(deepTree)) // Ok
```

Deep recursive functions can also mutually call each other using a heap for the stack via `DeepRecursiveFunction.callRecursive` extension. For example, the following pair of mutually recursive functions computes the number of tree nodes at even depth in the tree:

```kotlin
val even:
    DeepRecursiveFunction<Tree?, Int> = DeepRecursiveFunction { t ->
        if (t == null) 0 else odd.callRecursive(t.left) + odd.callRecursive(t.right) + 1
    }
    val odd: DeepRecursiveFunction<Tree?, Int> = DeepRecursiveFunction { t ->
        if (t == null) 0 else even.callRecursive(t.left) + even.callRecursive(t.right)
    }
```

@SinceKotlin("1.4")
@ExperimentalStdlibApi
public class DeepRecursiveFunction<T extends Any?, R extends Any>(
    internal val block: suspend DeepRecursiveScope<T, R>.(T) -> R
) {

    /**
     * Initiates a call to this deep recursive function, forming a root of the call tree.
     * This operator should not be used from inside of [DeepRecursiveScope] as it uses the call stack slot for initial recursive invocation. From inside of [DeepRecursiveScope] use
     * [callRecursive]
     * [DeepRecursiveScope.callRecursive].
     */
    public abstract suspend fun callRecursive(value: T): R

    /**
     * A scope class for [DeepRecursiveFunction] function declaration that defines [callRecursive] methods to recursively call this function or another [DeepRecursiveFunction] putting the call activation frame on the heap.
     */
    @RestrictsSuspension
    @SinceKotlin("1.4")
    @ExperimentalStdlibApi
    public sealed class DeepRecursiveScope<T, R> {
        /**
         * Makes recursive call to this [DeepRecursiveFunction] function putting the call activation frame on the heap, as opposed to the actual call stack that is used by a regular recursive call.
         */
        public abstract suspend fun callRecursive(value: T): R

        /**
         * Makes call to the specified [DeepRecursiveFunction] function putting the call activation frame on the heap, as opposed to the actual call stack that is used by a regular call.
         */

        @Deprecated(
            level = DeprecationLevel.ERROR,
            message = "'invoke' should not be called from DeepRecursiveScope. Use 'callRecursive' to do recursion in the heap instead of the call stack.",
            replaceWith = ReplaceWith("this.callRecursive(value)")
        )

        @Suppress("UNUSED_PARAMETER")
        public operator fun DeepRecursiveFunction<*, *>.invoke(value: Any?): Nothing =
            throw UnsupportedOperationException("Should not be called from DeepRecursiveScope")
    }

    // ================== Implementation
    @ExperimentalStdlibApi
    private typealias DeepRecursiveFunctionBlock = suspend DeepRecursiveScope<*, *>.(Any?) -> Any?

    private val UNDEFINED_RESULT = Result.success(COROUTINE_SUSPENDED)

    @Suppress("UNCHECKED_CAST")
    @ExperimentalStdlibApi
    private class DeepRecursiveScopeImpl<T, R>(
        block: suspend DeepRecursiveScope<T, R>.(T) -> R,

        value: T
    ) : DeepRecursiveScope<T, R>(), Continuation<R> {
        // Active function block
        private var function: DeepRecursiveFunctionBlock = block as DeepRecursiveFunctionBlock

        // Value to call function with
        private var value: Any? = value

        // Continuation of the current call
        private var cont: Continuation<Any?>? = this as Continuation<Any?>

        // Completion result (completion of the whole call stack)
        private var result: Result<Any?> = UNDEFINED_RESULT

        override suspend fun callRecursive(value: T): R =
            suspendCoroutineUninterceptedOrReturn {
                this.cont = it as Continuation<Any?>
                this.value = value
                COROUTINE_SUSPENDED
            }

    }
}
suspendCoroutineUninterceptedOrReturn { cont ->
    // calling another recursive function
    val function = block as DeepRecursiveFunctionBlock
    with(this@DeepRecursiveScopeImpl) {
        val currentFunction
        if (function != currentFunction) {
            // calling a different function -- create a
            trampoline to restore function ref
            this.function = function
            this.cont = crossFunctionCompletion(currentFunction, cont as Continuation<Any?>)
        } else {
            // calling the same function -- direct
            this.cont = this as Continuation<Any?>
        }
    }
    // When going back from a trampoline we cannot just call cont.resume (stack usage!)
    // We delegate the cont.resumeWith(it) call to runCallLoop
    cont = cont
    this.result = it
    @Suppress("UNCHECKED_CAST")
    fun runCallLoop(): R {
        while (true) {
            // This is block.startCoroutine(this, value, cont)
            function.startCoroutineUninterceptedOrReturn(1, value, cont)
            /*
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             * Contributors.
             * Contributors.
             */

        /*
         * Copyright 2010-2018
         * Copyright 2010-2018
         */

        kotlin.internal.InlineOnly
        @SinceKotlin("1.3")
        @InlineOnly
        public inline fun Any?.hashCode(): Int = 
        @see Any.hashCode
        return (result as Result<R>).getOrThrow() // done -- final result
        // The order of comparison is important
    }
}

suspendCoroutineUninterceptedOrReturn { cont ->
    // calling another recursive function
    val function = block as DeepRecursiveFunctionBlock
    with(this@DeepRecursiveScopeImpl) {
        val currentFunction
        if (function != currentFunction) {
            // calling a different function -- create a
            trampoline to restore function ref
            this.function = function
            this.cont = crossFunctionCompletion(currentFunction, cont as Continuation<Any?>)
        } else {
            // calling the same function -- direct
            this.cont = this as Continuation<Any?>
        }
    }
    // When going back from a trampoline we cannot just call cont.resume (stack usage!)
    // We delegate the cont.resumeWith(it) call to runCallLoop
    cont = cont
    this.result = it
    @Suppress("UNCHECKED_CAST")
    fun runCallLoop(): R {
        while (true) {
            // This is block.startCoroutine(this, value, cont)
            function.startCoroutineUninterceptedOrReturn(1, value, cont)
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             * license/LICENSE.txt file.
             * license/LICENSE.txt file.
             * Contributors.
             * Contributors.
             */

        /*
         * Copyright 2010-2018
         * Copyright 2010-2018
         */

        kotlin.internal.InlineOnly
        @SinceKotlin("1.3")
        @InlineOnly
        public inline fun Any?.hashCode(): Int = 
        @see Any.hashCode
        return (result as Result<R>).getOrThrow() // done -- final result
        // The order of comparison is important
    }
}

suspendCoroutineUninterceptedOrReturn { cont ->
    // calling another recursive function
    val function = block as DeepRecursiveFunctionBlock
    with(this@DeepRecursiveScopeImpl) {
        val currentFunction
        if (function != currentFunction) {
            // calling a different function -- create a
            trampoline to restore function ref
            this.function = function
            this.cont = crossFunctionCompletion(currentFunction, cont as Continuation<Any?>)
        } else {
            // calling the same function -- direct
            this.cont = this as Continuation<Any?>
        }
    }
    // When going back from a trampoline we cannot just call cont.resume (stack usage!)
    // We delegate the cont.resumeWith(it) call to runCallLoop
    cont = cont
    this.result = it
    @Suppress("UNCHECKED_CAST")
    fun runCallLoop(): R {
        while (true) {
            // This is block.startCoroutine(this, value, cont)
            function.startCoroutineUninterceptedOrReturn(1, value, cont)
            /*
             * Copyright 2010-2018
             * Copyright 2010-2018
             * Use of this source code is governed by the
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             * Apache 2.0 license that can be found in the
             * Apache 2.0 license that can be found in the
             * license/LICENSE.txt file.
             * license/LICENSE.txt file.
             * Contributors.
             * Contributors.
             */

        /*
         * Copyright 2010-2018
         * Copyright 2010-2018
         */

        kotlin.internal.InlineOnly
        @SinceKotlin("1.3")
        @InlineOnly
        public inline fun Any?.hashCode(): Int = 
        @see Any.hashCode
        return (result as Result<R>).getOrThrow() // done -- final result
        // The order of comparison is important
    }
}
Open Source Used In DNAC Platform Arica 8308
Counts the number of set bits in the binary representation of this [Int] number.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun Int.countOneBits(): Int
```

Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun Int.countLeadingZeroBits(): Int
```

Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun Int.countTrailingZeroBits(): Int
```

Returns a number having a single bit set in the position of the most significant set bit of this [Int] number, \n * or zero, if this number is zero.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun Int.takeHighestOneBit(): Int
```

Returns a number having a single bit set in the position of the least significant set bit of this [Int] number, \n * or zero, if this number is zero.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun Int.takeLowestOneBit(): Int
```

Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.rotateLeft(bitCount: Int): Int
```

Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.rotateRight(bitCount: Int): Int
```

Counts the number of set bits in the binary representation of this [Long] number.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun Long.countOneBits(): Int
```

Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun Long.countLeadingZeroBits(): Int
```

Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun Long.countTrailingZeroBits(): Int
```

Returns a number having a single bit set in the position of the most significant set bit of this [Long] number, \n * or zero, if this number is zero.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun Long.takeHighestOneBit(): Long
```

Returns a number having a single bit set in the position of the least significant set bit of this [Long] number, \n * or zero, if this number is zero.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun Long.takeLowestOneBit(): Long
```

Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.rotateLeft(bitCount: Int): Long
```

Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.rotateRight(bitCount: Int): Long
```
as the most significant bits on the left side.

* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:

`number.rotateRight(-n) == number.rotateLeft(n)`

* Rotating by a multiple of `Long.SIZE_BITS` (64) returns the same number, or more generally:

`number.rotateRight(n % 64) == number.rotateRight(n)`

> `number.rotateLeft(n) == number.rotateLeft(n % 64)`

 /*
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 * `number.rotateRight(-n) == number.rotateLeft(n)`
 *
 * Rotating by a multiple of `Long.SIZE_BITS` (64) returns the same number, or more generally:
 * `number.rotateRight(n % 64) == number.rotateRight(n)`
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.rotateRight(bitCount: Int): Long

/**
 * Counts the number of set bits in the binary representation of this [Byte] number.
 */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.countOneBits(): Int = (toInt() and 0xFF).countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Byte] number.
 */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.countLeadingZeroBits(): Int =
    (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS - Byte.SIZE_BITS)

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.
 */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.countTrailingZeroBits(): Int = (toInt() or 0x100).countTrailingZeroBits() - (Int.SIZE_BITS - Byte.SIZE_BITS)

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Byte] number.
 */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.takeHighestOneBit(): Byte = (toInt() and 0xFF).takeHighestOneBit().toByte()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Byte] number.
 */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte()
number is zero.

```kotlin
/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin

/**
 * Represents a triad of values
 * There is no meaning attached to values in this class, it can be used for any purpose. An * Triplet type exhibits value semantics, i.e. two triples are equal if all three components are equal.
 * An * Example of decomposing it into values:
 * An * @sample sample.samples.misc.Triplet.triplesDestructuring
 */
public data class Triplet<out A, out B, out C>(
    public val first: A,
    public val second: B,
    public val third: C
) : Serializable

/**
 * Represents a triad of values
 * There is no meaning attached to values in this class, it can be used for any purpose. An * Triplet type exhibits value semantics, i.e. two triples are equal if all three components are equal.
 * An * Example of decomposing it into values:
 * An * @sample sample.samples.misc.Triplet.triplesDestructuring
 */
public data class Triplet<out A, out B, out C>(
    public val first: A,
    public val second: B,
    public val third: C
) : Serializable
/**
 * Returns string representation of the [Triple] including its [first], [second] and [third] values.
 */
public override fun toString(): String = "($first, $second, $third)"

/**
 * Converts this triple into a list.
 */
val List<T> = listOf(first, second, third)

/**
 * Converts this triple into a list.
 */
public fun <T> Triple<T, T, T>.toList(): List<T> =

/**
 * A range of values of type `UInt`. 
 */
@SinceKotlin("1.3")
public class UIntRange(start: UInt, endInclusive: UInt) : UIntProgression(start, endInclusive, 1), ClosedRange<UInt> {
    override val start: UInt get() = first
    override val endInclusive: UInt get() = last
    override fun contains(value: UInt): Boolean = first <= value && value <= last
    override fun isEmpty(): Boolean = first > last
    override fun equals(other: Any?): Boolean =
        other is UIntRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)
    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())
    override fun toString(): String = "$first..$last"
    companion object {
        /**
         * An empty range of values of type UInt. */
        public val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE, UInt.MIN_VALUE)
    }
}

/**
 * A progression of values of type `UInt`. 
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class UIntProgression
    internal constructor(
        start: UInt,
        endInclusive: UInt,
        step: Int
    ) : Iterable<UInt> {
    init {
        if (step == 0.toInt()) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to avoid overflow on negation."

    /**
     * The first element in the progression.
     */
    public val first: UInt = start

    /**
     * The last element in the progression.
     */
    public val last: UInt = getProgressionLastElement(start, endInclusive, step)

    /**
     * The step of the progression.
     */
    public val step: Int = step

    override fun iterator(): UIntIterator = UIntProgressionIterator(first, last, step)

    /**
     * Checks if the progression is empty.
     */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    companion object {
        /**
         * Creates UIntProgression within the specified bounds of a closed range.

         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the
         * specified [step].
         */
        public fun fromClosedRange(rangeStart: UInt, rangeEnd: UInt, step: Int): UIntProgression = UIntProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * An iterator over a progression of values of type `UInt`. 
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class UIntProgressionIterator(first: UInt, last: UInt, step: Int) : UIntIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private val step = step.toUInt() // use 2-complement math for negative steps
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextUInt(): UInt {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}

/**
 * An iterator over a sequence of values of type `UByte`. 
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UByteIterator : Iterator<UByte> {
    override final fun next() = nextUByte()

    /**
     * Returns the next value in the sequence without boxing.
     */
    public abstract fun nextUByte(): UByte
}

/**
 * An iterator over a sequence of values of type `UShort`. 
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UShortIterator : Iterator<UShort>
override final fun next() = nextUShort() /* Returns the next value in the sequence without boxing. */

public abstract fun nextUShort(): UShort

/**
 * Returns the next value in the sequence without boxing.
 */

public abstract fun nextULong(): ULong

/**
 * An iterator over a sequence of values of type 'ULong'.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class ULongIterator : Iterator<ULong>

override final fun next() = nextULong() /* Returns the next value in the sequence without boxing. */

/**
 * An iterator over a sequence of values of type 'ULong'.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class ULongProgression
internal constructor(
    start: ULong,
    endInclusive: ULong,
    step: Long
) : Iterable<ULong> {
    init {
        if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Long.MIN_VALUE to avoid overflow on negation.")
    }

    /**
     * The first element in the progression.
     */
    public val first: ULong = start

    /**
     * The last element in the progression.
     */
    public val last: ULong

    /**
     * The step of the progression.
     */
    public val step: Long = step

    override fun iterator(): ULongIterator = ULongProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    @SinceKotlin("1.3")
    public fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    companion object {
        /**
         * Creates ULongProgression within the specified bounds of a closed range.
         * In order to go backwards the [step] must be negative.
         */
        public fun fromClosedRange(rangeStart: ULong, rangeEnd: ULong, step: Long): ULongProgression = ULongProgression(rangeStart, rangeEnd, step)

        /**
         * A progression of values of type 'ULong'.
         */
        @SinceKotlin("1.3")
        @ExperimentalUnsignedTypes
        public class ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1), ClosedRange<ULong> {

            override val start: ULong get() = first
            override val endInclusive: ULong get() = last

            override fun contains(value: ULong): Boolean = first <= value && value <= last

            override fun isEmpty(): Boolean = first > last

            override fun equals(other: Any?): Boolean =
                other is ULongRange && (isEmpty() && other.isEmpty() ||
                        first == other.first && last == other.last)

            override fun hashCode(): Int =
                if (isEmpty()) -1 else (31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt())

            override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step $-step"

            companion object {
                /**
                 * An empty range of values of type ULong.
                 */

                public val EMPTY: ULongRange = ULongRange(ULong.MAX_VALUE, ULong.MIN_VALUE)
            }
        }
    }

    /**
     * An iterator over a progression of values of type 'ULong'.
     */
    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    private class ULongProgressionIterator(first: ULong, last: ULong, step: Long) : ULongIterator() {
        private val finalElement = last
        private var hasNext: Boolean = if (step > 0) first <= last else first >= last
        private val step = step.toULong() // use 2-complement math for negative steps

        override fun hasNext(): Boolean = hasNext

        override fun nextULong(): ULong {
            val value = next
            if (value == finalElement) {
                if (!hasNext) throw kotlin.NoSuchElementException()
                hasNext = false
            } else {
                next += step
            }
            return value
        }
    }
}


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```kotlin
package kotlin.math

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: UInt, b: UInt): UInt {
    return minOf(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: ULong, b: ULong): ULong {
    return minOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: UInt, b: UInt): UInt {
    return maxOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: ULong, b: ULong): ULong {
    return maxOf(a, b)
}

/**
 * Counts the number of set bits in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countOneBits(): Int = toInt().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countLeadingZeroBits(): Int = toInt().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countTrailingZeroBits(): Int = toInt().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant bit of this [UInt] number, or zero, if this number is zero.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.takeHighestOneBit(): UInt = toInt().takeHighestOneBit().toUInt()

/**
 * Returns a number having a single bit set in the position of the least significant bit of this [UInt] number, or zero, if this number is zero.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.takeLowestOneBit(): UInt = toInt().takeLowestOneBit().toUInt()

/**
 * Rotates the binary representation of this [UInt] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.rotateLeft(bitCount: Int): UInt = toInt().rotateLeft(bitCount).toUInt()

/**
 * Rotates the binary representation of this [UInt] number right by the specified [bitCount] number of bits.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.rotateRight(bitCount: Int): UInt = toInt().rotateRight(bitCount).toUInt()

rw package kotlin.math

*/

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmName("UNumbersKt")
package kotlin

/**
 * Counts the number of set bits in the binary representation of this [ULong] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countOneBits(): Int = toLong().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [ULong] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countLeadingZeroBits(): Int = toInt().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countTrailingZeroBits(): Int = toInt().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant bit of this [ULong] number,
 * or zero, if this number is zero.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.takeHighestOneBit(): ULong = toInt().takeHighestOneBit().toUInt()

/**
 * Returns a number having a single bit set in the position of the least significant bit of this [ULong] number,
 * or zero, if this number is zero.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.takeLowestOneBit(): ULong = toInt().takeLowestOneBit().toUInt()

/**
 * Rotates the binary representation of this [ULong] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.rotateLeft(bitCount: Int): ULong = toInt().rotateLeft(bitCount).toUInt()

/**
 * Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.rotateRight(bitCount: Int): ULong = toInt().rotateRight(bitCount).toUInt()

```

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Counts the number of consecutive most significant bits that are zero in the binary representation of this [ULong] number.

/*@SinceKotlin("1.4")*/@WasExperimental(ExperimentalStdlibApi::class)@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULong.countLeadingZeroBits(): Int =
toLong().countLeadingZeroBits()  // Counts the number of consecutive least significant bits that are zero in
// the binary representation of this [ULong] number.

/*@SinceKotlin("1.4")*/@WasExperimental(ExperimentalStdlibApi::class)@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULong.countTrailingZeroBits(): Int =
toLong().countTrailingZeroBits()  // Returns a number having a single bit set in the position of the most
// significant set bit of this [ULong] number,\n// or zero, if this number is zero.

/*@SinceKotlin("1.4")*/@WasExperimental(ExperimentalStdlibApi::class)@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULong.takeHighestOneBit(): ULong =
toLong().takeHighestOneBit();  // Rotates the binary representation of this [ULong] number left
// by the specified [bitCount] number of bits.\n// The most significant bits pushed out from the left side reenter
// the number as the least significant bits on the right side.\n// Rotating the number left by a negative bit count is the
// same as rotating it right by the negated bit count:\n// Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally\n
`\nnumber.rotateLeft(n) == number.rotateLeft(n % 64)`\n
/*@SinceKotlin("1.3")*/@WasExperimental(ExperimentalStdlibApi::class)@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULong.rotateLeft(bitCount: Int): ULong =
toLong().rotateLeft(bitCount);  // Rotates the binary representation of this [ULong] number right by the specified
// [bitCount] number of bits.\n// The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n// Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n// Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally\n
`\nnumber.rotateRight(-n) == number.rotateLeft(n)`\n
/*@SinceKotlin("1.3")*/@WasExperimental(ExperimentalStdlibApi::class)@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULong.rotateRight(bitCount: Int): ULong =
toLong().rotateRight(bitCount);  // Counts the number of set bits in the binary representation of this [UByte] number.\n
/*@SinceKotlin("1.4")*/@WasExperimental(ExperimentalStdlibApi::class)@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByte.countOneBits(): Int =
toUInt().countOneBits();  // Counts the number of consecutive least significant bits that are zero in
// the binary representation of this [UByte] number.

/*@SinceKotlin("1.4")*/@WasExperimental(ExperimentalStdlibApi::class)@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByte.countLeadingZeroBits(): Int =
toByte().countLeadingZeroBits()  // Counts the number of consecutive least significant bits that are zero in
// the binary representation of this [UByte] number.

/*@SinceKotlin("1.4")*/@WasExperimental(ExperimentalStdlibApi::class)@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByte.countTrailingZeroBits(): Int =
toByte().countTrailingZeroBits()  // Returns a number having a single bit set in the position of the most
// significant set bit of this [UByte] number,\n// or zero, if this number is zero.

/*@SinceKotlin("1.4")*/@WasExperimental(ExperimentalStdlibApi::class)@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByte.takeHighestOneBit(): UByte =
toInt().takeHighestOneBit();  // Returns a number having a single bit set in the position of the least
// significant set bit of this [UByte] number,\n// or zero, if this number is zero.\n
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@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByte.takeLowestOneBit(): UByte =
toInt().takeLowestOneBit().toUByte()

`\n
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByte.rotateLeft(bitCount: Int): UByte =
toByte().rotateLeft(bitCount).toUByte()

`\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByte.rotateRight(bitCount: Int): UByte =
toByte().rotateRight(bitCount).toUByte()

`\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShort.takeHighestOneBit(): UShort =
toInt().takeHighestOneBit().toUShort()

`\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShort.takeLowestOneBit(): UShort =
toInt().takeLowestOneBit().toUShort()

`\n
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShort.rotateLeft(bitCount: Int): UShort =
toShort().rotateLeft(bitCount).toUShort()

`\n
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShort.rotateRight(bitCount: Int): UShort =
toShort().rotateRight(bitCount).toUShort()

`\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
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toInt().countLeadingZeroBits()

`\n
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@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
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toInt().countTrailingZeroBits()

`\n
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@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShort.takeLowestOneBit(): UByte =
toInt().takeLowestOneBit().toUByte()

`\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShort.rotateLeft(bitCount: Int): UByte =
toByte().rotateLeft(bitCount).toUByte()

`\n
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShort.rotateRight(bitCount: Int): UByte =
toByte().rotateRight(bitCount).toUByte()

`\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShort.countOneBits(): Int =
toUInt().countOneBits()

`\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShort.countLeadingZeroBits(): Int =
toShort().countLeadingZeroBits()

`\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShort.countTrailingZeroBits(): Int =
toShort().countTrailingZeroBits()

`\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShort.takeHighestOneBit(): UShort =
toInt().takeHighestOneBit().toUShort()

`\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
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toInt().takeLowestOneBit().toUShort()

`\n
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByte.rotateLeft(bitCount: Int): UByte =
toByte().rotateLeft(bitCount).toUByte()

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@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
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toByte().rotateRight(bitCount).toUByte()

`\n
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByte.takeLowestOneBit(): UByte =
toInt().takeLowestOneBit().toUByte()

`\n
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByte.rotateLeft(bitCount: Int): UByte =
toByte().rotateLeft(bitCount).toUByte()

`\n
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByte.rotateRight(bitCount: Int): UByte =
toByte().rotateRight(bitCount).toUByte()

`\n
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByte.takeLowestOneBit(): UByte =
toInt().takeLowestOneBit().toUByte()

`\n
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByte.rotateLeft(bitCount: Int): UByte =
toByte().rotateLeft(bitCount).toUByte()

`\n
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByte.rotateRight(bitCount: Int): UByte =
toByte().rotateRight(bitCount).toUByte()
returns the same number, or more generally `n * `number.rotateRight(n) == number.rotateRight(n % 16)`

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\n\npublic inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()*/

```
representation of a number.

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(): UByte = toUByteOrNull() ?: numberFormatError(this)

 /**
 * Parses the string as a signed [UByte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByteOrNull(): UByte? {
    val int = this.toUIntOrNull() ?: return null
    if (int <= UByte.MAX_VALUE) return int.toUByte()
    return null
}

/**
 * Parses the string as a signed [UShort] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(): UShort = toUShortOrNull() ?: numberFormatError(this)

 /**
 * Parses the string as a signed [UShort] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShortOrNull(radix: Int): UShort? {
    val int = this.toUIntOrNull(radix) ?: return null
    if (int <= UShort.MAX_VALUE) return int.toUShort()
    return null
}

/**
 * Parses the string as an [UInt] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(): UInt = toUIntOrNull() ?: numberFormatError(this)

 /**
 * Parses the string as an [UInt] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUIntOrNull(radix: Int): UInt? {
    checkRadix(radix)
    val length = this.length
    if (length == 0) return null

    val limit: UInt = UInt.MAX_VALUE
    val start: Int

    val firstChar = this[0]
    if (firstChar != '-')
        return null

    var pos = length
    if (firstChar == '+')
        pos--
    else if (firstChar == '-')
        pos--

    var sign = true
    if (firstChar == '+')
        sign = false
    else if (firstChar == '-')
        sign = false

    while (pos > 0 && this[pos] in '0'..'9')
        pos--

    return when (sign)
    }

*/
fun toULongOrNull(radix: Int): ULong? {
    checkRadix(radix)
    val length = this.length
    if (length == 0) return null
    val limit: ULong = ULong.MAX_VALUE
    val start: Int

    val firstChar = this[0]
    if (firstChar < '0') {
        if (length == 1 || firstChar != '+') return null
        start = 1
    } else {
        start = 0
    }

    val limitForMaxRadix = 512409557603043100uL  // limit / 36
    val uradix = radix.toULong()
    var result = 0uL
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result > limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / uradix
                if (result > limitBeforeMul) {
                    return null
                }
            } else {
                return null
            }
        }

        result *= uradix

        val beforeAdding = result
        result += digit.toUInt()
        if (result < beforeAdding) return null // overflow has happened
    }

    return result
}

/**
 * Parses the string as an [ULong] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(): ULong? = toULongOrNull(radix = 10)

/**
 * Parses the string as an [ULong] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(radix: Int): ULong? {
    checkRadix(radix)
    val length = this.length
    if (length == 0) return null
    val limit: ULong = ULong.MAX_VALUE
    val start: Int

    val firstChar = this[0]
    if (firstChar < '0') {
        if (length == 1 || firstChar != '+') return null
        start = 1
    } else {
        start = 0
    }

    val limitForMaxRadix = 512409557603043100uL  // limit / 36
    val uradix = radix.toULong()
    var result = 0uL
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result > limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / uradix
                if (result > limitBeforeMul) {
                    return null
                }
            } else {
                return null
            }
        }

        result *= uradix

        val beforeAdding = result
        result += digit.toUInt()
        if (result < beforeAdding) return null // overflow has happened
    }

    return result
}
sinceKotlin("1.2")

/** Computes the arc cosine of the value [x];\n * the returned value is an angle in the range from `0.0` to `\PI` radians.\n */
@SinceKotlin("1.2")
public expect fun acos(x: Double): Double

/** Computes the tangent of the angle \([x]\) given in radians.\n */
@SinceKotlin("1.2")
public expect fun tan(x: Double): Double

/** Computes the sine of the value \([x]\);\n * the returned value is an angle in the range from `-\PI/2` to `\PI/2` radians.\n */
@SinceKotlin("1.2")
public expect fun sin(x: Double): Double

/** Computes Euler's number \(e\).\n */
@SinceKotlin("1.2")
public expect fun exp(x: Double): Double

/** Computes the square root of the value \([x]\);\n * the returned value is an angle in the range from `0.0` to \(\PI\) radians.\n */
@SinceKotlin("1.2")
public expect fun sqrt(x: Double): Double
natural logarithm (base 'E') of the value [x].\n
Special cases:\n
- `ln(NaN)` is `NaN`
- `ln(x)` is `NaN` when `x < 0.0` or `- ln(+Inf)` is `+Inf`
- `- ln(0.0)` is `-Inf`

This function can be implemented to produce more precise
result for [x] near zero.\n
Special cases:\n
- `- ln1p(NaN)` is `NaN`
- `- ln1p(x)` is `NaN` where `x < -1.0` or `- ln1p(-1.0)` is `-Inf`
- `- ln1p(+Inf)` is `+Inf`

This function returns the smallest double value that is greater than or equal
to the given value [x] and is a mathematical integer.\n
This function can be implemented to produce more precise
result for [x] near zero.\n
Special cases:\n
- `ceil(x)` is `x` where `x` is `NaN` or `-Inf` or `-Inf` or already a mathematical integer\n- `floor(x)` is `x` where `x` is `NaN` or `-Inf` or `-Inf` or already a mathematical integer\n
This function returns the smallest of two values.\n
If either value is `NaN`, then the result is `NaN`.\n
This function returns the absolute value of this value.\n
This function returns the sign of this value:
- `-1.0` if the value is negative,
- zero if the value is zero,
- `1.0` if the value is positive

This function returns the ulp (unit in the last place) of this value.\n
This function returns the value nearest to this value in direction of positive infinity.\n
This function returns the [Double] value larger in magnitude\nand with the sign bit same as of the [sign] value.\n
If [sign] is `NaN` the sign of the result is undefined.\n
This function returns the ulp (unit in the last place) of this value.\n
An ulp is a positive distance between this value and the next nearest [Double] value larger in magnitude.\n
This function returns the [Double] value nearest to this value in direction of positive infinity.\n
This function returns the [Double] value nearest to this value in direction of positive infinity.\n
This function returns the [Double] value nearest to this value in direction of positive infinity.\n
This function returns the [Double] value nearest to this value in direction of positive infinity.
Double

```kotlin
/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.
 */
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction from this value towards the value [to].
 * Special cases:
 * - `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`
 * - `x.nextTowards(x) == x`
 */
@SinceKotlin("1.2")
public expect fun Double.nextTowards(to: Double): Double

/**
 * Rounds this [Double] value to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.
 */
@SinceKotlin("1.2")
public expect fun Double.roundToInt(): Int

/**
 * Computes the sine of the angle [x] in radians.
 */
@SinceKotlin("1.2")
public expect fun sin(x: Float): Float

/**
 * Computes the cosine of the angle [x] in radians.
 */
@SinceKotlin("1.2")
public expect fun cos(x: Float): Float

/**
 * Computes the tangent of the angle [x] in radians.
 */
@SinceKotlin("1.2")
public expect fun tan(x: Float): Float

/**
 * Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] / [x].
 */
@SinceKotlin("1.2")
public expect fun atan2(y: Float, x: Float): Float

/**
 * Computes the hyperbolic sine of the value [x].
 */
@SinceKotlin("1.2")
public expect fun sinh(x: Float): Float

/**
 * Computes the hyperbolic cosine of the value [x].
 */
@SinceKotlin("1.2")
public expect fun cosh(x: Float): Float

/**
 * Computes the hyperbolic tangent of the value [x].
 */
@SinceKotlin("1.2")
public expect fun tanh(x: Float): Float

```
`tanh(NaN)` is `NaN` when `x > 1` or `x < -1` or `-tanh(1.0)` is `-Inf` * `tanh(-1.0)` is `-Inf` * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow. * Special cases: * - returns `-Inf` if any of arguments is infinite or returns `NaN` if any of arguments is `NaN` and the other is not infinite

* * @public fun hypot(x: Float, y: Float): Float

/** Computes the square root of the value [x], [y] * Special cases: * - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`
 * @public fun sqrt(x: Float): Float

/** Computes Euler's number `e` raised to the power of the value [x], [y] * Special cases: * - `exp(NaN)` is `NaN` * - `exp(+Inf)` is `+Inf` * - `exp(-Inf)` is `0.0` * Computes `exp(x)` - `I` * * This function can be implemented to produce more precise result for [x] near zero. * * Special cases: * - `expm1(NaN)` is `NaN` * - `expm1(+Inf)` is `+Inf` * - `expm1(-Inf)` is `-1.0` * * See also logarithm functions for common fixed bases: [ln], [log10] and [log2].

* * @public fun ln1p(x: Float): Float

/** Computes the binary logarithm (base 2) of the value [x], [y] * See [ln] function for special cases. * * @public fun log(x: Float, base: Float): Float

/** Computes Euler's number `e` raised to the power of the value [x]. * Special cases: * - `exp(NaN)` is `NaN` * - `exp(+Inf)` is `+Inf` * - `exp(-Inf)` is `-Inf` * * Computes `exp(x)` - `1` * * This function can be implemented to produce more precise result for [x] near zero. * * Special cases: * - `expm1(NaN)` is `NaN` * - `expm1(+Inf)` is `+Inf` * - `expm1(-Inf)` is `-Inf` * * See also logarithm functions for special fixed bases: [ln], [log10] and [log2].

* * @public fun exp(x: Float): Float

/** Computes `exp(x) - 1`.

* * @public fun expm1(x: Float): Float

/** Computes the logarithm of the value [x] to the given [base]. * Special cases: * - `log(x, b)` is `NaN` if either `x` or `b` are `NaN` * - `log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0` * - `log(+Inf, +Inf)` is `NaN` * - `log(+Inf, b)` is `-Inf` for `b < 1` * - `log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b > 1` * - `log(x, b)` is `-Inf` when `x = 0.0` * - `log(x, b)` is `-Inf` when `x < 0` * - `log(x, b)` is `-Inf` when `x < 0` * - `ln(0.0)` is `-Inf` * * Computes the common logarithm (base 10) of the value [x], [y] * See [ln] function for special cases, [log10], [exp],...
`NaN` for `x != 0.0` * `-b.pow(Inf)` is `NaN` for `abs(b) == 1.0` * `-b.pow(x)` is `NaN` for `b < 0` and `x` is finite and not an integer

* `b.pow(Inf)` is `NaN` for `abs(b) == 1.0`
* `b.pow(x)` is `NaN` for `b < 0` and `x` is finite and not an integer

```kotlin
@SinceKotlin("1.2")
public expect fun Float.pow(x: Float): Float

/**
 * Raises this value to the integer power [n].
 * Special cases:
 *   - `NaN.pow(0)` is `NaN`
 *   - `NaN.abs*` is `NaN`
 * @see abs function

@SinceKotlin("1.2")
public expect val Float.abs: Float

/**
 * Returns the absolute value of this value.
 * Special cases:
 *   - `NaN.abs*` is `NaN`
 * @see abs function

@SinceKotlin("1.2")
public expect val Float.sign: Float

/**
 * Returns this value with the sign bit same as of the [sign] value.
 * Special cases:
 *   - If [sign] is `NaN` the sign of the result is undefined.
 *   - `NaN.sign*` is `NaN`
 */
@SinceKotlin("1.2")
public expect fun Float.withSign(sign: Float): Float

/**
 * Returns this value with the sign bit same as of the [sign] value.
 */
@SinceKotlin("1.2")
public expect fun Float.withSign(sign: Int): Float

/**
 * Rounds this [Float] value to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.
 * Special cases:
 *   - `Int.MIN_VALUE` when `x > Int.MAX_VALUE`
 *   - `x.roundToLong()` when `x < Int.MIN_VALUE`
   * @throws IllegalArgumentException when this value is `NaN`
 */
@SinceKotlin("1.2")
public expect fun Float.roundToInt(): Int

/**
 * Rounds this [Float] value to the nearest integer and converts the result to
 * [Long].
 * Special cases:
 *   - `Long.MIN_VALUE` when `x < Long.MAX_VALUE`
 *   - `x.roundToLong()` when `x > Long.MIN_VALUE`
   * @throws IllegalArgumentException when this value is `NaN`
 */
@SinceKotlin("1.2")
public expect fun Float.roundToLong(): Long
```

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Open Source Used In DNAC Platform Arica
Open Source Used in DNAC Platform Arica 8500
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Y;MAAC,OAAM,WA66P3,B,YAACL,CK;:IDSM5If,p,M;BAA6C,OAAM,SAAP,WAAO,EAAS,OAAO,CA47;:S6,CAD
pDo,B;MAASc,c;:QA60D,D;QA60D,B;IAAL,bzKhD,Y;QA60D,D;lb6xKzD,Y;QA60D,C;UAAY,B;yB;UAAM,IAAI,Ch1KD,d;B,0f
DvC,Ob1KDc,D,Ca0KDc,D,C;YAAAY,B;aaAO,K;YYAP,c;:QAAC,c;CAAO,A;I;:Mb3K3Do,B;iK;:CA67,D,Y;MAAU,C,O
AAO,qBAAP,WAAO,CK;:0C3C3,Y;MAC+C,gBAAP,W;MAAA,OAAM,CAAA,C;QAC,0C3C3,C;SDKuOgC,GxUPc,C,SN
o4Bo,B;Q;::;IA3b,C5,B;MAlc,B;IAEC,4B;MAAQ,D;OAAl,QAAS,OAAT,GAAG,B;CAAP,B;GAAG,CAAT,
QAAS,CAAhC,GAA8C,W,K;FM;AEnG,yB;MAAA,qD;MAAA,OAAM,MAAl,bK;O;KAIL1C,c;+FAAO,yB;MAAA,
+:D;MAAA,mB;QMwD,ubO;KANX,c;2FAAQ,yB;MAAA,:+D;MAAA,mB;QMAD,uO;KANP,c;CIAAQ,
+mC;MAKlOAAl,QAAS,OAAO,KAAB,C;CAAb,GAAwB,gBAAXB,GAAYc,B;IAAAuB,SBAAk,B;QAIAIB,EAwC,1
IAAC,C;CAAC,V,C;K;IAE7,C;QAAS,OAAT,OAAT,KAAb,B;CAAb,GAAwB,GAAB,B;CAAb,B,SBAAk,B,SBAAk,
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1.1804 regex-cache 0.4.4

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1.1805 jna 5.8.0

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the original library was modified.
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The primary ANTLR guy:

Terence Parr
parrt@cs.usfca.edu
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/*
File: Core.js

Description:

Provides common utility functions and the Class object used internally by the library.

Also provides the <TreeUtil> object for manipulating JSON tree structures


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1.1821 parse-color 1.0.0 1.0.0

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1.1823 estraverse 4.2.0

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1.1824 is-data-descriptor 0.1.4 0.1.4

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1.1825 pre-push 0.1.1 0.1.1

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1.1826 mchange-commons-java 0.2.15

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* /opt/cola/permits/1258286299_1643052479.7/0/javaewah-0-3-2-sources-jar/javaewah/RunningLengthWord.java
* /opt/cola/permits/1258286299_1643052479.7/0/javaewah-0-3-2-sources-jar/javaewah/EWAHIterator.java
* /opt/cola/permits/1258286299_1643052479.7/0/javaewah-0-3-2-sources-jar/javaewah/EWAHCompressedBitmap.java
* /opt/cola/permits/1258286299_1643052479.7/0/javaewah-0-3-2-sources-jar/javaewah/IntIterator.java

1.1828 jsreport-child-templates 1.4.0 1.4.0
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1.1830 babel-helper-remap-async-to-generator 6.24.1

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1.1836 convert-source-map 1.5.1 1.5.1

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1.1837 metrics 2.2.0

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1.1841 which-boxed-primitive 1.0.2

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1.1842 ws 1.1.5 1.1.5

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1.1843 babel-plugin-syntax-class-properties

6.13.0

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1.1845 immutability-helper 2.7.1 2.7.1

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1.1846 htrace-core4 4.2.0-incubating

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1.1851 process-nextick-args 2.0.1 2.0.1

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1.1852 apib2swagger 1.12.0 1.12.0

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1.1853 is-core-module 2.0.0 2.0.0

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1.1854 libxml 2.9.3+dfsg1 1ubuntu0.7

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1.1858 batik-codec 1.13

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#
# This file registers PNG and JPEG codecs.
#
# $Id: org.apache.batik.ext.awt.image.spi.RegistryEntry 1790950 2017-04-11 10:54:26Z ssteiner $
# -----------------------------------------------------------------------------

org.apache.batik.ext.awt.image.codec.png.PNGRegistryEntry

org.apache.batik.ext.awt.image.codec.imageio.ImageIOPNGRegistryEntry

org.apache.batik.ext.awt.image.codec.imageio.ImageIOTIFFRegistryEntry

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* /opt/cola/permits/1146878584_1616835244.27/0/batik-codec-1-13-sources-1-jar/META-INF/services/org.apache.batik.ext.awt.image.spi.RegistryEntry

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#
# $Id: org.apache.batik.ext.awt.image.spi.ImageWriter 1733416 2016-03-03 07:07:13Z gadams $
#
# ---

# NOTE: the "codec" package is deprecated, there entries are kept here for compatibility with older JVM versions
# (uses "sun.image", which is only supported in Sun Java implementations and was retired in JDK 7)
#org.apache.batik.ext.awt.image.codec.png.PNGImageWriter
org.apache.batik.ext.awt.image.codec.imageio.ImageIOPNGImageWriter
org.apache.batik.ext.awt.image.codec.imageio.ImageIOTIFFImageWriter
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* /opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/JmesPathNotExpression.java
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* /opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/JmesPathFilter.java

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1.1869 domutils 1.5.1 1.5.1

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1.1870 babel-runtime 6.26.0 6.26.0

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1.1871 okio 1.13.0

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1.1872 babel-plugin-transform-es2015-parameters 6.24.1

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* /opt/cola/permits/1258272134_1643050031.94/0/netty-tcnative-boringssl-static-2-0-26-final-sources.jar/io/netty/internal/tcnative/NativeStaticallyReferencedJniMethods.java
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  jar/io/netty/internal/tcnative/SSLPrivateKeyMethodDecryptTask.java
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Manifest-Version: 1.0
BoringSSL-Revision: 6f3e034fe58ce3bca3c1c32be6d603a6206c89af
Bundle-Description: A Mavenized fork of Tomcat Native which incorporates various patches. This artifact is statically linked to BoringSSL and Apache APR.
Apr-Version: 1.6.5
Automatic-Module-Name: io.netty.tcnative.boringssl
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.tcnative-boringssl-static
Archiver-Version: Plexus Archiver
Built-By: norman
Bnd-LastModified: 1569053001934
Bundle-ManifestVersion: 2
Bundle-Name: Netty/TomcatNative [BoringSSL - Static]
Bundle-Version: 2.0.26.Final
BoringSSL-Branch: chromium-stable
Bundle-NativeCode: META-INF/native/libnetty_tcnative.jnilib;osname=osx;processor=x86_64
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_212

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* /opt/cola/permits/1258272134_1643050031.94/0/netty-tcnative-boringssl-static-2-0-26-final-sources-
  jar/io/netty/internal/tnative/SSLContext.java
* /opt/cola/permits/1258272134_1643050031.94/0/netty-tcnative-boringssl-static-2-0-26-final-sources-
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1.1894 cookiejar 2.1.2 2.1.2

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1.1898 drill-hive-exec-shaded 1.19.0

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Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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1.1908 invert-kv 1.0.0 1.0.0

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 *
 * Abstract: The main routine
 *
 *--*/

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

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1.1914 @babel/highlight 7.10.4 7.10.4

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1.1915 chalk 1.1.3 1.1.3

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1.1920 react-pdf 3.0.6 3.0.6

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1.1924 gtk 3.18.9-1ubuntu3.3

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1.1929 react-lifecycles-compat 3.0.4 3.0.4

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1.1930 converter-jackson 2.8.1

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## -*-makefile-*-
## BSD-specific setup (FreeBSD, OpenBSD, NetBSD, *BSD)
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## Commands to generate dependency files
GEN_DEPS.c=$(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$(CXX) -E -MM $(DEFS) $(CPPFLAGS)
## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

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

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

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

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

## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

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

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

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.c) $< |
| sed '#s/\(.*\)/$@ : /g' | xargs rm -f $@'
%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.cc) $< |
| sed '#s/\(.*\)/$@ : /g' | xargs rm -f $@'
## Versioned libraries rules

%.SO%.SO_TARGET_VERSION_MAJOR: %.SO%.SO_TARGET_VERSION
$(RM) $@ && ln -s ${<F} $@
%.SO: %.SO%.SO_TARGET_VERSION_MAJOR
$(RM) $@ && ln -s *F.SO%.SO_TARGET_VERSION $@

## Bind internal references

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

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

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

## End BSD-specific setup

1.1934 es-abstract 1.19.1

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1.1937 jsreport-pdf-utils 1.10.1 1.10.1

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1.1938 set-value 2.0.1 2.0.1

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lib/csharp/src/Protocol/TField.cs
lib/csharp/src/Protocol/TList.cs
lib/csharp/src/Protocol/TMap.cs
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lib/csharp/src/Protocol/TProtocol.cs
lib/csharp/src/Protocol/TProtocolException.cs
lib/csharp/src/Protocol/TProtocolFactory.cs
lib/csharp/src/Protocol/TProtocolUtil.cs
lib/csharp/src/Protocol/TSet.cs
lib/csharp/src/Protocol/TStruct.cs
lib/csharp/src/Protocol/TType.cs
lib/csharp/src/Server/TServer.cs
lib/csharp/src/Server/TSimpleServer.cs
lib/csharp/src/Server/ThreadPoolServer.cs
lib/csharp/src/TApplicationException.cs
lib/csharp/src/Thrift.csproj
lib/csharp/src/Thrift.sln
lib/csharp/src/TProcessor.cs
lib/csharp/src/Transport/TServerSocket.cs
lib/csharp/src/Transport/TServerTransport.cs
lib/csharp/src/Transport/TSocket.cs
lib/csharp/src/Transport/TSocketFactory.cs
lib/csharp/src/Transport/TransportException.cs
lib/csharp/src/Transport/TSocket.cs
lib/csharp/src/Transport/TSocketFactory.cs
lib/csharp/src/Transport/TransportFactory.cs
lib/csharp/ThriftMSBuildTask/Properties/AssemblyInfo.cs
lib/csharp/ThriftMSBuildTask/ThriftBuild.cs
lib/csharp/ThriftMSBuildTask/ThriftMSBuildTask.csproj
lib/rb/lib/thrift.rb
lib/st/README
lib/st/thrift.st
test/OptionalRequiredTest.cpp
test/OptionalRequiredTest.thrift
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1.1950 @babel/plugin-syntax-dynamic-import 7.8.3

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1.1955 babel-plugin-transform-es2015-for-of
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1.1956 jackson 2.12.1

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jar/com/mongodb/internal/connection/tlschannel/package-info.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/tlschannel/TlsChannelBuilder.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/tlschannel/impl/ByteBufferSet.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/tlschannel/util/DirectBufferDeallocator.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/tlschannel/TlsChannelCallbackException.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/tlschannel/async/ExtendedAsynchronousByteChannel.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/tlschannel/impl/ByteBufferUtil.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/tlschannel/DirectBufferAllocator.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/tlschannel/TrackingAllocator.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/tlschannel/async/AsynchronousTlsChannelGroup.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/tlschannel/impl/Util.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/tlschannel/TlsChannel.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/tlschannel/impl/TlsExplorer.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/tlschannel/NeedsWriteException.java

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/**
 * Returns an array containing all of the elements in this deque, in
 * proper sequence (from first to last element).
 *
 * <p>The returned array will be "safe" in that no references to it are
 * maintained by this deque. (In other words, this method must allocate
 * a new array). The caller is thus free to modify the returned array.
 *
 * This method acts as bridge between array-based and collection-based
 * APIs.
 *
 * @return an array containing all of the elements in this deque
 */

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jar/com/mongodb/internal/operation/TransactionOperation.java
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jar/com/mongodb/bulk/package-info.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/client/model/ReturnDocument.java
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jar/com/mongodb/client/model/UpdateOptions.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/client/model/geojson/codecs/MultiPointCodec.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/connection/AsynchronousSocketChannelStreamFactory.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/ServerMonitor.java
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jar/com/mongodb/client/model/UpdateManyModel.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/BSONTimestampCodec.java
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jar/com/mongodb/internal/authentication/NativeAuthenticationHelper.java
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jar/com/mongodb/internal/connection/BulkWriteBatchCombiner.java
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jar/com/mongodb/MongoIncompatibleDriverException.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/Server.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/MongoCursorNotFoundException.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/BasicDBObjectFactory.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/binding/AsyncReadBinding.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/ErrorCategory.java
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jar/com/mongodb/internal/connection/UpdateProtocol.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/operation/ChangeStreamBatchCursor.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/MongoSecurityException.java
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/lang/NonNullApi.java
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/async/client/AsyncClientSession.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/ReadConcernHelper.java
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1.1958 babel-plugin-syntax-exponentiation-operator 6.13.0 6.13.0

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1.1966 jsreport-jsrender 2.1.1 2.1.1

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1.1967 swagger 1.5.0

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Manifest-Version: 1.0
Bnd-LastModified: 1433634398680
Build-Jdk: 1.7.0_72
Built-By: tony
Bundle-Description: Sonatype helps open source projects to set up Maven repositories on https://oss.sonatype.org/
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: swagger-models
Bundle-SymbolicName: io.swagger.models
Bundle-Version: 1.5.0
Created-By: Apache Maven Bundle Plugin
implementation-version: 1.5.0
Import-Package: com.fasterxml.jackson.annotation;version="[2.4,3)";javax.xml.bind.annotation,org.slf4j;version="[1.6,2)"
mode: development
package: io.swagger
Require-Capability: osgi.ee;filter:="(&osgi.ee=JavaSE)(version=1.6)"
Tool: Bnd-2.3.0.201405100607
url: https://github.com/swagger-api/swagger-core/modules/swagger-models

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* /opt/cola/permits/1001159702_1607016290.96/0/swagger-models-1-5-0.jar/META-INF/MANIFEST.MF

1.1968 d-bus 1.10.6-1ubuntu3.5

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1.1969 jetty-servlets 9.3.27.v20190418

1.1970 netty-transport 4.0.48.Final

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 */
/**
 * Handles or intercepts a {@link ChannelInboundInvoker} or {@link ChannelOutboundInvoker} operation, and
 * forwards it
 * to the next handler in a {@link ChannelPipeline}.
 *
 * <h3>Sub-types</h3>
 * <p>
 * [@link ChannelHandler] itself does not provide many methods. To handle a
 * a {@link ChannelInboundInvoker} or {@link ChannelOutboundInvoker} operation
 * you need to implement its sub-interfaces. There are many different sub-interfaces
 * which handles inbound and outbound operations.
 *
 * But the most useful for developers may be:
 * <ul>
 * <li>[@link ChannelInboundHandlerAdapter] handles and intercepts inbound operations</li>
 * <li>[@link ChannelOutboundHandlerAdapter] handles and intercepts outbound operations</li>
 * </ul>
 *
 * You will also find more detailed explanation from the documentation of
 * each sub-interface on how an event is interpreted when it goes upstream and
 * downstream respectively.
 *
 * <h3>The context object</h3>
A `ChannelHandler` is provided with a `ChannelHandlerContext` object. A `ChannelHandler` is supposed to interact with the `ChannelPipeline` it belongs to via a context object. Using the context object, the `ChannelHandler` can pass events upstream or downstream, modify the pipeline dynamically, or store the information (using `AttributeKey`) which is specific to the handler.

<h3>State management</h3>

A `ChannelHandler` often needs to store some stateful information. The simplest and recommended approach is to use member variables:

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

public class DataServerHandler extends SimpleChannelInboundHandler<Message> {

    private boolean loggedIn;

    @Override
    public void channelRead0(ChannelHandlerContext ctx, Message message) {
        Channel ch = e.getChannel();
        if (message instanceof LoginMessage) {
            authenticate((LoginMessage) message);
            loggedIn = true;
        } else if (message instanceof GetDataMessage) {
            if (loggedIn) {
                ch.write(fetchSecret((GetDataMessage) message));
            } else {
                fail();
            }
        }
    }
    ...
}
```

Because the handler instance has a state variable which is dedicated to one connection, you have to create a new handler instance for each new channel to avoid a race condition where a unauthenticated client can get the confidential information:

```java
// Create a new handler instance per channel.
// See {ChannelInitializer#initChannel(Channel)}.
public class DataServerInitializer extends ChannelInitializer<Channel> {

    @Override
    public void initChannel(Channel channel) {

    }
}
```
* channel.pipeline().addLast("handler", new DataServerHandler());
* }
* }
* }
* </pre>
* 
* <h4>Using {@link AttributeKey}</h4>
* 
* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use [@link AttributeKey]s which is provided by
* [@link ChannelHandlerContext]:
* <pre>
* public interface Message {
*     // your methods here
* }
* *
* [@code @Sharable]
* public class DataServerHandler extends [@link SimpleChannelInboundHandler]&lt;Message&gt; {
*     private final [@link AttributeKey]&lt;@link Boolean&gt; auth =
*         @link AttributeKey#valueOf(String) AttributeKey.valueOf("auth");
* *
*     [@code @Override]
*     public void channelRead([@link ChannelHandlerContext] ctx, Message message) {
*         @link Attribute&lt;@link Boolean&gt; attr = ctx.attr(auth);
*         @link Channel ch = ctx.channel();
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) o);
*             attr.set(true);
*         } else (message instanceof GetDataMessage) {
*             if (Boolean.TRUE.equals(attr.get())) {
*                 ch.write(fetchSecret((GetDataMessage) o));
*             } else {
*                 fail();
*             }
*         }
*         }
*         ...
*     }
* </pre>
* Now that the state of the handler is attached to the [@link ChannelHandlerContext], you can add the
* same handler instance to different pipelines:
* <pre>
* public class DataServerInitializer extends [@link ChannelInitializer]&lt;@link Channel&gt; {
*     private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();
*     
*     [@code @Override]
*     public void init([@link Channel channel]) {
*         channel.pipeline().addLast("handler", <b>SHARED</b>);
*     }
* </pre>
public void initChannel(@link Channel} channel) {
    channel.pipeline().addLast("handler", \<b\>SHARED</b>);
}
</pre>

<h4>The \{code @Sharable\} annotation</h4>

In the example above which used an \{link AttributeKey\},
you might have noticed the \{code @Sharable\} annotation.

If a \{link ChannelHandler\} is annotated with the \{code @Sharable\}
anotation, it means you can create an instance of the handler just once and
add it to one or more \{link ChannelPipeline\}s multiple times without
a race condition.

If this annotation is not specified, you have to create a new handler
every time you add it to a pipeline because it has unshared state
such as member variables.

This annotation is provided for documentation purpose, just like

Additional resources worth reading</h3>

Please refer to the \{link ChannelHandler\}, and
\{link ChannelPipeline\} to find out more about inbound and outbound operations,
what fundamental differences they have, how they flow in a pipeline, and how to handle
the operation in your application.

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1.1971 kerb-identity 1.0.0

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* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/bytes/CapacityByteArrayOutputStream.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/hadoop/metadata/Canonicalizer.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/bytes/HeapByteBufferAllocator.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/Log.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/ParquetRuntimeException.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/hadoop/metadata/ColumnPath.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/bytes/LittleEndianDataInputStream.java
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* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/Preconditions.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/bytes/DirectByteBufferAllocator.java
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jar/org/apache/parquet/SemanticVersion.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
jar/org/apache/parquet/bytes/BytesInput.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
jar/org/apache/parquet/ShouldNeverHappenException.java
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jar/org/apache/parquet/glob/GlobNode.java
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jar/org/apache/parquet/glob/GlobParser.java
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jar/org/apache/parquet/glob/GlobExpander.java
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jar/org/apache/parquet/util/DynConstructors.java
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jar/org/apache/parquet/util/DynMethods.java
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jar/org/apache/parquet/Strings.java
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jar/org/apache/parquet/bytes/ByteBufferInputStream.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
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jar/org/apache/parquet/bytes/ByteBufferAllocator.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
jar/org/apache/parquet/bytes/ConcatenatingByteArrayCollector.java
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jar/org/apache/parquet/VersionParser.java
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jar/org/apache/parquet/io/PositionOutputStream.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
jar/org/apache/parquet/io/InputFile.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
jar/org/apache/parquet/io/OutputFile.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
jar/org/apache/parquet/hadoop/codec/CompressionCodecNotSupportedException.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
jar/org/apache/parquet/compression/CompressionCodecFactory.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
jar/org/apache/parquet/io/SeekableInputStream.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
jar/org/apache/parquet/hadoop/metadata/CompressionCodecName.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
jar/org/apache/parquet/Exceptions.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
jar/org/apache/parquet/io/DelegatingPositionOutputStream.java
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1.1973 ncp 2.0.0 2.0.0

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* /opt/cola/permits/1136447751_1613767073.0/0/asm-all-repackaged-2-2-0-b21-sources-3-jar/org/objectweb/asm/commons/GeneratorAdapter.java
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  * /opt/cola/permits/1136447751_1613767073.0/0/asm-all-repackaged-2-2-0-b21-sources-3-jar/org/objectweb/asm/xml/SAXAdapter.java
  * /opt/cola/permits/1136447751_1613767073.0/0/asm-all-repackaged-2-2-0-b21-sources-3-jar/org/objectweb/asm/xml/SAXClassAdapter.java
  * /opt/cola/permits/1136447751_1613767073.0/0/asm-all-repackaged-2-2-0-b21-sources-3-jar/org/objectweb/asm/xml/SAXCodeAdapter.java
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  jar/org/objectweb/asm/package.html
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* org.eclipse.jetty.orbit:javax.security.auth.message

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

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

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

-----
Oracle OpenJDK

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* java.sun.security.ssl

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

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

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

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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1.1980 topo 1.1.0 1.1.0

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src/gzip/infutil.h
src/gzip/zconf.h
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src/gzip/zutil.h
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src/tools/apinames.c
src/tools/ftrandom/ftrandom.c
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1.1995 ajv 4.11.8

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1.1996 amqp-client 4.8.0

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1.1998 highlight-words-core 1.2.2 1.2.2

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1.2001 babel-register 6.26.0

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// Modifications by Joshua Bell inexorabletash@gmail.com
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// ES3/ES5 implementation of the Khronos Typed Array Specification
// Ref: http://www.khronos.org/registry/typedarray/specs/latest/
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 */
/**
 * Set the { @code TCP_MD5SIG} option on the socket. See { @code linux/tcp.h} for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */
/**
 * Set the { @code TCP_QUICKACK} option on the socket. See http://linux.die.net/man/7/tcp"TCP_QUICKACK" for more details.
 */
/**

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* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollSocketChannelConfig.java

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 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */
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* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollServerSocketChannelConfig.java
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* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/TcpMd5Util.java
* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollRecvByteAllocatorHandle.java
* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollRecvByteAllocatorStreamingHandle.java
* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollServerDomainSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollDomainSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollMode.java
* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollServerDomainSocketChannel.java
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* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/AbstractEpollServerChannel.java
* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/AbstractEpollStreamChannel.java
* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollDomainSocketChannelConfig.java
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* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollDatagramChannel.java
* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/NativeDatagramPacketArray.java
* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollEventLoopGroup.java
* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollTcpInfo.java

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* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-
  jar/io/netty/channel/epoll/NativeStaticallyReferencedJniMethods.java
* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-
  jar/netty_epoll_linuxsocket.c
* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-
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* /opt/cola/permits/1258286367_1643052498.42/0/jctools-core-2-0-1-sources-jar/org/jctools/queues/atomic/AtomicQueueFactory.java
* /opt/cola/permits/1258286367_1643052498.42/0/jctools-core-2-0-1-sources-jar/org/jctools/util/UnsafeRefArrayAccess.java
* /opt/cola/permits/1258286367_1643052498.42/0/jctools-core-2-0-1-sources-jar/org/jctools/queues/MpscUnboundedArrayQueue.java
* /opt/cola/permits/1258286367_1643052498.42/0/jctools-core-2-0-1-sources-jar/org/jctools/queues/BaseLinkedQueue.java
* /opt/cola/permits/1258286367_1643052498.42/0/jctools-core-2-0-1-sources-jar/org/jctools/queues/package-info.java
* /opt/cola/permits/1258286367_1643052498.42/0/jctools-core-2-0-1-sources-jar/org/jctools/maps/NonBlockingIdentityHashMap.java
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* /opt/cola/permits/1258286367_1643052498.42/0/jctools-core-2-0-1-sources-jar/org/jctools/queues/BaseMpscLinkedArrayQueue.java
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* /opt/cola/permits/1258286367_1643052498.42/0/jctools-core-2-0-1-sources-jar/org/jctools/queues/MessagePassingQueue.java
* /opt/cola/permits/1258286367_1643052498.42/0/jctools-core-2-0-1-sources-jar/org/jctools/queues/atomic/SpmcAtomicArrayQueue.java
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1.2018 expat 2.1.0 7ubuntu0.16.04.5

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1.2019 assertion-error 1.1.0

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# AssertionError [[!Build Status](https://travis-ci.org/chaijs/assertion-error.png?branch=master)](https://travis-
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> Error constructor for test and validation frameworks that implements standardized AssertionError specification.

## Installation

### Node.js

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

$ npm install assertion-error

### Component

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

$ component install chaijs/assertion-error

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* /opt/cola/permits/1112206225_1607050024.11/0/chaijs-assertion-error-1-1-0-0-gfaa3f8c-1-tar-gz/chaijs-assertion-error-faa3f8c/README.md

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1.2025 lodash-max 4.0.1 4.0.1

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1.2026 aws-java-sdk-s3 1.11.375

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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1.11-375-sources-1.jar/com/amazonaws/services/s3/model/package-info.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1.11-375-sources-1.jar/com/amazonaws/services/s3/model/SetBucketLoggingConfigurationRequest.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1.11-375-sources-1.jar/com/amazonaws/services/s3/model/SetBucketCrossOriginConfigurationRequest.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1.11-375-sources-1.jar/com/amazonaws/services/s3/model/SetBucketTaggingConfigurationRequest.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1.11-375-sources-1.jar/com/amazonaws/services/s3/model/BucketVersioningConfiguration.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1.11-375-sources-1.jar/com/amazonaws/services/s3/model/ObjectListing.java
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 */
/**
 * Interface for providing encryption materials.
 * Implementations are free to use any strategy for providing encryption
 * materials, such as simply providing static material that doesn't change,
 * or more complicated implementations, such as integrating with existing
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 */

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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/OnFileDelete.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/SSECustomerKey.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/SSEAwsKeyManagementParamsProvider.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/EncryptedGetObjectRequest.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/MultipleFileTransferProgressUpdatingListener.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/internal/S3SyncProgressListener.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/AmazonS3URI.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/PartCreationEvent.java
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  jar/com/amazonaws/services/s3/model/GetBucketPolicyRequest.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
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  jar/com/amazonaws/services/s3/model/TransferManagerBuilder.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
  jar/com/amazonaws/services/s3/model/GetBucketLifecycleConfigurationRequest.java
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  jar/com/amazonaws/services/s3/model/DeleteBucketCrossOriginConfigurationRequest.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/DeleteBucketMetricsConfigurationRequest.java
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*/opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1.jar/com/amazonaws/services/s3/model/inventory/InventoryFrequency.java
*/opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1.jar/com/amazonaws/services/s3/model/lifecycle/LifecyclePredicateVisitor.java
*/opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1.jar/com/amazonaws/services/s3/model/analytics/AnalyticsS3BucketDestination.java
*/opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1.jar/com/amazonaws/services/s3/model/analytics/StorageClassAnalysisDataExport.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/internal/crypto/KMSSecuredCEK.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/ServerSideEncryptionByDefault.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/DeleteBucketEncryptionResult.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/GenericBucketRequest.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/MultiObjectDeleteException.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/DeleteObjectsResponse.java
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// The Amazon S3 DevPay token header is a special exception and can be safely moved

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/opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/KeyFilter.java
/opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/AmazonS3EncryptionClientParamsWrapper.java

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

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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/S3RequesterChargedHeaderHandler.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/DeleteBucketReplicationConfigurationRequest.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/internal/GetObjectTaggingResponseHeaderHandler.java

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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/iterable/S3Versions.java
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/**
 * Gets the optional <code>versionIdMarker</code> parameter indicating where in the
 * sorted list of all versions in the specified bucket to begin returning
 * results. Results are always ordered first lexicographically (i.e.
 * alphabetically) and then from most recent version to least recent
 * version.
 * <p>
 * A key marker must be specified when specifying a <code>versionIdMarker</code>.,
 * Results begin immediately after the version with the specified key and
 * version ID.
 * </p>
 *
 * @return The optional <code>versionIdMarker</code> parameter indicating where in the
 * sorted list of all versions in the specified bucket to begin
 * returning results.
 *
 * @see ListVersionsRequest#setVersionIdMarker(String)
 * @see ListVersionsRequest#withVersionIdMarker(String)
 */

Found in path(s):
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
  jar/com/amazonaws/services/s3/model/ListVersionsRequest.java

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 */
* S3 synchronous client for accessing Amazon S3.

* <h1>Appendix: Amazon S3 client-side encryption meta information</h1>

* <h2>Introduction</h2>

* This appendix summarizes the current crypto related meta information associated with an S3 object encrypted using SDK client-side encryption. In SDK's terminology, these meta information are classified as "user metadata".

* In general, the meta information is just a map of key/value pairs. Physically they are persisted either as metadata of the encrypted S3 object, or as a separate S3 object called an "instruction file" (which is just a JSON file in plaintext.) For all references to the Cipher Algorithm Names, Modes, and Padding, such as "AES/CBC/PKCS5Padding", please refer to Oracle's Java Cryptography Architecture Standard Algorithm Name Documentation for more details.

* <h2>S3 metadata vs instruction file</h2>

* Note when a key/value pair is stored as "user metadata" as part of the S3 metadata, the SDK always adds an additional prefix of "x-amz-meta-" to the key name. In contrast, the SDK doesn't add any prefix when the key names are stored in an instruction file. (The reason has to do with how the http headers are handled.)

* For example, "x-amz-key" would get stored as "x-amz-meta-x-amz-key" in S3 metadata. In contrast, "x-amz-key" would simply be stored as is (ie without the prefix) in an instruction file.

* All the keys described below are considered "user metadata" by the SDK.

* <h2>S3 v1 crypto meta information (supported by all SDK's)</h2>

* For non-KMS client side encryption, this v1 crypto meta information is used to support the "Encryption Only" crypto mode (which involves the use of AES/CBC/PKCS5Padding for content encryption, and AES/ECB for encrypting the one-time randomly generated data key). For KMS client-side encryption, the v2 crypto meta information is used.
<table>
<thead>
<tr>
<th>key</th>
<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td>x-amz-key</td>
<td>Content encrypting key (cek) in encrypted form, base64 encoded. The cek is randomly generated per S3 object, and is always an AES 256-bit key. The corresponding cipher is always “AES/CBC/PKCS5Padding”.</td>
</tr>
<tr>
<td>x-amz-iv</td>
<td>Randomly generated IV (per S3 object), base64 encoded</td>
</tr>
<tr>
<td>x-amz-matdesc</td>
<td>Customer provided material description in JSON (UTF8) format. Used to identify the client-side master key (ie used to encrypt/wrap the generated content encrypting key).</td>
</tr>
<tr>
<td>x-amz-unencrypted-content-length</td>
<td>Unencrypted content length (optional but should be specified whenever possible).</td>
</tr>
</tbody>
</table>

---

<h2>S3 v2 crypto meta information (currently supported by the Java SDK)</h2>

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

<table>
<thead>
<tr>
<th>key</th>
<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td>x-amz-key-v2</td>
<td>CEK in key wrapped form. This is necessary so that the S3 encryption client that doesn't recognize the v2 format will not mistakenly decrypt S3 object encrypted in v2 format.</td>
</tr>
</tbody>
</table>
<table>
  <tr>
    <td><b>x-amz-iv</b></td>
    <td>Randomly generated IV (per S3 object), base64 encoded. (Same as v1.)</td>
  </tr>
  <tr>
    <td><b>x-amz-matdesc</b></td>
    <td>Customer provided material description in JSON format. (Same as v1). Used to identify the client-side master key.</td>
  </tr>
  <tr>
    <td><b>x-amz-unencrypted-content-length</b></td>
    <td>Unencrypted content length. (optional but should be specified whenever possible. Same as v1.)</td>
  </tr>
  <tr>
    <td><b>x-amz-wrap-alg</b></td>
    <td>Key wrapping algorithm used.<ul><li>Supported values: "AESWrap", "RSA/ECB/OAEPWithSHA-256AndMGF1Padding", "kms"</li></ul></td>
  </tr>
  <tr>
    <td><b>x-amz-cek-alg</b></td>
    <td>Content encryption algorithm used.<ul><li>Supported values: "AES/GCM/NoPadding", "AES/CBC/PKCS5Padding"</li></ul></td>
  </tr>
  <tr>
    <td><b>x-amz-tag-len</b></td>
    <td>Tag length (in bits) when AEAD is in use.<ul><li>Only applicable if AEAD is in use. This meta information is absent otherwise, or if KMS is in use.</li></ul></td>
  </tr>
</table>
KMS Integration for client-side encryption

All client-side KMS protected S3 objects are stored in v2 crypto meta information format. However, the key wrapping algorithm, \texttt{x-amz-wrap-alg}, is always set to \texttt{"kms"}.

The KMS Customer Master Key ID is currently stored as part of the material description, \texttt{x-amz-matdesc}, under the key-name \texttt{"kms_cmk_id"}.

Sample S3 crypto meta information for KMS client-side encryption

**CryptoMode: Encryption Only**

```
x-amz-meta-x-amz-key-v2:
CiAJ2GqwpJRnt4izujuwoalC2YdNRNSMeSlG5rw3pEI2J8hKnAQEBAwB4CdhsKSUZ7es7o8KGpQtmHTUTUjBLJRua8N6RCpiI1AAAB+MHwGCSqGSIb3DQEHBqBvMG0CAQAwaAYJKoZIhlvcNAQcBMB4GCWCGSAFlAwQBBljARBAYd0rzN3KHViWixDVcCARCAOhZ6xA8rob3Z0mNx3uKFieHKVyiIC/PIchALvGioVLnf86mcZJNpTXtwMkKkDocVj3Z1GjZTufFsOH
x-amz-iv: xqOHh+M6y0UogwG5SHJM3Q==
x-amz-unencrypted-content-length: 32768
x-amz-cek-alg: AES/CBC/PKCS5Padding
x-amz-wrap-alg: kms
x-amz-matdesc: \{"kms_cmk_id":\"d3fd2273-4ca0-4da5-b1c2-c89742ec6a26\"\}
```

**CryptoMode: Authenticated Encryption**

```
x-amz-key-v2:
CiAJ2GqwpJRnt4izujuwoalC2YdNRNSMeSlG5rw3pEI2J8hKnAQEBAwB4CdhsKSUZ7es7o8KGpQtmHTUTUjBLJRua8N6RCpiI1AAAB+MHwGCSqGSIb3DQEHBqBvMG0CAQAwaAYJKoZIhlvcNAQcBMB4GCWCGSAFlAwQBBljARBAYtFVvW4i6QmwcPK1ECARCAO1VzoM6Kxa9DHYNMm/BEbbjle2vLAL7IYf90kUoSqrdxgKxpNID9QaL/7928m1Djtld0bJpHefjm89C
x-amz-iv: VZBksyij6DhrUMye
x-amz-unencrypted-content-length: 32768
x-amz-cek-alg: AES/GCM/NoPadding
x-amz-wrap-alg: kms
x-amz-matdesc: \{"kms_cmk_id":\"d3fd2273-4ca0-4da5-b1c2-c89742ec6a26\"\}
x-amz-tag-len: 128
```

---

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* <h2>S3 metadata of an instruction file</h2>
* <p>The following key is always included as part of the S3 metadata of the
* instruction file (which is just an S3 object). Since the SDK treats this key
* as "user metadata", the key name is always prefixed with <b>x-amz-meta-</b>
* when physically stored.
* <p>
* <table border=1>
* <tr>
* <th>key</th>
* <th>description</th>
* </tr>
* <tr>
* <td><b>x-amz-crypto-instr-file</b></td>
* <td>the presence of this key is used to indicate this S3 object is an
* instruction file (of an associated client-side encrypted S3 object).</td>
* </tr>
* </table>
*
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Version 2, June 1991

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[This is the first released version of the library GPL. It is numbered 2
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Preamble

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1.2054 @babel/code-frame 7.10.4
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1.2055 @babel/generator 7.11.5
1.2055.1 Available under license :
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1.2056 kotlin 1.4.10
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"version":3,"file":"kotlin.js","sources":]
"wrapper.js","arrayUtils.js","callableReferenceUtils.js","conversions.js","core.js","long.js","markerFunctions.js","misc.js","polyfills.js","rtti.js","runtime/arrayUtils.kt","runtime/Enum.kt","primitiveCompanionObjects.kt","generated/_Arrays.kt","generated/_Ranges.kt","kotlin/UByte.kt","kotlin/UInt.kt","kotlin/UShort.kt","Ranges.kt","collections/Collections.kt","collections/Maps.kt","collections/Sets.kt","text/StringNumberConversions.kt","kotlin/UnsignedUtils.kt","collections/Iterables.kt","collections/Sequences.kt","util/Preconditions.kt","generated/_ArraysJs.kt","comparisons/Comparisons.kt","util/Standard.kt","generated/_ComparisonsJs.kt","kotlin/ULong.kt","generated/_Collections.kt","kotlin/collections.kt","collections/Iterators.kt","generated/_Comparisons.kt","generated/_Maps.kt","generated/_Sequences.kt","generated/_Sets.kt","generated/_Strings.kt","text/Strings.kt","kotlin/text/string.kt","kotlin/UByteArray.kt","kotlin/UIntArray.kt","kotlin/ULongArray.kt","kotlin/UShortArray.kt","
Kotlin.toByte(Kotlin.numberToInInt(a));

Kotlin.toChar(Kotlin.numberToInInt(a));

Kotlin.toDouble = function (a) {
    return

Kotlin.toChar(Kotlin.numberToInInt(a));

Kotlin.hashCode = function (obj) {
    if (obj == null) {
        return 0;
    }
    else if (Kotlin.isArrayish(obj)) {
        return "[...]";
    }
    else {
        return obj.toString();
    }
}

Kotlin.toString = function (o) {
    if (o == null) {
        return "null";
    }
    else if (Kotlin.isArrayish(o)) {
        return "[...]";
    }
    else {
        return o.toString();
    }
}

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    else if (Kotlin.isArrayish(obj)) {
        return "[...]";
    }
    else {
        return obj.toString();
    }
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Kotlin.equals = function (obj1, obj2) {
    if (obj1 == null) {
        return obj2 == null;
    }
    if (obj2 == null) {
        return false;
    }
    if (typeof obj1 === "object" && typeof obj1.equals === "function") {
        return obj1.equals(obj2);
    }
    if (typeof obj1 === "number" && typeof obj2 === "number") {
        return obj1 === obj2 && (obj1 !== 0 || 1 / obj1 === 1 / obj2);
    }
    if (typeof obj1 === "object") {
        return obj1.equals(obj2);
    }
    if (typeof obj2 === "object") {
        return obj2.equals(obj1);
    }
    var objType = typeof obj1;
    if ("function" === objType) {
        return obj1(obj2);
    }
    if ("number" === objType) {
        return obj1 === obj2 && (obj1 !== 0 || 1 / obj1 === 1 / obj2);
    }
    var str = String(obj);
    return obj.toString();
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    }
    if (typeof obj1 === "object") {
        return obj1.equals(obj2);
    }
    if (typeof obj2 === "object") {
        return obj2.equals(obj1);
    }
    var objType = typeof obj1;
    if ("function" === objType) {
        return obj1(obj2);
    }
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    }
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    var objType = typeof obj1;
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    }
    if (typeof obj1 === "object") {
        return obj1.equals(obj2);
    }
    if (typeof obj2 === "object") {
        return obj2.equals(obj1);
    }
    var objType = typeof obj1;
    if ("function" === objType) {
        return obj1(obj2);
    }
    if ("number" === objType) {
        return obj1 === obj2 && (obj1 !== 0 || 1 / obj1 === 1 / obj2);
    }
    var str = String(obj);
    return obj.toString();
}
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```javascript
{
    kind: "class",
    simpleName: "Long",
    interfaces:
```}

// NOTE: Common constant values

/**
 * A cache of the Long representations of small integer values.
 * @type {!Object}
 * @private
 */
Kotlin.Long.IntCache_ = {};

/**
 * Returns a Long representing the given (32-bit) integer value.
 * @param {number} number The number in question.
 * @return {!Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromInt = function(value) {
  if (-128 <= value && value < 128) {
    var cachedObj = Kotlin.Long.IntCache_[value];
    if (cachedObj) {
      return cachedObj;
    }
  }

  var obj = new Kotlin.Long(value | 0, value < 0 ? -1 : 0);
  if (-128 <= value && value < 128) {
  }
  return obj;
};

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

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

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

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

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

// NOTE: the compiler should inline these constant values below and then remove them
// from the code. These variables, so there should be no runtime penalty for these:

/** @type {number} */
Kotlin.Long.ZERO = Kotlin.Long.fromInt(0);

/** @type {!Kotlin.Long} */
```
*/\nKotlin.Long.ONE = Kotlin.Long.fromInt(1);\n\n\n/** @type {!Kotlin.Long} */\nKotlin.Long.NEG_ONE =
Kotlin.Long.fromInt(-1);\n\n\n/** @type {!Kotlin.Long} */\nKotlin.Long.MAX_VALUE =\n
Kotlin.Long.fromBits(0xFFFFFFFF | 0, 0x7FFFFFFF | 0);\n\n\n/** @type {!Kotlin.Long}
*/\nKotlin.Long.MIN_VALUE = Kotlin.Long.fromBits(0, 0x80000000 | 0);\n\n\n/**\n * @type {!Kotlin.Long}\n *
@private\n */\nKotlin.Long.TWO_PWR_24_ = Kotlin.Long.fromInt(1 << 24);\n\n\n/** @return {number} The
value, assuming it is a 32-bit integer. */\nKotlin.Long.prototype.toInt = function() {\n return this.low_;\n};\n\n\n/**
@return {number} The closest floating-point representation to this value. */\nKotlin.Long.prototype.toNumber =
function() {\n return this.high_ * Kotlin.Long.TWO_PWR_32_DBL_ +\n
this.getLowBitsUnsigned();\n};\n\n/** @return {number} The 32-bit hashCode of this value.
*/\nKotlin.Long.prototype.hashCode = function() {\n return this.high_ ^ this.low_;\n};\n\n/**\n * @param
{number=} opt_radix The radix in which the text should be written.\n * @return {string} The textual representation
of this value.\n * @override\n */\nKotlin.Long.prototype.toString = function(opt_radix) {\n var radix = opt_radix ||
10;\n if (radix < 2 || 36 < radix) {\n throw Error('radix out of range: ' + radix);\n }\n\n if (this.isZero()) {\n
return '0';\n }\n\n if (this.isNegative()) {\n if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {\n
// We need to
change the Long value before it can be negated, so we remove\n
// the bottom-most digit in this base and then
recurse to do the rest.\n
var radixLong = Kotlin.Long.fromNumber(radix);\n
var div = this.div(radixLong);\n
var rem = div.multiply(radixLong).subtract(this);\n
return div.toString(radix) + rem.toInt().toString(radix);\n }
else {\n
return '-' + this.negate().toString(radix);\n }\n }\n\n // Do several (6) digits each time through the loop,
so as to\n // minimize the calls to the very expensive emulated div.\n var radixToPower =
Kotlin.Long.fromNumber(Math.pow(radix, 6));\n\n var rem = this;\n var result = '';\n while (true) {\n var
remDiv = rem.div(radixToPower);\n var intval = rem.subtract(remDiv.multiply(radixToPower)).toInt();\n var
digits = intval.toString(radix);\n\n rem = remDiv;\n if (rem.isZero()) {\n
return digits + result;\n } else {\n
while (digits.length < 6) {\n
digits = '0' + digits;\n
}\n
result = '' + digits + result;\n }\n }\n};\n\n\n/**
@return {number} The high 32-bits as a signed value. */\nKotlin.Long.prototype.getHighBits = function() {\n
return this.high_;\n};\n\n\n/** @return {number} The low 32-bits as a signed value.
*/\nKotlin.Long.prototype.getLowBits = function() {\n return this.low_;\n};\n\n\n/** @return {number} The low
32-bits as an unsigned value. */\nKotlin.Long.prototype.getLowBitsUnsigned = function() {\n return (this.low_ >=
0) ?\n
this.low_ : Kotlin.Long.TWO_PWR_32_DBL_ + this.low_;\n};\n\n\n/**\n * @return {number} Returns
the number of bits needed to represent the absolute\n * value of this Long.\n
*/\nKotlin.Long.prototype.getNumBitsAbs = function() {\n if (this.isNegative()) {\n if
(this.equalsLong(Kotlin.Long.MIN_VALUE)) {\n
return 64;\n } else {\n
return
this.negate().getNumBitsAbs();\n }\n } else {\n var val = this.high_ != 0 ? this.high_ : this.low_;\n for (var bit
= 31; bit > 0; bit--) {\n
if ((val & (1 << bit)) != 0) {\n
break;\n
}\n }\n return this.high_ != 0 ? bit + 33
: bit + 1;\n }\n};\n\n\n/** @return {boolean} Whether this value is zero. */\nKotlin.Long.prototype.isZero =
function() {\n return this.high_ == 0 && this.low_ == 0;\n};\n\n\n/** @return {boolean} Whether this value is
negative. */\nKotlin.Long.prototype.isNegative = function() {\n return this.high_ < 0;\n};\n\n\n/** @return
{boolean} Whether this value is odd. */\nKotlin.Long.prototype.isOdd = function() {\n return (this.low_ & 1) ==
1;\n};\n\n\n/**\n * @param {Kotlin.Long} other Long to compare against.\n * @return {boolean} Whether this
Long equals the other.\n */\nKotlin.Long.prototype.equalsLong = function(other) {\n return (this.high_ ==
other.high_) && (this.low_ == other.low_);\n};\n\n\n/**\n * @param {Kotlin.Long} other Long to compare
against.\n * @return {boolean} Whether this Long does not equal the other.\n
*/\nKotlin.Long.prototype.notEqualsLong = function(other) {\n return (this.high_ != other.high_) || (this.low_ !=
other.low_);\n};\n\n\n/**\n * @param {Kotlin.Long} other Long to compare against.\n * @return {boolean}
Whether this Long is less than the other.\n */\nKotlin.Long.prototype.lessThan = function(other) {\n return
this.compare(other) < 0;\n};\n\n\n/**\n * @param {Kotlin.Long} other Long to compare against.\n * @return
{boolean} Whether this Long is less than or equal to the other.\n */\nKotlin.Long.prototype.lessThanOrEqual =
function(other) {\n return this.compare(other) <= 0;\n};\n\n\n/**\n * @param {Kotlin.Long} other Long to
compare against.\n * @return {boolean} Whether this Long is greater than the other.\n

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} else { // At this point, we have |other| >= 2, so |this/other| < |MIN_VALUE|
    var halfThis =
        this.shiftRight(1);
    var approx = halfThis.div(other).shiftLeft(1);
    if (approx.equalsLong(Kotlin.Long.ZERO)) { // return other.isNegative() ? Kotlin.Long.ONE :
        Kotlin.Long.NEG_ONE;
    } else { // var rem = this.subtract(other.multiply(approx));
        var result =
            approx.add(rem.divide(other));
        return result;
    } else if (other.equalsLong(Kotlin.Long.ZERO)) { // if (this.isNegative()) {
        return other.isNegative() ? Kotlin.Long.ONE :
            Kotlin.Long.NEG_ONE;
    } else { // var rem = this.subtract(other.multiply(approx));
        var result =
            approx.add(rem.divide(other));
        return result;
    }
    if (other.isNegative()) { // Kotlin.Long.ZERO;
        return Kotlin.Long.ZERO;
    }

    if (this.isNegative()) {
        if (other.isNegative()) {
            return this.negate().divide(other.negate());
        } else {
            return this.negate().divide(other).negate();
        }
    } else if (other.isNegative()) { // Kotlin.Long.ZERO;
        return this.divide(other.negate()).negate();
    }

    // Repeat the following until the remainder is less than other: find a
    // floating-point that approximates remainder / other *from below*, add this
    // into the result, and subtract it from the remainder.
    if (isCritical then // the approximate value is less than or equal to the real value so that the
    // remainder never becomes negative.
        var res = Kotlin.Long.ZERO;
        while (rem.greaterThanOrEqual(other)) {
            var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));
            var log2 = Math.ceil(Math.log(approx) / Math.LN2);
            var approxRem = approx.multiply(other);
            while (approxRem.isNegative() || approxRem.greaterThan(rem)) {
                approx -= 1;
                approxRem = approx.multiply(other);
            }
            if (approxRem.isZero()) {
                approxRem = Kotlin.Long.ONE;
            }
            res = res.add(approxRem);
            rem = rem.subtract(approxRem);
        }
        return res;
    }

    /**
     * Returns this Long modulo the given one.
     * @param {Kotlin.Long} other Long by which to
     * mod.
     * @return {!Kotlin.Long} This Long modulo the given one.
     */
    Kotlin.Long.prototype.modulo =
    function(other) {
        return this.subtract(this.divide(other).multiply(other));
    }

    /** @return {!Kotlin.Long} The
     * bitwise-NOT of this value.
     */
    Kotlin.Long.prototype.not = function() {
        return Kotlin.Long.fromBits(~this.low_,
                                 ~this.high_);
    }

    /**
     * Returns the bitwise-AND of this Long and the given one.
     * @param {Kotlin.Long} other The Long with which to
     * AND.
     * @return {!Kotlin.Long} The bitwise-AND of this and the other.
     */
    Kotlin.Long.prototype.and = function(other) {
        return Kotlin.Long.fromBits(this.low_ & other.low_,
                                     this.high_ & other.high_);
    }

    /**
     * Returns the bitwise-XOR of this Long
     * and the given one.
     * @param {Kotlin.Long} other The Long with which to
     * XOR.
     * @return {!Kotlin.Long} The bitwise-XOR of this and the other.
     */
    Kotlin.Long.prototype.xor = function(other) {
        return Kotlin.Long.fromBits(this.low_ ^ other.low_,
                                     this.high_ ^ other.high_);
    }

    /**
     * Returns this Long with bits shifted to the left by the given amount.
     * @param {number} numBits The number of bits by which to shift.
     * @return {!Kotlin.Long} This shifted to the left by the given amount.
     */
    Kotlin.Long.prototype.shiftLeft = function(numBits) {
        return this.shiftLeft(numBits);
    }

    /**
     * Returns this Long with bits shifted to the right by the given amount.
     * @param {number} numBits The number of bits by which to shift.
     * @return {!Kotlin.Long} This shifted to the right by the given amount.
     */
    Kotlin.Long.prototype.shiftRight = function(numBits) {
        return this.shiftRight(numBits);
    }

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/**
 * Returns this Long with bits shifted to the right by the given amount, with n * zeros placed into the new leading bits.
 * @param {number} numBits The number of bits by which to shift.
 * @return {Kotlin.Long} This shifted to the right by the given amount, with n * zeros placed into the new leading bits.
 */
Kotlin.Long.prototype.shiftRightUnsigned = function(numBits) {
  numBits &= 63;
  if (numBits === 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(
        (low >>> numBits) | (high << (32 - numBits)),
        high >>> numBits);
    } else if (numBits === 32) {
      return Kotlin.Long.fromBits(high, 0);
    } else {
      return Kotlin.Long.fromBits(high >>> (numBits - 32), 0);
    }
  }
};

// Support for Kotlin
Kotlin.Long.prototype.equals = function (other) {
    return other instanceof Kotlin.Long &&
    this.equalsLong(other);
};

Kotlin.Long.prototype.compareTo = Kotlin.Long.prototype.compare;

Kotlin.Long.prototype.inc = function() {
    return this.add(Kotlin.Long.ONE);
};

Kotlin.Long.prototype.dec = function() {
    return this.add(Kotlin.Long.NEG_ONE);
};

Kotlin.Long.prototype.valueOf = function() {
    return this.toNumber();
};

Kotlin.Long.prototype.unaryPlus = function() {
    return this;
};

Kotlin.Long.prototype.unaryMinus = Kotlin.Long.prototype.negate;
Kotlin.Long.prototype.inv = Kotlin.Long.prototype.not;

Kotlin.Long.prototype.rangeTo = function (other) {
    return new Kotlin.kotlin.ranges.LongRange(this, other);
};

Kotlin.compareTo = function (a, b) {
    var typeA = typeof a;
    if (typeA === "number") {
        if (typeof b === "number") {
            return Kotlin.doubleCompareTo(a, b);
        }
        return Kotlin.primitiveCompareTo(a, b);
    }
    if (typeA === "string" || typeA === "boolean") {
        return Kotlin.primitiveCompareTo(a, b);
    }
    return a.compareTo_11rb$(b);
};

Kotlin.primitiveCompareTo = function (a, b) {
    return a < b ? -1 : a > b ? 1 : 0;
};

Kotlin.doubleCompareTo = function (a, b) {
    if (a < b) return -1;
    if (a > b) return 1;
    var ia = 1 / a;
    return ia === 1 / b ? 0 : (ia < 0 ? -1 : 1);
};

Kotlin.charInc = function (value) {
    return Kotlin.toChar(value+1);
};

Kotlin.charDec = function (value) {
    return Kotlin.toChar(value-1);
};

Kotlin.imul = Math.imul || imul;

Kotlin.imulEmulated = imul;

function imul(a, b) {
    return ((a & 0xffff0000) * (b & 0xffff) + (a & 0xffff) * (b | 0)) | 0;
}
bufFloat64 = new Float64Array(buf);
var bufFloat32 = new Float32Array(buf);
var bufInt32 = new Int32Array(buf);
var lowIndex = 0;
var highIndex = 1;

bufFloat64[0] = -1; // bff00000_00000000
if (bufInt32[lowIndex] !== 0) {
    lowIndex = 1;
    highIndex = 0;
}

Kotlin.getDoubleFromBits = function(value) {
    var bufFloat64[0] = value;
    return Kotlin.doubleToRawBits = function(value) {
        var bufFloat64[0] = value;
        return Kotlin.getDoubleFromBits = function(value) {
            var bufInt32[lowIndex] = value.low;
            var bufInt32[highIndex] = value.high;
            return bufFloat64[0];
        }
    }
}

Kotlin.doubleToBits = function(value) {
    var bufInt32[lowIndex] = value.low;
    var bufInt32[highIndex] = value.high;
    return bufFloat64[0];
}

Kotlin.floatToBits = function(value) {
    var bufInt32[lowIndex] = value;
    return bufFloat64[0];
}

Kotlin.floatToRawBits = function(value) {
    var bufInt32[lowIndex] = value;
    return bufFloat64[0];
}

Kotlin.doubleToRawBits = function(value) {
    var bufFloat64[0] = value;
    return Kotlin.getDoubleFromBits = function(value) {
        var bufInt32[lowIndex] = value;
        var Kotlin.ensureNotNaN = function(x) {
            return x != null;
        }
    }
}

if (typeof Math.asinh === "undefined") {
    var asinh = function(x) {
        if (x >= +taylor_n_bound)
            {
                if (x > upper_taylor_n_bound)
                    {
                        // approximation by laurent series in function(x) {
                return Math.log(x) + Math.LN2;
            }
        }
    }
}

if (typeof Math.tanh === "undefined") {
    Math.tanh = function(x) {
        if (Math.abs(x) < taylor_n_bound) {
            var result = x;
            if (Math.abs(x) > taylor_2_bound) {
                result -= (x * x * x) / 3;
                }
                return result;
            }
            else {
                var y = Math.exp(x);
                var y1 = 1 / y;
                if (isFinite(y)) return Math.exp(x - Math.LN2);
                if ((isFinite(y)) return Math.exp(x - Math.LN2);
                return (y - y1) / 2;
            }
        }
    }
}

if (typeof Math.cosh === "undefined") {
    Math.cosh = function(x) {
        var y = Math.exp(x);
        var y1 = 1 / y;
        if (isFinite(y) || !isFinite(y)) return Math.exp(Math.abs(x) - Math.LN2);
        return Math.sqrt(taylor_2_bound);
    }
}

var upper_taylor_2_bound = 1/taylor_2_bound;
var upper_taylor_n_bound = 1/taylor_n_bound;
if (Math.abs(x) < taylor_n_bound) {
    var result = x;
    if (Math.abs(x) > taylor_2_bound) {
        result += (x * x * x) / 6;
    }
    return result;
} else {
    var y = Math.exp(x);
    var y1 = 1 / y;
    if (isFinite(y)) return Math.exp(x - Math.LN2);
    if ((isFinite(y)) return Math.exp(x - Math.LN2);
    return (y - y1) / 2;
}

if (Math.abs(x) < taylor_n_bound) {
    var result = x;
    if (Math.abs(x) > taylor_2_bound) {
        result -= (x * x * x) / 3;
    }
    return result;
} else {
    var a = Math.exp(x), b = Math.exp(-x);
    return a === Infinity ? 1 : Math.log(a / b);
}

if (y > upper_taylor_2_bound) {
    return approximation by laurent series in 1/x at 0+ order from -1 to 0
} else {
    return approximation by laurent series in 1/x at 0+ order from -1 to 1
}
constructor.$metadata$;

    var klassMetadata = klass.$metadata$;

    // In WebKit (JavaScriptCore) for some interfaces from
    // DOM typeof returns "object", nevertheless they can be used in RHS of instanceof
    if (klassMetadata.kind === Kotlin.Kind.OBJECT) {
        return object === klass;
    }

    var klassMetadata = klass.$metadata$;

    // In WebKit (JavaScriptCore) for some interfaces from
    // DOM typeof returns "object", nevertheless they can be used in RHS of instanceof
    if (klassMetadata.kind === Kotlin.Kind.OBJECT & &
    object.constructor !== null) {
        return isInheritanceFromInterface(object.constructor, klass);
    }

    return false;
}

Kotlin.isNumber = function (a) {
    return typeof a == "number" || a instanceof Kotlin.Long;
}

Kotlin.isChar = function (value) {
    return value instanceof Kotlin.BoxedChar
};

Kotlin.isComparable = function (value) {
    var type = typeof value;

    return type === "string" ||
           type === "boolean" ||
           Kotlin.isNumber(value) ||
           Kotlin.isType(value, Kotlin.kotlin.Comparable);
};

Kotlin.isCharSequence = function (value) {
    return typeof value === "string" ||
           Kotlin.isType(value, Kotlin.kotlin.CharSequence);
};

package kotlin

public class Enum<T : Enum<T>> : Comparable<Enum<T>> {
    @JsName("name$") private var _name: String = ""

    @JsName("ordinal$") private var _ordinal: Int = 0

    val name: String
        get() = _name

    val ordinal:
        get() = _ordinal

    override fun compareTo(other: Enum<T>) = ordinal.compareTo(other.ordinal)

    override fun equals(other: Any?) = this === other

    override fun hashCode(): Int =
        js("Kotlin.identityHashCode")(this)

    override fun toString() = name

    companion object
};
import kotlin.random.
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component1(): T {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component1(): ByteArray {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component1(): ShortArray {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component1(): IntArray {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component1(): LongArray {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component1(): FloatArray {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component1(): DoubleArray {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component1(): BooleanArray {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component1(): CharArray {
    return get(0)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component2(): T {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component2(): ByteArray {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component2(): ShortArray {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component2(): IntArray {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component2(): LongArray {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component2(): FloatArray {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component2(): DoubleArray {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component2(): BooleanArray {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component2(): CharArray {
    return get(1)
}
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[IndexOfOutOfBoundsException] except in Kotlin/JS

@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component2(): Double {
    return get(1) *
}

@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component2(): Boolean {
    return get(1) *
}

@kotlin.internal.InlineOnly
public inline operator fun CharArray.component2(): Char {
    return get(1) *
}

@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component3(): T {
    return get(2) *
}

@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component3(): Byte {
    return get(2) *
}

@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component3(): Short {
    return get(2) *
}

@kotlin.internal.InlineOnly
public inline operator fun IntArray.component3(): Int {
    return get(2) *
}

@kotlin.internal.InlineOnly
public inline operator fun LongArray.component3(): Long {
    return get(2) *
}

@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component3(): Float {
    return get(2) *
}

@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component3(): Double {
    return get(2) *
}

@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component3(): Boolean {
    return get(2) *
}

@kotlin.internal.InlineOnly
public inline operator fun CharArray.component3(): Char {
    return get(2) *
}

@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component4(): T {
    return get(3) *
}

@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component4(): Byte {
    return get(3) *
}

@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component4(): Short {
    return get(3) *
}

@kotlin.internal.InlineOnly
public inline operator fun IntArray.component4(): Int {
    return get(3) *
}

@kotlin.internal.InlineOnly
public inline operator fun LongArray.component4(): Long {
    return get(3) *
}

@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component4(): Float {
    return get(3) *
}

@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component4(): Double {
    return get(3) *
}

@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component4(): Boolean {
    return get(3) *
}

@kotlin.internal.InlineOnly
public inline operator fun CharArray.component4(): Char {
    return get(3) *
}

[IndexOfOutOfBoundsException] except in Kotlin/JS

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*Where the behavior is unspecified.
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component4(): Long {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component4(): Float {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component4(): Double {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component4(): Boolean {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component4(): Char {
    return get(3)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component5(): T {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component5(): Byte {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component5(): Short {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component5(): Int {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component5(): Long {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component5(): Float {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component5(): Double {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component5(): Boolean {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component5(): Char {
    return get(4)
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun ByteArray.contains(element: Byte): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun ShortArray.contains(element: Short): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun IntArray.contains(element: Int): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun LongArray.contains(element: Long): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun FloatArray.contains(element: Float): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun DoubleArray.contains(element: Double): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun BooleanArray.contains(element: Boolean): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun CharArray.contains(element: Char): Boolean {
    return indexOf(element) >= 0
}
[]
samples.collections.Collections.Elements.elementAtOrNull

BooleanArray.elementAtOrNull(index: Int): Boolean? {
    return this.getOrNonNull(index)
} *\n
Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

CharArray.elementAtOrNull(index: Int): Char? {
    return this.getOrNonNull(index)
} *\n
Returns the first element matching the given [predicate], or ‘null’ if no such element was found.

CharArray.elementAtOrNull(index: Int): Char? {
    return this.getOrNonNull(index)
} *\n
Returns the first element matching the given [predicate], or ‘null’ if no such element was found.

ByteArray.find(predicate: (Byte) -> Boolean): Byte? {
    return firstOrNull(predicate)
} *\n
Returns the first element matching the given [predicate], or ‘null’ if no such element was found.

ByteArray.findLast(predicate: (Byte) -> Boolean): Byte? {
    return lastOrNull(predicate)
} *\n
Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

ShortArray.find(predicate: (Short) -> Boolean): Short? {
    return firstOrNull(predicate)
} *\n
Returns the first element matching the given [predicate], or ‘null’ if no such element was found.

ShortArray.findLast(predicate: (Short) -> Boolean): Short? {
    return lastOrNull(predicate)
} *\n
Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

IntArray.find(predicate: (Int) -> Boolean): Int? {
    return firstOrNull(predicate)
} *\n
Returns the first element matching the given [predicate], or ‘null’ if no such element was found.

IntArray.findLast(predicate: (Int) -> Boolean): Int? {
    return lastOrNull(predicate)
} *\n
Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

LongArray.find(predicate: (Long) -> Boolean): Long? {
    return firstOrNull(predicate)
} *\n
Returns the first element matching the given [predicate], or ‘null’ if no such element was found.

LongArray.findLast(predicate: (Long) -> Boolean): Long? {
    return lastOrNull(predicate)
} *\n
Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

FloatArray.find(predicate: (Float) -> Boolean): Float? {
    return firstOrNull(predicate)
} *\n
Returns the first element matching the given [predicate], or ‘null’ if no such element was found.

FloatArray.findLast(predicate: (Float) -> Boolean): Float? {
    return lastOrNull(predicate)
} *\n
Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

DoubleArray.find(predicate: (Double) -> Boolean): Double? {
    return firstOrNull(predicate)
} *\n
Returns the first element matching the given [predicate], or ‘null’ if no such element was found.

DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {
    return lastOrNull(predicate)
} *\n
Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

CharArray.find(predicate: (Char) -> Boolean): Char? {
    return firstOrNull(predicate)
} *\n
Returns the first element matching the given [predicate], or ‘null’ if no such element was found.

CharArray.findLast(predicate: (Char) -> Boolean): Char? {
    return lastOrNull(predicate)
} *\n
Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

ByteBuffer.find(predicate: (Byte) -> Boolean): Byte? {
    return firstOrNull(predicate)
} *\n
Returns the first element matching the given [predicate], or ‘null’ if no such element was found.

ByteBuffer.findLast(predicate: (Byte) -> Boolean): Byte? {
    return lastOrNull(predicate)
} *\n
Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

ShortBuffer.find(predicate: (Short) -> Boolean): Short? {
    return firstOrNull(predicate)
} *\n
Returns the first element matching the given [predicate], or ‘null’ if no such element was found.

ShortBuffer.findLast(predicate: (Short) -> Boolean): Short? {
    return lastOrNull(predicate)
} *\n
Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

IntBuffer.find(predicate: (Int) -> Boolean): Int? {
    return firstOrNull(predicate)
} *\n
Returns the first element matching the given [predicate], or ‘null’ if no such element was found.

IntBuffer.findLast(predicate: (Int) -> Boolean): Int? {
    return lastOrNull(predicate)
} *\n
Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

LongBuffer.find(predicate: (Long) -> Boolean): Long? {
    return firstOrNull(predicate)
} *\n
Returns the first element matching the given [predicate], or ‘null’ if no such element was found.

LongBuffer.findLast(predicate: (Long) -> Boolean): Long? {
    return lastOrNull(predicate)
} *\n
Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

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FloatArray.findLast(predicate: Float -> Boolean): Float? {
    return lastOrNull(predicate)
}

@kotlin.internal.InlineOnly
public inline fun FloatArray.findLast(predicate: (Float) -> Boolean): Float? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @throws [NoSuchElementException] if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @throws [NoSuchElementException] if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.findLast(predicate: (Boolean) -> Boolean): Boolean? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @throws [NoSuchElementException] if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.findLast(predicate: (Char) -> Boolean): Char? {
    return lastOrNull(predicate)
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun <T> Array<out T>.first(): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ByteArray.first(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ShortArray.first(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun IntArray.first(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun LongArray.first(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun FloatArray.first(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun DoubleArray.first(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun BooleanArray.first(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun CharArray.first(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
element matching the given \[predicate\].\n* @throws \[NoSuchElementException\] if no such element is found.\n
    *\n    public inline fun FloatArray.first(predicate: (Float) -> Boolean): Float {\n        for (element in this) if (predicate(element)) return element
    }\n    \n    throws \[NoSuchElementException\] if no such element is found.\n    public inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double {\n        for (element in this) if (predicate(element)) return element
    }\n    \n    throws \[NoSuchElementException\] if no such element is found.\n    *\n    public inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {\n        for (element in this) if (predicate(element)) return element
    }\n    \n    throws \[NoSuchElementException\] if no such element is found.\n    *\n    public inline fun CharArray.first(predicate: (Char) -> Boolean): Char {\n        for (element in this) if (predicate(element)) return element
    }\n    \n    throws \[NoSuchElementException\] if no such element is found.\n    *\n    public <T> Array<out T>.firstOrNull(): T? {\n        if (isEmpty()) return null else this[0]\n    }\n    \n    throws \[NoSuchElementException\] if no such element is found.\n    *\n    public ByteArray.firstOrNull(): Byte? {\n        if (isEmpty()) return null else this[0]\n    }\n    \n    throws \[NoSuchElementException\] if no such element is found.\n    *\n    public ShortArray.firstOrNull(): Short? {\n        if (isEmpty()) return null else this[0]\n    }\n    \n    throws \[NoSuchElementException\] if no such element is found.\n    *\n    public IntArray.firstOrNull(): Int? {\n        if (isEmpty()) return null else this[0]\n    }\n    \n    throws \[NoSuchElementException\] if no such element is found.\n    *\n    public LongArray.firstOrNull(): Long? {\n        if (isEmpty()) return null else this[0]\n    }\n    \n    throws \[NoSuchElementException\] if no such element is found.\n    *\n    public FloatArray.firstOrNull(): Float? {\n        if (isEmpty()) return null else this[0]\n    }\n    \n    throws \[NoSuchElementException\] if no such element is found.\n    *\n    public DoubleArray.firstOrNull(): Double? {\n        if (isEmpty()) return null else this[0]\n    }\n    \n    throws \[NoSuchElementException\] if no such element is found.\n    *\n    public BooleanArray.firstOrNull(): Boolean? {\n        if (isEmpty()) return null else this[0]\n    }\n    \n    throws \[NoSuchElementException\] if no such element is found.\n    *\n    public CharArray.firstOrNull(): Char? {\n        if (isEmpty()) return null else this[0]\n    }\n    \n    throws \[NoSuchElementException\] if no such element is found.\n    *\n    public <T> Array<out T>.firstOrNull(predicate: (T) -> Boolean): T? {\n        for (element in this) if (predicate(element)) return element\n    }\n    \n    throws \[NoSuchElementException\] if no such element is found.\n    *\n    public ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {\n        for (element in this) if (predicate(element)) return element\n    }\n    \n    throws \[NoSuchElementException\] if no such element is found.\n    *\n    public ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {\n        for (element in this) if (predicate(element)) return element\n    }\n    \n    throws \[NoSuchElementException\] if no such element is found.\n    *\n    public IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {\n        for (element in this) if (predicate(element)) return element\n    }\n    \n    throws \[NoSuchElementException\] if no such element is found.\n    *\n    public LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {\n        for (element in this) if (predicate(element)) return element\n    }\n    \n    throws \[NoSuchElementException\] if no such element is found.\n    *\n    public FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {\n        for (element in this) if (predicate(element)) return element\n    }\n    \n    throws \[NoSuchElementException\] if no such element is found.\n    *\n    public DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {\n        for (element in this) if (predicate(element)) return element\n    }
Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

```kotlin
Boolean): Char? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
public fun <T> Array<T>.orElseGet(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
public fun ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
public fun ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
public fun IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
public fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
public fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
public fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun CharArray.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun ByteArray.getOrNull(index: Int): Byte? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun ShortArray.getOrNull(index: Int): Short? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun IntArray.getOrNull(index: Int): Int? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun LongArray.getOrNull(index: Int): Long? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun FloatArray.getOrNull(index: Int): Float? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun DoubleArray.getOrNull(index: Int): Double? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun CharArray.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun ByteArray.getOrNull(index: Int): Byte? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun ShortArray.getOrNull(index: Int): Short? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun IntArray.getOrNull(index: Int): Int? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun LongArray.getOrNull(index: Int): Long? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun FloatArray.getOrNull(index: Int): Float? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun DoubleArray.getOrNull(index: Int): Double? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun CharArray.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```
IntArray.indexOfFirst(predicate: (Int) -> Boolean): Int { 
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

ByteArray.lastIndexOf(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun isEmpty(): Boolean {
    if (predicate(this[index])) {
        return index
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> BooleanArray.indexOfLast(predicate: (Boolean) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> FloatArray.indexOfLast(predicate: (Float) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun LongArray.indexOfFirst(predicate: (Long) -> Boolean): Int { 
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun FloatArray.indexOfFirst(predicate: (Float) -> Boolean): Int { 
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun DoubleArray.indexOfFirst(predicate: (Double) -> Boolean): Int { 
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun BooleanArray.indexOfFirst(predicate: (Boolean) -> Boolean): Int { 
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun CharArray.indexOfFirst(predicate: (Char) -> Boolean): Int { 
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun ByteArray.indexOfFirst(predicate: (Byte) -> Boolean): Int { 
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
this[lastIndex]\n} \n\n /**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ShortArray.last(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun IntArray.last(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun LongArray.last(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun FloatArray.last(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun DoubleArray.last(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun BooleanArray.last(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun CharArray.last(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun <T> Array<out T>.last(predicate: (T) -> Boolean): T {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun ByteArray.last(predicate: (Byte) -> Boolean): Byte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun ShortArray.last(predicate: (Short) -> Boolean): Short {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun IntArray.last(predicate: (Int) -> Boolean): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun LongArray.last(predicate: (Long) -> Boolean): Long {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun FloatArray.last(predicate: (Float) -> Boolean): Float {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun DoubleArray.last(predicate: (Double) -> Boolean): Double {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun BooleanArray.last(predicate: (Boolean) -> Boolean): Boolean {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun CharArray.last(predicate: (Char) -> Boolean): Char {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
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```java
/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 * @since [1.4]
 */
public inline fun CharArray.last(predicate: (Char) -> Boolean): Char {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    } throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the array does not contain [element].
 */
public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.lastIndexOf(element: T): Int {
    if (isEmpty()) return -1
    var index = this.size - 1
    while (index >= 0) {
        if (element == this[index]) return index
        index--
    }
    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain [element].
 */
public fun ByteArray.lastIndexOf(element: Byte): Int {
    if (isEmpty()) return -1
    var index = this.size - 1
    while (index >= 0) {
        if (element == this[index]) return index
        index--
    }
    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain [element].
 */
public fun CharArray.lastIndexOf(element: Char): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (element == this[index]) return index
    } throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the array does not contain [element].
 */
public fun DoubleArray.lastIndexOf(element: Double): Int {
    for (index in this.indices.reversed()) {
        if (element == this[index]) return index
    } throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the array does not contain [element].
 */
public fun FloatArray.lastIndexOf(element: Float): Int {
    for (index in this.indices.reversed()) {
        if (element == this[index]) return index
    } throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the array does not contain [element].
 */
public fun IntArray.lastIndexOf(element: Int): Int {
    for (index in this(indices.reversed()) {
        if (element == this[index]) return index
    } throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the array does not contain [element].
 */
public fun LongArray.lastIndexOf(element: Long): Int {
    for (index in this(indices.reversed()) {
        if (element == this[index]) return index
    } throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the array does not contain [element].
 */
public fun ShortArray.lastIndexOf(element: Short): Int {
    for (index in this(indices.reversed()) {
        if (element == this[index]) return index
    } throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the array does not contain [element].
 */
public fun ByteArray.lastIndexOf(element: Byte): Int {
    for (index in this(indices.reversed()) {
        if (element == this[index]) return index
    } throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the array does not contain [element].
 */
public fun <T> Array<out T>.lastIndexOf(element: T): Int {
    if (isEmpty()) return -1
    var index = this.size - 1
    while (index >= 0) {
        if (element == this[index]) return index
        index--
    }
    return -1
}
```

---

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```
public function isEmpty(): boolean {
    return (this.size == 0)
}

public function size(): number {
    return this.length
}
```

---

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```
public function last(): any {
    return if (isEmpty()) null else this[this.size - 1]
}
```

---

**Open Source Used In DNAC Platform Arica 9401**

```
public function lastOrNull(): any? {
    return if (isEmpty()) null else this[this.size - 1]
}
```

---

**Open Source Used In DNAC Platform Arica 9401**

```
/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 * @since [1.4]
 */
public inline fun CharArray.last(predicate: (Char) -> Boolean): Char {
    for (index in this(indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    } throw NoSuchElementException("Array contains no element matching the predicate.")
}
```
public fun CharArray.lastOrNull(): Char? {
    return if (isEmpty()) null else this[0len - 1]
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun <T> Array<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun ByteArray.lastOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun ShortArray.lastOrNull(predicate: (Short) -> Boolean): Short? {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun IntArray.lastOrNull(predicate: (Int) -> Boolean): Int? {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun LongArray.lastOrNull(predicate: (Long) -> Boolean): Long? {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun FloatArray.lastOrNull(predicate: (Float) -> Boolean): Float? {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun DoubleArray.lastOrNull(predicate: (Double) -> Boolean): Double? {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun BooleanArray.lastOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<T>.random(): T {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ByteArray.random(): Byte {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ShortArray.random(): Short {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntArray.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongArray.random(): Long {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun FloatArray.random(): Float {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.random(): Double {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.random(): Boolean {
    return random(Random)
}

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from this array.

@throws NoSuchElementException if this array is empty.

private fun CharArray.random(): Char
    return random(Random())

private fun <T> Array<T>.random(random: Random): T
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))

public fun <T> Array<out T>.random(random: Random): T
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))

public fun ByteArray.random(random: Random): Byte
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))

public fun ShortArray.random(random: Random): Short
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))

public fun IntArray.random(random: Random): Int
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))

public fun LongArray.random(random: Random): Long
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))

public fun FloatArray.random(random: Random): Float
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))

public fun DoubleArray.random(random: Random): Double
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))

public fun BooleanArray.random(random: Random): Boolean
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))

public fun CharArray.random(random: Random): Char
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))

public fun <T> Array<out T>.randomOrNull(): T?
    return randomOrNull(Random())

public fun ByteArray.randomOrNull(): Byte?
    return randomOrNull(Random())

public fun ShortArray.randomOrNull(): Short?
    return randomOrNull(Random())

public fun IntArray.randomOrNull(): Int?
    return randomOrNull(Random())

public fun LongArray.randomOrNull(): Long?
    return randomOrNull(Random())

public fun FloatArray.randomOrNull(): Float?
    return randomOrNull(Random())

public fun DoubleArray.randomOrNull(): Double?
    return randomOrNull(Random())

public fun BooleanArray.randomOrNull(): Boolean?
    return randomOrNull(Random())

private fun CharArray.randomOrNull(): Char?
    return randomOrNull(Random())

private fun <T> Array<out T>.randomOrNull(): T?
    return randomOrNull(Random())

private fun ByteArray.randomOrNull(): Byte?
    return randomOrNull(Random())

private fun ShortArray.randomOrNull(): Short?
    return randomOrNull(Random())

private fun IntArray.randomOrNull(): Int?
    return randomOrNull(Random())

private fun LongArray.randomOrNull(): Long?
    return randomOrNull(Random())

private fun FloatArray.randomOrNull(): Float?
    return randomOrNull(Random())

private fun DoubleArray.randomOrNull(): Double?
    return randomOrNull(Random())

private fun BooleanArray.randomOrNull(): Boolean?
    return randomOrNull(Random())

public fun CharArray.randomOrNull(): Char?
    return randomOrNull(Random())

public fun <T> Array<out T>.randomOrNull(): T?
    return randomOrNull(Random())

public fun ByteArray.randomOrNull(): Byte?
    return randomOrNull(Random())

public fun ShortArray.randomOrNull(): Short?
    return randomOrNull(Random())

public fun IntArray.randomOrNull(): Int?
    return randomOrNull(Random())

public fun LongArray.randomOrNull(): Long?
    return randomOrNull(Random())

public fun FloatArray.randomOrNull(): Float?
    return randomOrNull(Random())

public fun DoubleArray.randomOrNull(): Double?
    return randomOrNull(Random())

public fun BooleanArray.randomOrNull(): Boolean?
    return randomOrNull(Random())

private fun CharArray.randomOrNull(): Char?
    return randomOrNull(Random())

private fun <T> Array<out T>.randomOrNull(): T?
    return randomOrNull(Random())

private fun ByteArray.randomOrNull(): Byte?
    return randomOrNull(Random())

private fun ShortArray.randomOrNull(): Short?
    return randomOrNull(Random())

private fun IntArray.randomOrNull(): Int?
    return randomOrNull(Random())

private fun LongArray.randomOrNull(): Long?
    return randomOrNull(Random())

private fun FloatArray.randomOrNull(): Float?
    return randomOrNull(Random())

private fun DoubleArray.randomOrNull(): Double?
    return randomOrNull(Random())

private fun BooleanArray.randomOrNull(): Boolean?
    return randomOrNull(Random())

public fun CharArray.randomOrNull(): Char?
    return randomOrNull(Random())

public fun <T> Array<out T>.randomOrNull(): T?
    return randomOrNull(Random())

public fun ByteArray.randomOrNull(): Byte?
    return randomOrNull(Random())

public fun ShortArray.randomOrNull(): Short?
    return randomOrNull(Random())

public fun IntArray.randomOrNull(): Int?
    return randomOrNull(Random())

public fun LongArray.randomOrNull(): Long?
    return randomOrNull(Random())

public fun FloatArray.randomOrNull(): Float?
    return randomOrNull(Random())

public fun DoubleArray.randomOrNull(): Double?
    return randomOrNull(Random())

public fun BooleanArray.randomOrNull(): Boolean?
    return randomOrNull(Random())

private fun CharArray.randomOrNull(): Char?
    return randomOrNull(Random())

private fun <T> Array<out T>.randomOrNull(): T?
    return randomOrNull(Random())

private fun ByteArray.randomOrNull(): Byte?
    return randomOrNull(Random())

private fun ShortArray.randomOrNull(): Short?
    return randomOrNull(Random())

private fun IntArray.randomOrNull(): Int?
    return randomOrNull(Random())

private fun LongArray.randomOrNull(): Long?
    return randomOrNull(Random())

private fun FloatArray.randomOrNull(): Float?
    return randomOrNull(Random())

private fun DoubleArray.randomOrNull(): Double?
    return randomOrNull(Random())

private fun BooleanArray.randomOrNull(): Boolean?
    return randomOrNull(Random())


inline fun LongArray.randomOrNull(): Long? {
    return randomOrNull(Random) // Returns a random element from this array, or `null` if this array is empty.
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun FloatArray.randomOrNull(): Float? {
    return randomOrNull(Random) // Returns a random element from this array, or `null` if this array is empty.
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun DoubleArray.randomOrNull(): Double? {
    return randomOrNull(Random) // Returns a random element from this array, or `null` if this array is empty.
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun BooleanArray.randomOrNull(): Boolean? {
    return randomOrNull(Random) // Returns a random element from this array, or `null` if this array is empty.
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun CharArray.randomOrNull(): Char? {
    return randomOrNull(Random) // Returns a random element from this array, or `null` if this array is empty.
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> Array<out T>.randomOrNull(random: Random): T? {
    if (isEmpty())
        return null
    return get(random.nextInt(size)) // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun ByteArray.randomOrNull(random: Random): Byte? {
    if (isEmpty())
        return null
    return get(random.nextInt(size)) // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun ShortArray.randomOrNull(random: Random): Short? {
    if (isEmpty())
        return null
    return get(random.nextInt(size)) // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun IntArray.randomOrNull(random: Random): Int? {
    if (isEmpty())
        return null
    return get(random.nextInt(size)) // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun LongArray.randomOrNull(random: Random): Long? {
    if (isEmpty())
        return null
    return get(random.nextInt(size)) // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun FloatArray.randomOrNull(random: Random): Float? {
    if (isEmpty())
        return null
    return get(random.nextInt(size)) // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun DoubleArray.randomOrNull(random: Random): Double? {
    if (isEmpty())
        return null
    return get(random.nextInt(size)) // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun BooleanArray.randomOrNull(random: Random): Boolean? {
    if (isEmpty())
        return null
    return get(random.nextInt(size)) // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun CharArray.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return get(random.nextInt(size)) // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
}
get(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun <T> Array<out T>.single(): T {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw
            IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun ByteArray.single(): Byte {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw
            IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun ShortArray.single(): Short {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw
            IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun IntArray.single(): Int {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw
            IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun LongArray.single(): Long {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw
            IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun FloatArray.single(): Float {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw
            IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun DoubleArray.single(): Double {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw
            IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun BooleanArray.single(): Boolean {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw
            IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun CharArray.single(): Char {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw
            IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the given [predicate], or throws exception if there is no or more than one matching element.")
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the given [predicate], or throws exception if there is no or more than one matching element.")
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the given [predicate], or throws exception if there is no or more than one matching element.")
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun IntArray.single(predicate: (Int) -> Boolean): Int {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the given [predicate], or throws exception if there is no or more than one matching element.")
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the given [predicate], or throws exception if there is no or more than one matching element.")
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the given [predicate], or throws exception if there is no or more than one matching element.")
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the given [predicate], or throws exception if there is no or more than one matching element.")
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the given [predicate], or throws exception if there is no or more than one matching element.")
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun CharArray.single(predicate: (Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the given [predicate], or throws exception if there is no or more than one matching element.")
}
single element matching the given [predicate], or throws exception if there is no or more than one matching element.

```kotlin
*\public inline fun IntArray.single(predicate: (Int) -> Boolean): Int {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Int
}

*\public inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Long
}

*\public inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Float
}

*\public inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Double
}

*\public inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Boolean
}

*\public inline fun CharArray.single(predicate: (Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\public fun <T> Array<out T>.singleOrNull(): T? {
    return if (size == 1) this[0] else null
}
```

---

Open Source Used In DNAC Platform Arica 9406
element, or `null` if the array is empty or has more than one element.

```kotlin
open fun BooleanArray.singleOrNull():
    Boolean { 
        return if (size == 1) this[0] else null
    }

open fun CharArray.singleOrNull():
    Char? { 
        return if (size == 1) this[0] else null
    }

open funByteArray.singleOrNull():
    ByteArray? { 
        return if (size == 1) this[0] else null
    }

open fun ShortArray.singleOrNull(predicate: (Short) -> Boolean):
    Short? { 
        var single: Short? = null
        var found = false
        for (element in this) { 
            if (predicate(element)) { 
                if (found) return null
                single = element
                found = true
            } 
        } 
        if (!found) return null
        return single
    }

open fun IntArray.singleOrNull(predicate: (Int) -> Boolean):
    Int? { 
        var single: Int? = null
        var found = false
        for (element in this) { 
            if (predicate(element)) { 
                if (found) return null
                single = element
                found = true
            } 
        } 
        if (!found) return null
        return single
    }

open fun LongArray.singleOrNull(predicate: (Long) -> Boolean):
    Long? { 
        var single: Long? = null
        var found = false
        for (element in this) { 
            if (predicate(element)) { 
                if (found) return null
                single = element
                found = true
            } 
        } 
        if (!found) return null
        return single
    }

open fun ByteArray.singleOrNull(predicate: (Byte) -> Boolean):
    Byte? { 
        var single: Byte? = null
        var found = false
        for (element in this) { 
            if (predicate(element)) { 
                if (found) return null
                single = element
                found = true
            } 
        } 
        if (!found) return null
        return single
    }

open fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean):
    Boolean? { 
        return if (size == 1) this[0] else null
    }

open fun ByteArray.singleOrNull(predicate: (ByteArray) -> Boolean):
    ByteArray? { 
        return if (size == 1) this[0] else null
    }

open fun IntArray.singleOrNull(predicate: (IntArray) -> Boolean):
    IntArray? { 
        return if (size == 1) this[0] else null
    }
```

Open Source Used In DNAC Platform Arica 9407
require(n >= 0) { "Requested element count $n is less than zero." }\n    return take((size - n).coerceAtLeast(0))\n
/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun FloatArray.dropLast(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n
/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun DoubleArray.dropLast(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n
/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun BooleanArray.dropLast(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n
/**
 * Returns a list containing all elements except last [n] elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.dropLastWhile
 */
public inline fun <T>
    Array<out T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.dropLastWhile
 */
public inline fun ByteArray.dropLastWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.dropLastWhile
 */
public inline fun ShortArray.dropLastWhile(predicate: (Short) -> Boolean): List<Short> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.dropLastWhile
 */
public inline fun IntArray.dropLastWhile(predicate: (Int) -> Boolean): List<Int> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.dropLastWhile
 */
public inline fun LongArray.dropLastWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.dropLastWhile
 */
public inline fun FloatArray.dropLastWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.dropLastWhile
 */
public inline fun DoubleArray.dropLastWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}
Returns a list containing all elements except first elements that satisfy the given [predicate].

```kotlin
inline fun <T> Array<out T>.dropWhile(predicate: (T) -> Boolean): List<T> {
    var yielding = false
    val list = ArrayList<T>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

The `dropWhile` function iterates through the array, adding elements to the list if the current element does not satisfy the given predicate. Once a non-satisfying element is encountered, the loop stops, and the list is returned. This behavior is useful for filtering out elements that meet certain criteria, allowing for efficient processing of large datasets.
a list containing only elements matching the given [predicate].

```kotlin
samples.collections.Collections.Filtering.filter

List<Byte> \{ \n  return filterTo(ArrayList<Byte>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filter

List<Short> \{ \n  return filterTo(ArrayList<Short>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filter

List<Int> \{ \n  return filterTo(ArrayList<Int>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filter

List<Long> \{ \n  return filterTo(ArrayList<Long>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filter

List<Float> \{ \n  return filterTo(ArrayList<Float>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filter

List<Double> \{ \n  return filterTo(ArrayList<Double>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filter

List<Boolean> \{ \n  return filterTo(ArrayList<Boolean>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filter

List<Char> \{ \n  return filterTo(ArrayList<Char>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filter

List<Array<out T>> \{ \n  return filterIndexedTo(ArrayList<Array<out T>>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filterIndexed

List<ByteArray> \{ \n  return filterIndexedTo(ArrayList<ByteArray>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filterIndexed

List<ShortArray> \{ \n  return filterIndexedTo(ArrayList<ShortArray>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filterIndexed

List<IntArray> \{ \n  return filterIndexedTo(ArrayList<IntArray>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filterIndexed

List<LongArray> \{ \n  return filterIndexedTo(ArrayList<LongArray>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filterIndexed

List<FloatArray> \{ \n  return filterIndexedTo(ArrayList<FloatArray>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filterIndexed

List<DoubleArray> \{ \n  return filterIndexedTo(ArrayList<DoubleArray>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filterIndexed

List<BooleanArray> \{ \n  return filterIndexedTo(ArrayList<BooleanArray>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filterIndexed

List<CharArray> \{ \n  return filterIndexedTo(ArrayList<CharArray>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filterIndexed

List<Array<out T>> \{ \n  return filterIndexedTo(ArrayList<Array<out T>>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filterIndexed

List<ByteArray> \{ \n  return filterIndexedTo(ArrayList<ByteArray>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filterIndexed

List<ShortArray> \{ \n  return filterIndexedTo(ArrayList<ShortArray>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filterIndexed

List<IntArray> \{ \n  return filterIndexedTo(ArrayList<IntArray>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filterIndexed

List<LongArray> \{ \n  return filterIndexedTo(ArrayList<LongArray>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filterIndexed

List<FloatArray> \{ \n  return filterIndexedTo(ArrayList<FloatArray>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filterIndexed

List<DoubleArray> \{ \n  return filterIndexedTo(ArrayList<DoubleArray>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filterIndexed

List<BooleanArray> \{ \n  return filterIndexedTo(ArrayList<BooleanArray>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filterIndexed

List<CharArray> \{ \n  return filterIndexedTo(ArrayList<CharArray>(), predicate) \n\} \n\n* @sample samples.collections.Collections.Filtering.filterIndexed
```

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given [predicate].

* @param [predicate] function that takes the index of an element and the element itself
* and returns the result of predicate evaluation on the element.

* @sample samples.collections.Collections.Filtering.filterIndexedTo

*//*public inline fun DoubleArray.filterIndexed(predicate: (index: Int, Double) -> Boolean): List<Double> {
    return filterIndexedTo(ArrayList<Double>(), predicate)
}

*//*

*//*public inline fun BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Boolean> {
    return filterIndexedTo(ArrayList<Boolean>(), predicate)
}

*//*

*//*public inline fun CharArray.filterIndexed(predicate: (index: Int, Char) -> Boolean): List<Char> {
    return filterIndexedTo(ArrayList<Char>(), predicate)
}

*//*

*//*public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

*//*

*//*public inline fun <C : MutableCollection<in Byte>> ByteArray.filterIndexedTo(destination: C, predicate: (index: Int, Byte) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

*//*

*//*public inline fun <C : MutableCollection<in Short>> ShortArray.filterIndexedTo(destination: C, predicate: (index: Int, Short) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

*//*

*//*public inline fun <C : MutableCollection<in Int>> IntArray.filterIndexedTo(destination: C, predicate: (index: Int, Int) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

*//*

*//*public inline fun <C : MutableCollection<in Long>> LongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

*//*

*//*public inline fun <C : MutableCollection<in Float>> FloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}
samples.collections.Collections.Filtering.filterIndexedTo

/*\npublic inline fun <C : MutableCollection<in Double>> DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C {\nforEachIndexed { index, element -> if (predicate(index, element)) destination.add(element)\n} return destination\n\n}@param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexedTo
*/

public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterIndexedTo(destination: C, predicate: (index: Int, Boolean) -> Boolean): C {\nforEachIndexed { index, element -> if (predicate(index, element)) destination.add(element)\n} return destination\n\n}@param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexedTo
CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {\nforEachIndexed { index, element -> if (predicate(index, element)) destination.add(element)\n} return destination\n\n}@param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexedTo

/**
 * Returns a list containing all elements that are instances of specified type parameter R.\n* @param [predicate] function that takes the element as its parameter and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIsInstanceTo
*/

public inline fun <reified R> Array<*>.filterIsInstanceTo(destination: MutableList<R>): List<R> {
    filterIsInstanceTo(destination)\n\n}@sample samples.collections.Collections.Filtering.filterIsInstanceTo

/**
 * Returns a list containing all elements not matching the given [predicate].\n* @sample samples.collections.Collections.Filtering.filter
*/

public inline fun Array<out T>.filterNot(predicate: (T) -> Boolean): List<T> {
    filterNotTo(ArrayList<T>(), predicate)\n\n}@sample samples.collections.Collections.Filtering.filter

/**
 * Returns a list containing all elements not matching the given [predicate].\n* @sample samples.collections.Collections.Filtering.filter
*/

public inline fun ByteArray.filterNot(predicate: (Byte) -> Boolean): List<Byte> {
    filterNotTo(ArrayList<Byte>(), predicate)\n\n}@sample samples.collections.Collections.Filtering.filter

/**
 * Returns a list containing all elements not matching the given [predicate].\n* @sample samples.collections.Collections.Filtering.filter
*/

public inline fun ShortArray.filterNot(predicate: (Short) -> Boolean): List<Short> {
    filterNotTo(ArrayList<Short>(), predicate)\n\n}@sample samples.collections.Collections.Filtering.filter

/**
 * Returns a list containing all elements not matching the given [predicate].\n* @sample samples.collections.Collections.Filtering.filter
*/

public inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {
    filterNotTo(ArrayList<Int>(), predicate)\n\n}@sample samples.collections.Collections.Filtering.filter

/**
 * Returns a list containing all elements not matching the given [predicate].\n* @sample samples.collections.Collections.Filtering.filter
*/

public inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {
    filterNotTo(ArrayList<Long>(), predicate)\n\n}@sample samples.collections.Collections.Filtering.filter

/**
 * Returns a list containing all elements not matching the given [predicate].\n* @sample samples.collections.Collections.Filtering.filter
*/

public inline fun FloatArray.filterNot(predicate: (Float) -> Boolean): List<Float> {
    filterNotTo(ArrayList<Float>(), predicate)\n\n}@sample samples.collections.Collections.Filtering.filter

/**
 * Returns a list containing all elements not matching the given [predicate].\n* @sample samples.collections.Collections.Filtering.filter
*/

public inline fun DoubleArray.filterNot(predicate: (Double) -> Boolean): List<Double> {
    filterNotTo(ArrayList<Double>(), predicate)\n\n}@sample samples.collections.Collections.Filtering.filter

/**
 * Returns a list containing all elements not matching the given [predicate].\n* @sample samples.collections.Collections.Filtering.filter
*/

public inline fun BooleanArray.filterNot(predicate: (Boolean) -> Boolean): List<Boolean> {
    filterNotTo(ArrayList<Boolean>(), predicate)\n\n}@sample samples.collections.Collections.Filtering.filter

/**
 * Returns a list containing all elements not matching the given [predicate].\n* @sample samples.collections.Collections.Filtering.filter
*/

public inline fun CharArray.filterNot(predicate: (Char) -> Boolean): List<Char> {
    filterNotTo(ArrayList<Char>(), predicate)\n\n}@sample samples.collections.Collections.Filtering.filter

/**
 * Returns a list containing all elements that are not `null`.\n* @sample samples.collections.Collections.Filtering.filter
*/

public inline fun Any.filterNotNull(): Any {\n    this\n\n}@sample samples.collections.Collections.Filtering.filter

fun <T : Any> Array<out T?>.filterNotNull(): List<T> { 
    return filterNotNullTo(ArrayList<T>())
}

fun <T : Any> Array<out T?>.filterNotNullTo(destination: C): C { 
    for (element in this) if (element != null) 
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public fun <C : MutableCollection<in T>, T : Any> 
    Array<out T?>.filterNotTo(destination: C, predicate: (T) -> Boolean): C { 
    for (element in this) if (!predicate(element)) 
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C { 
    for (element in this) if (!predicate(element)) 
        destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <T, C : MutableCollection<in T>> Array<out T>.forEachTo(destination: C, predicate: (T) -> Boolean): C { 
    for (element in this) if (predicate(element)) 
        destination.add(element)
    return destination
}
public inline fun <C : MutableCollection<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public inline fun <T> Array<out T>.slice(indices: IntRange): List<T> {
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ByteArray.slice(indices: IntRange): List<Byte> {
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ShortArray.slice(indices: IntRange): List<Short> {
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun IntArray.slice(indices: IntRange): List<Int> {
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun LongArray.slice(indices: IntRange): List<Long> {
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun FloatArray.slice(indices: IntRange): List<Float> {
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun DoubleArray.slice(indices: IntRange): List<Double> {
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun BooleanArray.slice(indices: IntRange): List<Boolean> {
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun CharArray.slice(indices: IntRange): List<Char> {
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun <T> Array<out T>.slice(indices: Iterable<Int>): List<T> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<T>(size)
    for
BooleanArray.sliceArray(indices: Collection<Int>): BooleanArray {
    val result = BooleanArray(indices.size)
    return result
}

/**
 * Returns an array containing elements at specified [indices].
 */
public fun IntArray.slice(indices: Iterable<Int>): List<Int> {
    val result = ArrayList<Int>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ShortArray.slice(indices: Iterable<Int>): List<Short> {
    val result = ArrayList<Short>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun LongArray.slice(indices: Iterable<Int>): List<Long> {
    val result = ArrayList<Long>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun FloatArray.slice(indices: Iterable<Int>): List<Float> {
    val result = ArrayList<Float>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ByteArray.slice(indices: Iterable<Int>): List<Byte> {
    val result = ArrayList<Byte>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun CharArray.slice(indices: Iterable<Int>): List<Char> {
    val result = ArrayList<Char>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}
var targetIndex = 0
for (sourceIndex in indices) {
    result[targetIndex++] = this[sourceIndex]
}

return result}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
public fun <T> Array<T>.sliceArray(indices: Collection<Int>): Array<T> {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
public fun CharArray.sliceArray(indices: IntRange): CharArray {
    if (indices.isEmpty()) return CharArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

/**
 * Returns an array containing elements of this array at specified [indices] range.
 */
public fun CharArray.sliceArray(indices: Collection<Int>): CharArray {
    val result = CharArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
public fun DoubleArray.sliceArray(indices: IntRange): DoubleArray {
    if (indices.isEmpty()) return DoubleArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
public fun DoubleArray.sliceArray(indices: Collection<Double>): DoubleArray {
    var result = DoubleArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
public fun FloatArray.sliceArray(indices: IntRange): FloatArray {
    if (indices.isEmpty()) return FloatArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
public fun FloatArray.sliceArray(indices: Collection<Float>): FloatArray {
    val result = FloatArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
public fun LongArray.sliceArray(indices: IntRange): LongArray {
    if (indices.isEmpty()) return LongArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
public fun LongArray.sliceArray(indices: Collection<Long>): LongArray {
    var result = LongArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
public fun IntArray.sliceArray(indices: IntRange): IntArray {
    if (indices.isEmpty()) return IntArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
public fun IntArray.sliceArray(indices: Collection<Int>): IntArray {
    var result = IntArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
public fun ShortArray.sliceArray(indices: IntRange): ShortArray {
    if (indices.isEmpty()) return ShortArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
public fun ShortArray.sliceArray(indices: Collection<Short>): ShortArray {
    var result = ShortArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
public fun ByteArray.sliceArray(indices: IntRange): ByteArray {
    if (indices.isEmpty()) return ByteArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
public fun ByteArray.sliceArray(indices: Collection<Byte>): ByteArray {
    var result = ByteArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
public fun <T> Array<out T>.sliceArray(indices: IntRange): Array<out T> {
    if (indices.isEmpty()) return copyOfRange(0, 0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
public fun <T> Array<T>.sliceArray(indices: Collection<T>): Array<T> {
    if (indices.isEmpty()) return copyOfRange(0, 0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}
samples.collections.Collections.Transformations.take

public fun LongArray.take(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Long>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

public fun IntArray.takeLast(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Int>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

public fun ShortArray.takeLast(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Short>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

public fun ByteArray.takeLast(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Byte>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

public fun <T> Array<out T>.takeLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<T>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

public fun BooleanArray.take(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Boolean>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

public fun DoubleArray.take(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Double>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

public fun FloatArray.take(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Float>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

public fun CharArray.take(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Char>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}
Unit
val midPoint = (size / 2) - 1
if (midPoint < 0) return
var reverseIndex = lastIndex
for (index in 0..midPoint)
    val tmp = this[index]
    this[index] = this[reverseIndex]
    this[reverseIndex] = tmp
    reverseIndex--
}

/**
 * Reverses elements in the array in-place.
 */
public fun IntArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint)
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
}

/**
 * Reverses elements in the array in-place.
 */
public fun ByteArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint)
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun CharArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint)
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun BooleanArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint)
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun DoubleArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint)
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun FloatArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint)
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun LongArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint)
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}
toIndex - 1
for (index in fromIndex until midPoint) {
    val tmp = this[index]
    this[index] = this[reverseIndex]
    this[reverseIndex] = tmp
    reverseIndex--
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun LongArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun FloatArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun DoubleArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun BooleanArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Returns a list with elements in reversed order.
 */
public fun <T> Array<out T>.reversed(): List<T> {
    if (isEmpty())
        return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun ByteArray.reversed(): List<Byte> {
    if (isEmpty())
        return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun ShortArray.reversed(): List<Short> {
    if (isEmpty())
        return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun CharArray.reversed(): List<Char> {
    if (isEmpty())
        return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
```kotlin
*//public fun IntArray.reversed(): List<Int> { // if (isEmpty()) return emptyList() // val list = toMutableList() // list.reverse() // return list // } // *//

/**
 * Returns a list with elements in reversed order.
 */
public fun IntArray.reversed(): List<Int> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun LongArray.reversed(): List<Long> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun FloatArray.reversed(): List<Float> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun DoubleArray.reversed(): List<Double> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun BooleanArray.reversed(): List<Boolean> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun CharArray.reversed(): List<Char> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun <T> Array<T>.reversedArray(): Array<T> {
    if (isEmpty()) return this
    val result = arrayOfNulls(this, size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun ByteArray.reversedArray(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun ShortArray.reversedArray(): ShortArray {
    if (isEmpty()) return this
    val result = ShortArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun IntArray.reversedArray(): IntArray {
    if (isEmpty()) return this
    val result = IntArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun LongArray.reversedArray(): LongArray {
    if (isEmpty()) return this
    val result = LongArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun FloatArray.reversedArray(): FloatArray {
    if (isEmpty()) return this
    val result = FloatArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun DoubleArray.reversedArray(): DoubleArray {
    if (isEmpty()) return this
    val result = DoubleArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun BooleanArray.reversedArray(): BooleanArray {
    if (isEmpty()) return this
    val result = BooleanArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun CharArray.reversedArray(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun <T> Array<T>.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun ByteArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun ShortArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun IntArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun LongArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun FloatArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun DoubleArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun BooleanArray.shuffle(): Unit {
    shuffle(Random)
}
```

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shuffles elements in this array in-place. */
@SinceKotlin("1.4")
public fun CharArray.shuffle(): Unit {
    Random.shuffle(this)
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun <T> Array<T>.shuffle(random: Random): Unit {
    Random.shuffle(this, random)
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun ByteArray.shuffle(random: Random): Unit {
    Random.shuffle(this, random)
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun ShortArray.shuffle(random: Random): Unit {
    Random.shuffle(this, random)
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun IntArray.shuffle(random: Random): Unit {
    Random.shuffle(this, random)
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun LongArray.shuffle(random: Random): Unit {
    Random.shuffle(this, random)
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun FloatArray.shuffle(random: Random): Unit {
    Random.shuffle(this, random)
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun DoubleArray.shuffle(random: Random): Unit {
    Random.shuffle(this, random)
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun BooleanArray.shuffle(random: Random): Unit {
    Random.shuffle(this, random)
}

/**
 * Sorts elements in the array in-place according to natural sort order of the value returned by specified [selector] function.
 */
@SinceKotlin("1.4")
public fun <T> Array<T>.sort(selector: (T, T) -> Int): Unit {
    this.sortBy { selector }
other after sorting.

*/

public inline fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R): Unit {
    if (isEmpty()) return this
    sortWith(compareByDescending(selector))
}

// Sorts elements in the array in-place sorting.

public fun FloatArray.sortedArray(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun LongArray.sortedArray(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun IntArray.sortedArray(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ShortArray.sortedArray(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ByteArray.sortedArray(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun <T : Comparable<T>> Array<out T>.sortedArray(): List<T> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R): Unit {
    if (isEmpty()) return this
    sortWith(compareByDescending(selector))
}

// Sorts elements in the array in-place sorting.

public fun <T : Comparable<T>> Array<out T>.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun FloatArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun LongArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun IntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun ShortArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun ByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place according to their natural sort order.
 */
public fun <T : Comparable<T>> Array<out T>.sortBy(crossinline selector: (T) -> R?): Unit {
    if (size > 1) sortWith(compareBy(selector))
}

// Sorts elements in the array in-place sorting.

public inline fun <T, R : Comparable<R>> Array<out T>.sortBy(crossinline selector: (T) -> R?): Unit {
    if (size > 1) sortWith(compareBy(selector))
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public inline fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {
    if (size > 1) sortWith(compareByDescending(selector))
}

// Sorts elements in the array in-place sorting.

public inline fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {
    if (size > 1) sortWith(compareByDescending(selector))
}

// Sorts elements in the array in-place sorting.

public inline fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {
    if (size > 1) sortWith(compareByDescending(selector))
}

// Sorts elements in the array in-place sorting.

public inline fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {
    if (size > 1) sortWith(compareByDescending(selector))
}

// Sorts elements in the array in-place sorting.

public inline fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {
    if (size > 1) sortWith(compareByDescending(selector))
}

// Sorts elements in the array in-place sorting.

public inline fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {
    if (size > 1) sortWith(compareByDescending(selector))
}
(isEmpty()) return this
    return this.copyOf().apply { sort().run()} // Create a sorted array.
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */

public fun DoubleArray.sortedArray(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() } // Sort the array.
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */

public fun CharArray.sortedArray(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() } // Sort the array.
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */

public fun ByteArray.sortedArrayDescending(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } // Sort in descending order.
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */

public fun ShortArray.sortedArrayDescending(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } // Sort in descending order.
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */

public fun IntArray.sortedArrayDescending(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } // Sort in descending order.
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */

public fun LongArray.sortedArrayDescending(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } // Sort in descending order.
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */

public fun FloatArray.sortedArrayDescending(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } // Sort in descending order.
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */

public fun CharArray.sortedArrayDescending(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } // Sort in descending order.
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */

public inline fun <T, R : Comparable<R>> Array<out T>.sortedBy(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector)) // Sort the array.
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */

public inline fun <R : Comparable<R>> ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareBy(selector)) // Sort the array.
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */

public inline fun <R : Comparable<R>> ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareBy(selector)) // Sort the array.
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */

public inline fun <R : Comparable<R>> IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareBy(selector)) // Sort the array.
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */

public inline fun <R : Comparable<R>> LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareBy(selector)) // Sort the array.
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */

public inline fun <R : Comparable<R>> FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareBy(selector)) // Sort the array.
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */

public inline fun <R : Comparable<R>> CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareBy(selector)) // Sort the array.
}
LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareBy(selector))
} // Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareBy(selector))
} // Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareBy(selector))
} // Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareByDescending(selector))
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareByDescending(selector))
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareByDescending(selector))
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareByDescending(selector))
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareByDescending(selector))
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareBy(selector))
} // Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareBy(selector))
} // Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareBy(selector))
} // Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareByDescending(selector))
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareByDescending(selector))
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareBy(selector))
} // Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareBy(selector))
} // Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareBy(selector))
} // Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
List<T> {\n    return sortedWith(reverseOrder());\n} \n
* Returns a list of all elements sorted descending according to their natural sort order.

*public fun ByteArray.sortedDescending(): List<Byte> {\n    return copyOf().apply { sort() }.reversed();\n} \n
* Returns a list of all elements sorted descending according to their natural sort order.

*public fun ShortArray.sortedDescending(): List<Short> {\n    return copyOf().apply { sort() }.reversed();\n} \n
* Returns a list of all elements sorted descending according to their natural sort order.

*public fun IntArray.sortedDescending(): List<Int> {\n    return copyOf().apply { sort() }.reversed();\n} \n
* Returns a list of all elements sorted descending according to their natural sort order.

*public fun LongArray.sortedDescending(): List<Long> {\n    return copyOf().apply { sort() }.reversed();\n} \n
* Returns a list of all elements sorted descending according to their natural sort order.

*public fun FloatArray.sortedDescending(): List<Float> {\n    return copyOf().apply { sort() }.reversed();\n} \n
* Returns a list of all elements sorted descending according to their natural sort order.

*public fun DoubleArray.sortedDescending(): List<Double> {\n    return copyOf().apply { sort() }.reversed();\n} \n
* Returns a list of all elements sorted descending according to their natural sort order.

*public fun CharArray.sortedDescending(): List<Char> {\n    return copyOf().apply { sort() }.reversed();\n} \n
* Returns a list of all elements sorted according to the specified [comparator].

*stable. It means that equal elements preserve their order relative to each other after sorting.

*public fun <T> Array<out T>.sortedWith(comparator: Comparator<in T>): List<T> {\n    return sortedArrayWith(comparator).asList();\n} \n
* Returns a list of all elements sorted according to the specified [comparator].

*public fun ByteArray.sortedWith(comparator: Comparator<in Byte>): List<Byte> {\n    return toTypedArray().apply { sortWith(comparator) }.asList();\n} \n
* Returns a list of all elements sorted according to the specified [comparator].

*public fun ShortArray.sortedWith(comparator: Comparator<in Short>): List<Short> {\n    return toTypedArray().apply { sortWith(comparator) }.asList();\n} \n
* Returns a list of all elements sorted according to the specified [comparator].

*public fun IntArray.sortedWith(comparator: Comparator<in Int>): List<Int> {\n    return toTypedArray().apply { sortWith(comparator) }.asList();\n} \n
* Returns a list of all elements sorted according to the specified [comparator].

*public fun LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> {\n    return toTypedArray().apply { sortWith(comparator) }.asList();\n} \n
* Returns a list of all elements sorted according to the specified [comparator].

*public fun FloatArray.sortedWith(comparator: Comparator<in Float>): List<Float> {\n    return toTypedArray().apply { sortWith(comparator) }.asList();\n} \n
* Returns a list of all elements sorted according to the specified [comparator].

*public fun DoubleArray.sortedWith(comparator: Comparator<in Double>): List<Double> {\n    return toTypedArray().apply { sortWith(comparator) }.asList();\n} \n
* Returns a list of all elements sorted according to the specified [comparator].

*public fun BooleanArray.sortedWith(comparator: Comparator<in Boolean>): List<Boolean> {\n    return toTypedArray().apply { sortWith(comparator) }.asList();\n} \n
* Returns a list of all elements sorted according to the specified [comparator].

*public fun CharArray.sortedWith(comparator: Comparator<in Char>): List<Char> {\n    return toTypedArray().apply { sortWith(comparator) }.asList();\n} \n
* Returns a list of all elements sorted according to the specified [comparator].
For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. *

If two corresponding elements are nested arrays, they are also compared deeply.

* If any of arrays contains itself on any nesting level, the behavior is undefined.

* The elements of other types are compared for equality with the `[equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. *

* The specified arrays are also considered deeply equal if both are `null`. *

* If two corresponding elements are nested arrays, they are also compared deeply.

* Any parameters except one another.

* The elements of other types are compared for equality with the `[equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. *

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* If two

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* If two corresponding elements are nested arrays, they are also compared deeply.

* Any parameters except one another.

* The elements of other types are compared for equality with the `[equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. *

* The specified arrays are also considered deeply equal if both are `null`. *

* If two corresponding elements are nested arrays, they are also compared deeply.

* Any parameters except one another.

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* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. *

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* If two corresponding elements are nested arrays, they are also compared deeply.

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* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. *

* The specified arrays are also considered deeply equal if both are `null`. *

* If two corresponding elements are nested arrays, they are also compared deeply.
floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.

@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect infix fun LongArray.contentEquals(other: LongArray): Boolean

/**
 * Returns 'true' if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function. If for floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.

@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect infix fun FloatArray.contentEquals(other: FloatArray): Boolean

/**
 * Returns 'true' if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. If for floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.

@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean

/**
 * Returns 'true' if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. If for floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.

@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean

/**
 * Returns 'true' if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. If for floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.

@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect infix fun CharArray.contentEquals(other: CharArray): Boolean

/**
 * Returns 'true' if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. If for floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.

@SinceKotlin("1.4")
public expect infix fun <T> Array<out T>? contentEquals(other: Array<out T>?): Boolean

/**
 * Returns 'true' if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. If for floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.

@SinceKotlin("1.4")
public expect infix fun ByteArray?.contentEquals(other: ByteArray?): Boolean

/**
 * Returns 'true' if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. If for floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.

@SinceKotlin("1.4")
public expect infix fun ShortArray?.contentEquals(other: ShortArray?): Boolean

/**
 * Returns 'true' if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. If for floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.

@SinceKotlin("1.4")
public expect infix fun IntArray?.contentEquals(other: IntArray?): Boolean

/**
 * Returns 'true' if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. If for floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.

@SinceKotlin("1.4")
public expect infix fun <T> ShortArray<out T>.contentEquals(other: ShortArray<out T>): Boolean

/**
 * Returns 'true' if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. If for floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.

@SinceKotlin("1.4")
public expect infix fun <T> IntArray<out T>.contentEquals(other: IntArray<out T>): Boolean

/**
 * Returns 'true' if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. If for floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.

@SinceKotlin("1.4")
public expect infix fun <T> LongArray<out T>.contentEquals(other: LongArray<out T>): Boolean
equal to '0.0'.

public expect infix fun FloatArray?.contentEquals(other: FloatArray?):
Boolean

* Returns `true` if the two specified arrays are *structurally* equal to one another.

* i.e. contain the same number of the same elements in the same order.

* The elements are compared for equality with the

* [equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not
equal to `0.0`.

public expect infix fun DoubleArray?.contentEquals(other: DoubleArray?):
Boolean

* Returns `true` if the two specified arrays are *structurally* equal to one another,

* i.e. contain the same number of the same elements in the same order.

* The elements are compared for equality with the

* [equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not
equal to `0.0`.

public expect infix fun CharArray?.contentEquals(other: CharArray?):
Boolean

* Returns a hash code based on the contents of this array as if it is

* [List].

* For Kotlin compiler 1.4 to avoid deprecation

* warning.

public expect fun <T> Array<out T>.contentHashCode(): Int

* Returns a hash code based on the contents of this array as if it is

* [List].

* For Kotlin compiler 1.4 to avoid deprecation

* warning.

public expect fun ByteArray.contentHashCode(): Int

* Returns a hash code based on the contents of this array as if it is

* [List].

* For Kotlin compiler 1.4 to avoid deprecation

* warning.

public expect fun ShortArray.contentHashCode(): Int

* Returns a hash code based on the contents of this array as if it is

* [List].

* For Kotlin compiler 1.4 to avoid deprecation

* warning.

public expect fun IntArray.contentHashCode(): Int

* Returns a hash code based on the contents of this array as if it is

* [List].

* For Kotlin compiler 1.4 to avoid deprecation

* warning.

public expect fun LongArray.contentHashCode(): Int

* Returns a hash code based on the contents of this array as if it is

* [List].

* For Kotlin compiler 1.4 to avoid deprecation

* warning.

public expect fun FloatArray.contentHashCode(): Int

* Returns a hash code based on the contents of this array as if it is

* [List].

* For Kotlin compiler 1.4 to avoid deprecation

* warning.

public expect fun DoubleArray.contentHashCode(): Int

* Returns a hash code based on the contents of this array as if it is

* [List].

* For Kotlin compiler 1.4 to avoid deprecation

* warning.

public expect fun CharArray.contentHashCode(): Int

* Returns a hash code based on the contents of this array as if it is

* [List].

* For Kotlin compiler 1.4 to avoid deprecation

* warning.
hash code based on the contents of this array as if it is [List].

@SinceKotlin("1.4")
public expect fun FloatArray?.contentHashCode(): Int?

@SinceKotlin("1.4")
public expect fun DoubleArray?.contentHashCode(): Int?

@SinceKotlin("1.4")
public expect fun BooleanArray?.contentHashCode(): Int?

@SinceKotlin("1.4")
public expect fun CharArray?.contentHashCode(): Int?

@SinceKotlin("1.4")
public expect fun <T> Array<T?>.contentToString(): String

@SinceKotlin("1.4")
public expect fun <T> Array<out T>?.@sample

@SinceKotlin("1.4")
public expect fun ByteArray.contentToString(): String

@SinceKotlin("1.4")
public expect fun ShortArray.contentToString(): String

@SinceKotlin("1.4")
public expect fun IntArray.contentToString(): String

@SinceKotlin("1.4")
public expect fun LongArray.contentToString(): String

@SinceKotlin("1.4")
public expect fun FloatArray.contentToString(): String

@SinceKotlin("1.4")
public expect fun DoubleArray.contentToString(): String

@SinceKotlin("1.4")
public expect fun BooleanArray.contentToString(): String

@SinceKotlin("1.4")
public expect fun CharArray.contentToString(): String

@SinceKotlin("1.4")
public expect fun <T> Array<T>.contentToString(): String

@SinceKotlin("1.4")
public expect fun <T> Array<out T>.contentToString(): String

@SinceKotlin("1.4")
public expect fun <T> Array<out T>.contentToString(): String

@SinceKotlin("1.4")
public expect fun <T> Array<out T>.contentToString(): String
public expect fun ShortArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @since Kotlin("1.4")
 */
@SinceKotlin("1.4")
public expect fun IntArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.4")
public expect fun LongArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.4")
public expect fun FloatArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.4")
public expect fun DoubleArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.4")
public expect fun BooleanArray?.contentToString(): String

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * @since Kotlin("1.3")
 */
@SinceKotlin("1.3")
public expect fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * @since Kotlin("1.3")
 */
@SinceKotlin("1.3")
public expect fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray


It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndices the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndices the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @return the [destination] array.

* @since Kotlin("1.3")

public expect fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndices: Int = 0, endIndices: Int = Int(size)): IntArray

* Copies this array or its subrange into the [destination] array and returns that array.

* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @return the [destination] array.

* @since Kotlin("1.3")

public expect fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndices: Int = 0, endIndices: Int = size): LongArray

* Copies this array or its subrange into the [destination] array and returns that array.

* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @return the [destination] array.

* @since Kotlin("1.3")

public expect fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndices: Int = 0, endIndices: Int = size): FloatArray

* Copies this array or its subrange into the [destination] array and returns that array.

* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @return the [destination] array.

* @since Kotlin("1.3")

public expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndices: Int = 0, endIndices: Int = size): DoubleArray

* Copies this array or its subrange into the [destination] array and returns that array.

* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @return the [destination] array.

* @since Kotlin("1.3")

public expect fun
subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].

* or when that index is out of the [destination] array indices range.

* @return the [destination] array.

*/
@SinceKotlin("1.3")
public expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):

BooleanArray

* Copies this array or its subrange into the [destination] array and returns that array.

* It's allowed to pass the same array in the [destination] array to copy to, 0 by default.

* @param destination the position in the [destination] array to copy to, 0 by default.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.

* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].

* or when that index is out of the [destination] array indices range.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.

* @return the [destination] array.

CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):

CharArray

* Returns new array which is a copy of the original array.

* @return the [destination] array.

* @SinceKotlin("1.3")
public expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):

CharArray

* Returns new array which is a copy of the original array.

* @Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOf():

Array<T>

* Returns new array which is a copy of the original array.

* @param parameter the position in the [destination] array to copy to, 0 by default.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.

* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @return the [destination] array.

ByteArray.copyOf():

ByteArray

* Returns new array which is a copy of the original array.

* @sample samples.collections.Arrays.CopyOfOperations.copyOf

* @SinceKotlin("1.3")
public expect fun ByteArray.copyOf(newSize: Int):

ByteArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

* @param newSize the size of the new array.

* @return the new array.

ShortArray.copyOf(newSize: Int):

ShortArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

* @param newSize the size of the new array.

* @return the new array.

IntArray.copyOf():

IntArray

* Returns new array which is a copy of the original array.

* @sample samples.collections.Arrays.CopyOfOperations.copyOf

* @param newSize the size of the new array.

* @return the new array.

FloatArray.copyOf(newSize: Int):

FloatArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

* @param newSize the size of the new array.

* @return the new array.

DoubleArray.copyOf(newSize: Int):

DoubleArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

* @param newSize the size of the new array.

* @return the new array.
of the specified range of the original array.
*   * @param fromIndex the start of the range (inclusive) to copy.
*   * @param toIndex the end of the range (exclusive) to copy.
*   * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
*   * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray

LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray

FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray

DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray

BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray

CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray

ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect function
is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than
[toIndex].

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero
or [toIndex] is greater than the size of this array.

* @throws IllegalArgument Exception if [fromIndex] is greater than
[toIndex].

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero
or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than
[toIndex].

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero
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* @throws IndexOutOfBoundsException if [fromIndex] is less than zero
or [toIndex] is greater than the size of this array.

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero
or [toIndex] is greater than the size of this array.
Boolean {\n    return size == 0\n} *\n
Returns `true` if the array is empty.\n
*\n
@kotlin.internal.InlineOnly\n
public inline fun DoubleArray.isEmpty(): Boolean {\n    return size == 0\n} *\n
Returns `true` if the array is empty.\n
*\n
@kotlin.internal.InlineOnly\n
public inline fun BooleanArray.isEmpty(): Boolean {\n    return size == 0\n} *\n
Returns `true` if the array is empty.\n
*\n
@kotlin.internal.InlineOnly\n
public inline fun ByteArray.isEmpty(): Boolean {\n    return size == 0\n} *\n
Returns `true` if the array is empty.\n
*\n
@kotlin.internal.InlineOnly\n
public inline fun ShortArray.isEmpty(): Boolean {\n    return size == 0\n} *\n
Returns `true` if the array is empty.\n
*\n
@kotlin.internal.InlineOnly\n
public inline fun IntArray.isEmpty(): Boolean {\n    return size == 0\n} *\n
Returns `true` if the array is empty.\n
*\n
@kotlin.internal.InlineOnly\n
public inline fun LongArray.isEmpty(): Boolean {\n    return size == 0\n} *\n
Returns `true` if the array is empty.\n
*\n
@kotlin.internal.InlineOnly\n
public inline fun FloatArray.isEmpty(): Boolean {\n    return size == 0\n} *\n
Returns `true` if the array is empty.\n
*\n
@kotlin.internal.InlineOnly\n
public inline fun DoubleArray.isEmpty(): Boolean {\n    return size == 0\n} *\n
Returns `true` if the array is empty.\n
*\n
@kotlin.internal.InlineOnly\n
public inline fun BooleanArray.isEmpty(): Boolean {\n    return size == 0\n} *\n
Returns `true` if the array is empty.\n
*\n
@kotlin.internal.InlineOnly\n
public inline fun CharArray.isEmpty(): Boolean {\n    return size == 0\n} *\n
Returns `true` if the array is empty.\n
*\n
@kotlin.internal.InlineOnly\n
public inline fun <T> Array<out T>.isEmpty(): Boolean {\n    return size == 0\n} *\n
Returns `true` if the array is empty.\n
*\n
@kotlin.internal.InlineOnly\n
public expect operator fun <T> Array<out T>.plus(element: T): Array<T> *\n
Suppress("NO_ACTUAL_FOR_EXPECT")\n
Array<out T>.plus(element: T): Array<T> *\n
Array<out T>.plus(element: Byte): ByteArray *\n
Array<out T>.plus(element: Short): ShortArray *\n
Array<out T>.plus(element: Int): IntArray *\n
Array<out T>.plus(element: Long): LongArray *\n
Array<out T>.plus(elements: Collection<T>): Array<T> *\n
Array<out T>.plus(elements: Collection<Byte>): ByteArray *\n
Array<out T>.plus(elements: Collection<Short>): ShortArray *\n
Array<out T>.plus(elements: Collection<Int>): IntArray *\n
Array<out T>.plus(elements: Collection<Long>): LongArray *\n
Array<out T>.plus(elements: Collection<Float>): FloatArray *\n
Array<out T>.plus(elements: Collection<Double>): DoubleArray *\n
Array<out T>.plus(elements: Collection<Char>): CharArray *\n
Array<out T>.plus(elements: Collection<Byte>): ByteArray *\n
Array<out T>.plus(elements: Collection<Short>): ShortArray *\n
Array<out T>.plus(elements: Collection<Int>): IntArray *\n
Array<out T>.plus(elements: Collection<Long>): LongArray *\n
Array<out T>.plus(elements: Collection<Float>): FloatArray *\n
Array<out T>.plus(elements: Collection<Double>): DoubleArray *\n
Array<out T>.plus(elements: Collection<Char>): CharArray
original array and then all elements of the given [elements] collection.
 */
public expect operator fun ShortArray.plus(elements: Collection<Short>): ShortArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun IntArray.plus(elements: Collection<Int>): IntArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun LongArray.plus(elements: Collection<Long>): LongArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun FloatArray.plus(elements: Collection<Float>): FloatArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun CharArray.plus(elements: Collection<Char>): CharArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>.plus(elements: Array<out T>): Array<T>

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun ByteArray.plus(elements: ByteArray): ByteArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun ShortArray.plus(elements: ShortArray): ShortArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun IntArray.plus(elements: IntArray): IntArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun LongArray.plus(elements: LongArray): LongArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun FloatArray.plus(elements: FloatArray): FloatArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun CharArray.plus(elements: CharArray): CharArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.plusElement(element: T): Array<T>

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun IntArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun LongArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun ByteArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun ShortArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place according to the natural order of its elements.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@sample samples.collections.Arrays.Sorting.sortArrayOfComparable
@public expect fun <T : Comparable<T>> Array<T>.sort(): Unit

*/

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.plusElement(element: T): Array<T>

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun IntArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun LongArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun ByteArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun ShortArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place according to the natural order of its elements.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@sample samples.collections.Arrays.Sorting.sortArrayOfComparable
@public expect fun <T : Comparable<T>> Array<T>.sort(): Unit

*/
fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * @throws IndexOutOfBoundsException if [fromIndex] is greater than [toIndex].\n * @sample samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable\n */
@SinceKotlin("1.4")
public expect fun <T : Comparable<T>> Array<T>.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.4")
public expect fun ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.4")
public expect fun ShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.4")
public expect fun IntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.4")
public expect fun LongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.4")
public expect fun FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.4")
public expect fun DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.4")
public expect fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.4")
public expect fun <T : Comparable<T>> Array<T>.sortRangeOfArrayOfComparable\n
@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
Comparator<in T>): Unit

/**
 * Sorts a range in the array in-place with the given [comparator].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun <T> Array<out T>.sortWith(comparator: Comparator<in T>): Unit

/**
 * Returns an array of Char containing all of the elements of this generic array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun <T> Array<out T>.toCharArray(): CharArray

/**
 * Returns an array of Double containing all of the elements of this generic array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun <T> Array<out T>.toDoubleArray(): DoubleArray

/**
 * Returns an array of Float containing all of the elements of this generic array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun <T> Array<out T>.toFloatArray(): FloatArray

/**
 * Returns an array of Int containing all of the elements of this generic array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun <T> Array<out T>.toIntArray(): IntArray

/**
 * Returns an array of Long containing all of the elements of this generic array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun <T> Array<out T>.toLongArray(): LongArray

/**
 * Returns an array of Short containing all of the elements of this generic array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun <T> Array<out T>.toShortArray(): ShortArray

/**
 * Returns a typed object array containing all of the elements of this primitive array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun ByteArray.toTypedArray(): Array<Byte>

/**
 * Returns a typed object array containing all of the elements of this primitive array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun CharArray.toTypedArray(): Array<Char>

/**
 * Returns a typed object array containing all of the elements of this primitive array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun IntArray.toTypedArray(): Array<Int>

/**
 * Returns a typed object array containing all of the elements of this primitive array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun LongArray.toTypedArray(): Array<Long>

/**
 * Returns a typed object array containing all of the elements of this primitive array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun ShortArray.toTypedArray(): Array<Short>

/**
 * Returns a typed object array containing all of the elements of this primitive array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun DoubleArray.toTypedArray(): Array<Double>

/**
 * Returns a typed object array containing all of the elements of this primitive array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun FloatArray.toTypedArray(): Array<Float>
samples.collections.Arrays.Transformations.associateArrayOfPrimitives

ShortArray.associate(transform: (Short) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

IntArray.associate(transform: (Int) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

DoubleArray.associate(transform: (Double) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

Array<out T>.associateBy(keySelector: (T) -> K): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByKeyTo(LinkedHashMap<K, V>(capacity), keySelector)
}
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returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
*/public inline fun <K>  
ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte>  
val capacity = 
mapCapacity(size).coerceAtLeast(16)
return associateByTo(LinkedHashMap<K, Byte>(capacity),
keySelector)

/* Returns a [Map] containing the elements from the given array indexed by the key
returned from [keySelector] function applied to each element. If any two elements would have the same key
returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
*/
ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short>  
val capacity = 
mapCapacity(size).coerceAtLeast(16)
return associateByTo(LinkedHashMap<K, Short>(capacity),
keySelector)

/* Returns a [Map] containing the elements from the given array indexed by the key
returned from [keySelector] function applied to each element. If any two elements would have the same key
returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
*/
IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int>  
val capacity = 
mapCapacity(size).coerceAtLeast(16)
return associateByTo(LinkedHashMap<K, Int>(capacity),
keySelector)

/* Returns a [Map] containing the elements from the given array indexed by the key
returned from [keySelector] function applied to each element. If any two elements would have the same key
returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
*/
LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long>  
val capacity = 
mapCapacity(size).coerceAtLeast(16)
return associateByTo(LinkedHashMap<K, Long>(capacity),
keySelector)

/* Returns a [Map] containing the elements from the given array indexed by the key
returned from [keySelector] function applied to each element. If any two elements would have the same key
returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
*/
FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float>  
val capacity = 
mapCapacity(size).coerceAtLeast(16)
return associateByTo(LinkedHashMap<K, Float>(capacity),
keySelector)

/* Returns a [Map] containing the elements from the given array indexed by the key
returned from [keySelector] function applied to each element. If any two elements would have the same key
returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
*/
DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double>  
val capacity = 
mapCapacity(size).coerceAtLeast(16)
return associateByTo(LinkedHashMap<K, Double>(capacity),
keySelector)

/* Returns a [Map] containing the elements from the given array indexed by the key
returned from [keySelector] function applied to each element. If any two elements would have the same key
returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
*/
BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean>  
val capacity = 
mapCapacity(size).coerceAtLeast(16)
return associateByTo(LinkedHashMap<K, Boolean>(capacity),
keySelector)

/* Returns a [Map] containing the elements from the given array indexed by the key

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return from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/*public inline fun <K> CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {
  val capacity = mapCapacity(size).coerceAtLeast(16)
  return associateByTo(LinkedHashMap<K, Char>(capacity),
  keySelector).un/*un */ Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

/*public inline fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
  val capacity = mapCapacity(size).coerceAtLeast(16)
  return associateByTo(LinkedHashMap<K, V>(capacity),
  keySelector, valueTransform).un/*un */ Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

/*public inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {
  val capacity = mapCapacity(size).coerceAtLeast(16)
  return associateByTo(LinkedHashMap<K, V>(capacity),
  keySelector, valueTransform).un/*un */ Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

/*public inline fun <T, K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {
  val capacity = mapCapacity(size).coerceAtLeast(16)
  return associateByTo(LinkedHashMap<K, V>(capacity),
  keySelector, valueTransform).un/*un */ Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

/*public inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {
  val capacity = mapCapacity(size).coerceAtLeast(16)
  return associateByTo(LinkedHashMap<K, V>(capacity),
  keySelector, valueTransform).un/*un */ Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

/*public inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
  val capacity = mapCapacity(size).coerceAtLeast(16)
  return associateByTo(LinkedHashMap<K, V>(capacity),
keySelector, valueTransform) Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. 

If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. 

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform) Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. 

If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform) Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. 

If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform) Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. 

If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

fun <T, K, M : MutableMap<in K, in T>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element) 
    }
    return destination
}

fun <K, M : MutableMap<in K, in Byte>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element) 
    }
    return destination
}

fun <K, M : MutableMap<in K, in Short>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element) 
    }
    return destination
}

fun <K, M : MutableMap<in K, in Int>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element) 
    }
    return destination
}
two elements would have the same key returned by [keySelector] the last one gets added to the map.  

```kotlin
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

public inline fun <K, M : MutableMap<in K, in Long>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

public inline fun <K, M : MutableMap<in K, in Float>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

public inline fun <K, M : MutableMap<in K, in Double>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

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K, valueTransform: (Long) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable
 * map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable
 * map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<in K, in V>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable
 * map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable
 * map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable
 * map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable
 * map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates
 * and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each
 * element of the given array.
 * 
 * If any of two pairs would have the same key returned by [keySelector] the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateTo(destination: M, transform: (T) ->
Pair<K, V>): M {\n    for (element in this) {\n        destination += transform(element)\n    }\n    return destination\n}\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n * If any of two pairs would have the same key the last one gets added to the\n * map.\n */ @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n * If any of two pairs would have the same key the last one gets added to the\n * map.\n */ @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

/**\n * Returns a [Map] where keys are elements from the given array and values are\n * produced by the [valueSelector] function applied to each element.\n */ @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
@sample samples.collections.Collections.Transformations.associateWith

@SinceKotlin("1.4")
@sample samples.collections.Collections.Transformations.associateWith
fun <K, V> Array<out K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

@Sample {samples.collections.Collections.Transformations.associateWith
}

/*
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
public inline fun <K, V> Array<out K>.associateWithTo(result: Map<K, V>, valueSelector: (K) -> V): Map<K, V> {
    var entry = result
    var lastEntry = result
    for (element in this)
        if (entry.containsKey(element))
            entry = entry.add(element, valueSelector(element))
        else
            lastEntry = entry.add(element, valueSelector(element))
    return lastEntry
}

/*
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
public inline fun <V> ByteArray.associateWith(valueSelector: (Byte) -> V): Map<Byte, V> {
    val result = LinkedHashMap<Byte, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/*
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
public inline fun <V> ShortArray.associateWith(valueSelector: (Short) -> V): Map<Short, V> {
    val result = LinkedHashMap<Short, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/*
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
public inline fun <V> IntArray.associateWith(valueSelector: (Int) -> V): Map<Int, V> {
    val result = LinkedHashMap<Int, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/*
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
public inline fun <V> LongArray.associateWith(valueSelector: (Long) -> V): Map<Long, V> {
    val result = LinkedHashMap<Long, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/*
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
public inline fun <V> FloatArray.associateWith(valueSelector: (Float) -> V): Map<Float, V> {
    val result = LinkedHashMap<Float, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/*
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
public inline fun <V> DoubleArray.associateWith(valueSelector: (Double) -> V): Map<Double, V> {
    val result = LinkedHashMap<Double, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

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@sample samples.collections.Collections.Transformations.associateWithin

```kotlin
BooleanArray.associateWith(valueSelector: (Boolean) -> V): Map<Boolean, V> {
    val result =
    LinkedHashMap<Boolean, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}
```

```kotlin
/*
 * Returns a [Map] where keys are elements from the given array and values are:
 * produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V>

```kotlin
CharArray.associateWith(valueSelector: (Char) -> V): Map<Char, V> {
    val result =
    LinkedHashMap<Char, V>(mapCapacity(size.coerceAtMost(128)).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

```kotlin
/*
 * Populates and returns the [destination] mutable map with key-value pairs for each
 * element of the given array.
 * Where key is the element itself and value is provided by the [valueSelector] function
 * applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Byte, in V>>

```kotlin
ByteArray.associateWithTo(destination: M, valueSelector: (Byte) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

```kotlin
/*
 * Populates and returns the [destination] mutable map with key-value pairs for each
 * element of the given array.
 * Where key is the element itself and value is provided by the [valueSelector] function
 * applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Short, in V>>

```kotlin
ShortArray.associateWithTo(destination: M, valueSelector: (Short) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

```kotlin
/*
 * Populates and returns the [destination] mutable map with key-value pairs for each
 * element of the given array.
 * Where key is the element itself and value is provided by the [valueSelector] function
 * applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Int, in V>>

```kotlin
IntArray.associateWithTo(destination: M, valueSelector: (Int) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

```kotlin
/*
 * Populates and returns the [destination] mutable map with key-value pairs for each
 * element of the given array.
 * Where key is the element itself and value is provided by the [valueSelector] function
 * applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Long, in V>>

```kotlin
LongArray.associateWithTo(destination: M, valueSelector: (Long) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}
```
samples.collections.Collections.Transformations.associateWithTo

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M :MutableMap<in Float, in V>>
FloatArray.associateWithTo(destination: M, valueSelector: (Float) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the destination mutable map with key-value pairs for each element of the given array.
 * 
 * If any two elements are equal, the last one overwrites the former value in the map.
 * 
 * @sample samples.collections.Collections.Transformations.associateWithTo

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M :MutableMap<in Double, in V>>
DoubleArray.associateWithTo(destination: M, valueSelector: (Double) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the destination mutable map with key-value pairs for each element of the given array.
 * 
 * If any two elements are equal, the last one overwrites the former value in the map.
 * 
 * @sample samples.collections.Collections.Transformations.associateWithTo

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M :MutableMap<in Boolean, in V>>
BooleanArray.associateWithTo(destination: M, valueSelector: (Boolean) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <T, C :MutableCollection<in T>> Array<out T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun <T> Array<out T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(size)))
}
fun ByteArray.toHashSet(): HashSet<Byte> {
    return toCollection(HashSet<Byte>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun ShortArray.toHashSet(): HashSet<Short> {
    return toCollection(HashSet<Short>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun IntArray.toHashSet(): HashSet<Int> {
    return toCollection(HashSet<Int>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun LongArray.toHashSet(): HashSet<Long> {
    return toCollection(HashSet<Long>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun FloatArray.toHashSet(): HashSet<Float> {
    return toCollection(HashSet<Float>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun DoubleArray.toHashSet(): HashSet<Double> {
    return toCollection(HashSet<Double>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun BooleanArray.toHashSet(): HashSet:Boolean> {
    return toCollection(HashSet<Char>(mapCapacity(size.coerceAtMost(128))))
}

/**
 * Returns a [List] containing all elements.
 */
public fun ByteArray.toList(): List<Byte> {
    return when (size) {
        0 -> emptyList()
        else -> this.toMutableList().toList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun ShortArray.toList(): List<Short> {
    return when (size) {
        0 -> emptyList()
        else -> this.toMutableList().toList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun IntArray.toList(): List<Int> {
    return when (size) {
        0 -> emptyList()
        else -> this.toMutableList().toList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun LongArray.toList(): List<Long> {
    return when (size) {
        0 -> emptyList()
        else -> this.toMutableList().toList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun FloatArray.toList(): List<Float> {
    return when (size) {
        0 -> emptyList()
        else -> this.toMutableList().toList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun DoubleArray.toList(): List<Double> {
    return when (size) {
        0 -> emptyList()
        else -> this.toMutableList().toList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun BooleanArray.toList(): List<Boolean> {
    return when (size) {
        0 -> emptyList()
        else -> this.toMutableList().toList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun CharArray.toList(): List<Char> {
    return when (size) {
        0 -> emptyList()
        else -> this.toMutableList().toList()
    }
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun ByteArray.toMutableList(): MutableList<Byte> {
    return ArrayList(this.asCollection())
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun ShortArray.toMutableList(): MutableList<Short> {
    val list = ArrayList<Short>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun IntArray.toMutableList(): MutableList<Int> {
    val list = ArrayList<Int>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun LongArray.toMutableList(): MutableList<Long> {
    val list = ArrayList<Long>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun FloatArray.toMutableList(): MutableList<Float> {
    val list = ArrayList<Float>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun DoubleArray.toMutableList(): MutableList<Double> {
    val list = ArrayList<Double>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun BooleanArray.toMutableList(): MutableList<Boolean> {
    val list = ArrayList<Boolean>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun CharArray.toMutableList(): MutableList<Char> {
    val list = ArrayList<Char>(size.coerceAtMost(128))
    for (item in this) list.add(item)
    return list
}
[MutableList] filled with all elements of this array.

```java
public fun BooleanArray.toMutableList():
    val list = ArrayList<Boolean>(size)
    for (item in this) list.add(item)
    return list
```

The returned set preserves the element iteration order of the original array.

```java
public fun CharArray.toSet():
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Char>(mapCapacity(size))).run {
                run { Returns a [Set] of all elements.
            * The returned set preserves the element iteration order of the original array.
            */
        }
    }
```

```java
public fun <T> Array<out T>.toSet():
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<T>(mapCapacity(size))).run {
                run { Returns a [Set] of all elements.
            * The returned set preserves the element iteration order of the original array.
            */
        }
    }
```

```java
public fun ByteArray.toSet():
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Byte>(mapCapacity(size))).run {
                run { Returns a [Set] of all elements.
            * The returned set preserves the element iteration order of the original array.
            */
        }
    }
```

```java
public fun ShortArray.toSet():
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Short>(mapCapacity(size))).run {
                run { Returns a [Set] of all elements.
            * The returned set preserves the element iteration order of the original array.
            */
        }
    }
```

```java
public fun IntArray.toSet():
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Int>(mapCapacity(size))).run {
                run { Returns a [Set] of all elements.
            * The returned set preserves the element iteration order of the original array.
            */
        }
    }
```

```java
public fun LongArray.toSet():
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Long>(mapCapacity(size))).run { 
                run { Returns a [Set] of all elements.
            * The returned set preserves the element iteration order of the original array.
            */
        }
    }
```

```java
public fun FloatArray.toSet():
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Float>(mapCapacity(size))).run { 
                run { Returns a [Set] of all elements.
            * The returned set preserves the element iteration order of the original array.
            */
        }
    }
```

```java
public fun DoubleArray.toSet():
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Double>(mapCapacity(size))).run { 
                run { Returns a [Set] of all elements.
            * The returned set preserves the element iteration order of the original array.
            */
        }
    }
```

```java
public fun BooleanArray.toSet():
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Boolean>(mapCapacity(size))).run { 
                run { Returns a [Set] of all elements.
            * The returned set preserves the element iteration order of the original array.
            */
        }
    }
```

```java
public fun CharArray.toSet():
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Char>(mapCapacity(size.coerceAtMost(128)))).run { 
                run { Returns a [Set] of all elements.
            * The returned set preserves the element iteration order of the original array.
            */
        }
    }
```

```java
public inline fun <T, R> Array<out T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```java
public inline fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```java
public inline fun <R> ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```java
public inline fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```java
public inline fun <R> LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```java
public inline fun <R> BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```java
public inline fun <R> CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```java
public inline fun <R> Array<out T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```java
public inline fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```java
public inline fun <R> ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```java
public inline fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```java
public inline fun <R> LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```java
public inline fun <R> BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```java
public inline fun <R> CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```java
public inline fun <R> Array<out T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```java
public inline fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```java
public inline fun <R> ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```java
public inline fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```java
public inline fun <R> LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```
(Long) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)\n\n    * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n    * \n    * @sample samples.collections.Collections.Transformations.flatMap\n\n    FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)\n    * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n    * \n    * @sample samples.collections.Collections.Transformations.flatMap\n\n    DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)\n    * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n    * \n    * @sample samples.collections.Collections.Transformations.flatMap\n\n    BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)\n    * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n    * \n    * @sample samples.collections.Collections.Transformations.flatMap\n\n    CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)\n    * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n    * \n    * @sample samples.collections.Collections.Transformations.flatMap\n\n    Array<out T>.flatMap(transform: (T) -> Sequence<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)\n    * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n    * \n    * @sample samples.collections.Collections.Transformations.flatMap\n\n    Array<out T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)\n    * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n    * and its index in the original array.\n    * \n    * @sample samples.collections.Collections.Transformations.flatMapIndexed\n\n    ByteArray.flatMapIndexed(transform: (index: Int, Byte) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)\n    * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n    * and its index in the original array.\n    * \n    * @sample samples.collections.Collections.Transformations.flatMapIndexed\n\n    ShortArray.flatMapIndexed(transform: (index: Int, Short) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)\n    * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n    * and its index in the original array.\n    * \n    * @sample samples.collections.Collections.Transformations.flatMapIndexed\n\n    IntArray.flatMapIndexed(transform: (index: Int, Int) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)\n    * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n    * and its index in the original array.\n    * \n    * @sample samples.collections.Collections.Transformations.flatMapIndexed\n\n    @SinceKotlin("1.4")\n    @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n    @OverloadResolution\n    ByLambdaReturnType\n    @kotlin.jvm.JvmName("flatMapSequence")\n    public inline fun <R> FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)\n    * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n    * \n    * @sample samples.collections.Collections.Transformations.flatMap\n\n    @SinceKotlin("1.4")\n    @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n    @OverloadResolution\n    ByLambdaReturnType\n    @kotlin.jvm.JvmName("flatMapSequence")\n    public inline fun <R> DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)\n    * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n    * \n    * @sample samples.collections.Collections.Transformations.flatMap\n\n    @SinceKotlin("1.4")\n    @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n    @OverloadResolution\n    ByLambdaReturnType\n    @kotlin.jvm.JvmName("flatMapSequence")\n    public inline fun <R> BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)\n    * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n    * \n    * @sample samples.collections.Collections.Transformations.flatMap\n\n    @SinceKotlin("1.4")\n    @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n    @OverloadResolution\n    ByLambdaReturnType\n    @kotlin.jvm.JvmName("flatMapSequence")\n    public inline fun <R> CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)\n    * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n    * \n    * @sample samples.collections.Collections.Transformations.flatMap\n\n    @SinceKotlin("1.4")\n    @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n    @OverloadResolution\n    ByLambdaReturnType\n    @kotlin.jvm.JvmName("flatMapSequence")\n    public inline fun <R> Array<out T>.flatMap(transform: (T) -> Sequence<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)\n    * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n    * \n    * @sample samples.collections.Collections.Transformations.flatMap\n\n    @SinceKotlin("1.4")\n    @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n    @OverloadResolution\n    ByLambdaReturnType\n    @kotlin.jvm.JvmName("flatMapSequence")\n    public inline fun <R> Array<out T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)\n    * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n    * and its index in the original array.\n    * \n    * @sample samples.collections.Collections.Transformations.flatMapIndexed\n\n    @SinceKotlin("1.4")\n    @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n    @OverloadResolution\n    ByLambdaReturnType\n    @kotlin.jvm.JvmName("flatMapSequence")\n    public inline fun <R> ByteArray.flatMapIndexed(transform: (index: Int, Byte) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)\n    * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n    * and its index in the original array.\n    * \n    * @sample samples.collections.Collections.Transformations.flatMapIndexed\n\n    @SinceKotlin("1.4")\n    @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n    @OverloadResolution\n    ByLambdaReturnType\n    @kotlin.jvm.JvmName("flatMapSequence")\n    public inline fun <R> ShortArray.flatMapIndexed(transform: (index: Int, Short) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)\n    * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n    * and its index in the original array.\n    * \n    * @sample samples.collections.Collections.Transformations.flatMapIndexed\n\n    @SinceKotlin("1.4")\n    @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n    @OverloadResolution\n    ByLambdaReturnType\n    @kotlin.jvm.JvmName("flatMapSequence")\n    public inline fun <R> IntArray.flatMapIndexed(transform: (index: Int, Int) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)\n    * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n    * and its index in the original array.\n    * \n    * @sample samples.collections.Collections.Transformations.flatMapIndexed\n\n    Open Source Used In DNAC Platform Arica  9456
Open Source Used In DNAC Platform Arica 9457
```
results of [transform] function being invoked on each element\n* and its index in the original array, to the given
[destination]\n
/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic\nc inline fun <R, C : MutableCollection<in R>> ShortArray.flatMapIndexedTo(destination: C, transform: (index: Int,\nShort) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}

/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n* and its index in the original array, to the given\n[destination].\n
/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic\nc inline fun <R, C : MutableCollection<in R>> IntArray.flatMapIndexedTo(destination: C, transform: (index: Int,\nInt) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}

/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n* and its index in the original array, to the given\n[destination].\n
/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic\nc inline fun <R, C : MutableCollection<in R>> LongArray.flatMapIndexedTo(destination: C, transform: (index: Int,\nLong) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}

/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n* and its index in the original array, to the given\n[destination].\n
/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic\nc inline fun <R, C : MutableCollection<in R>> FloatArray.flatMapIndexedTo(destination: C, transform: (index: Int,\nFloat) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}

/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n* and its index in the original array, to the given\n[destination].\n
/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic\nc inline fun <R, C : MutableCollection<in R>> DoubleArray.flatMapIndexedTo(destination: C, transform: (index:\nDouble) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}

/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n* and its index in the original array, to the given\n[destination].\n
/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic\nc inline fun <R, C : MutableCollection<in R>> BooleanArray.flatMapIndexedTo(destination: C, transform: (index:\nBoolean) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}

/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n* and its index in the original array, to the given\n[destination].\n
/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic\nc inline fun <R, C : MutableCollection<in R>> CharArray.flatMapIndexedTo(destination: C, transform: (index:\nChar) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}
```

---

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element
\n    destination.addAll(list)\n\n    return destination\n\n}/*appends all elements yielded from results of \[transform\] function being invoked on each element in this, to the given \[destination\].*/

/**
 * Appends all elements yielded from results of \[transform\] function being invoked on each element of original array, to the given \[destination\].

 * @param destination the destination collection
 * @param transform the transform function
 */
public inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given \[keySelector\]

 * @param keySelector the key selector function
 */
public inline fun <T, R, C : MutableCollection<in R>> CharArray.flatMapTo(destination: C, keySelector: (Char) -> R): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
function

* applied to each element and returns a map where each group key is associated with a list of corresponding elements.* The returned map preserves the entry iteration order of the keys produced from the original array.* The returned map preserves the entry iteration order of the keys produced from the original array.* The returned map preserves the entry iteration order of the keys produced from the original array.

```kotlin
public inline fun <T, K> Array<out T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.* The returned map preserves the entry iteration order of the keys produced from the original array.

```kotlin
ByteArray.groupBy(keySelector: (Byte) -> K): Map<K, List<Byte>> {
    return groupByTo(LinkedHashMap<K, MutableList<Byte>>(), keySelector)
}

```kotlin
ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {
    return groupByTo(LinkedHashMap<K, MutableList<Short>>(), keySelector)
}

```kotlin
IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>> {
    return groupByTo(LinkedHashMap<K, MutableList<Int>>(), keySelector)
}

```kotlin
LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {
    return groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)
}

```kotlin
FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>> {
    return groupByTo(LinkedHashMap<K, MutableList<Float>>(), keySelector)
}

```kotlin
DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, List<Double>> {
    return groupByTo(LinkedHashMap<K, MutableList<Double>>(), keySelector)
}

```kotlin
BooleanArray.groupBy(keySelector: (Boolean) -> K): Map<K, List<Boolean>> {
    return groupByTo(LinkedHashMap<K, MutableList<Boolean>>(), keySelector)
}
CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {
    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)!
}

/**
 * Groups values returned by the [valueTransform] function applied
to each element of the original array
 * by the key returned by the given [keySelector] function applied to the
 * element
 * and returns a map where each group key is associated with a list of corresponding values.
The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <T, K, V>
    Array<out T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied
to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values.
The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, V>
    ByteArray.groupBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied
to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values.
The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, V>
    ShortArray.groupBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied
to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values.
The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, V>
    IntArray.groupBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied
to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values.
The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, V>
    LongArray.groupBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied
to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values.
The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, V>
    FloatArray.groupBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>>

\{\n  return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n\}

\*\*\*\n
Groups values returned by the [valueTransform] function applied to each element of the original array

\* The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues\n
BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>>

\{\n  return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n\}

\*\*\*\n
Groups values returned by the [valueTransform] function applied to each element of the original array

\* The returned map preserves the entry iteration order of the keys produced from the original array.

CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>>

\{\n  return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n\}

\*\*\*\n
Groups elements of the original array by the key returned by the given [keySelector] function

\* The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues\n
CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>>

\{\n  return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n\}

\*\*\*\n
Groups elements of the original array by the key returned by the given [keySelector] function

\* The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues\n
CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>>

\{\n  return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n\}

\*\*\*\n
Groups elements of the original array by the key returned by the given [keySelector] function

\* The returned map preserves the entry iteration order of the keys produced from the original array.
@return The [destination] map.

@sample samples.collections.Collections.Transformations.groupBy

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Float>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Float>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Double>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Double>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Boolean>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Boolean>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Char>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, V, M :MutableMap<in K, MutableList<V>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, V, M :MutableMap<in K, MutableList<V>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
inline fun <K, V, M : MutableMap<in K, MutableList<V>>> IntArray.groupByTo(destination: M, keySelector: 
(Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
fun Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying
 * the given [transform] function to each element in the original array.
 * @return A list containing the results of applying
 * the given [transform] function to each element in the original array.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <K, V, M : MutableList<V>> LongArray.groupByTo(destination: M, keySelector: 
(Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableList<V>> FloatArray.groupByTo(destination: M, keySelector: 
(Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableList<V>> DoubleArray.groupByTo(destination: M, keySelector: 
(Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableList<V>> BooleanArray.groupByTo(destination: M, keySelector: 
(Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableList<V>> CharArray.groupByTo(destination: M, keySelector: 
(Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
 * operations on
 * using the specified [keySelector] function to extract a key from each element.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <K, V, M : MutableList<V>> CharArray.groupByTo(destination: M, keySelector: 
(Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
 * operations on
 * using the specified [keySelector] function to extract a key from each element.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <K, V, M : MutableList<V>> BooleanArray.groupByTo(destination: M, keySelector: 
(Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
 * operations on
 * using the specified [keySelector] function to extract a key from each element.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <K, V, M : MutableList<V>> DoubleArray.groupByTo(destination: M, keySelector: 
(Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
 * operations on
 * using the specified [keySelector] function to extract a key from each element.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <K, V, M : MutableList<V>> FloatArray.groupByTo(destination: M, keySelector: 
(Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
 * operations on
 * using the specified [keySelector] function to extract a key from each element.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <K, V, M : MutableList<V>> IntArray.groupByTo(destination: M, keySelector: 
(Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
 * operations on
 * using the specified [keySelector] function to extract a key from each element.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <K, V, M : MutableList<V>> CharArray.groupByTo(destination: M, keySelector: 
(Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
 * operations on
 * using the specified [keySelector] function to extract a key from each element.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <K, V, M : MutableList<V>> BooleanArray.groupByTo(destination: M, keySelector: 
(Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
 * operations on
 * using the specified [keySelector] function to extract a key from each element.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <K, V, M : MutableList<V>> DoubleArray.groupByTo(destination: M, keySelector: 
(Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
 * operations on
 * using the specified [keySelector] function to extract a key from each element.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <K, V, M : MutableList<V>> FloatArray.groupByTo(destination: M, keySelector: 
(Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
 * operations on
 * using the specified [keySelector] function to extract a key from each element.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <K, V, M : MutableList<V>> IntArray.groupByTo(destination: M, keySelector: 
(Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}
results of applying the given \[\text{transform}\] function\n* to each element in the original array.\n* \n* \n* @sample
samples.collections.Collections.Transformations.map\n*\npublic inline fun <R> ByteArray.map(transform: (Byte)\n-> R): List<R> \n{ \n    return mapTo(ArrayList<R>(size), transform)\n}\n* Returns a list containing the results of applying the given \[\text{transform}\] function\n* to each element in the original array.\n* \n* \n* @sample
samples.collections.Collections.Transformations.map\n*\npublic inline fun <R> ShortArray.map(transform:\n(Short) -> R): List<R> \n{ \n    return mapTo(ArrayList<R>(size), transform)\n}\n* Returns a list containing the results of applying the given \[\text{transform}\] function\n* to each element in the original array.\n* \n* \n* @sample
samples.collections.Collections.Transformations.map\n*\npublic inline fun <R> IntArray.map(transform:\n(ToInt) -> R): List<R> \n{ \n    return mapTo(ArrayList<R>(size), transform)\n}\n* Returns a list containing the results of applying the given \[\text{transform}\] function\n* to each element in the original array.\n* \n* \n* @sample
samples.collections.Collections.Transformations.map\n*\npublic inline fun <R> LongArray.map(transform:\n(Long) -> R): List<R> \n{ \n    return mapTo(ArrayList<R>(size), transform)\n}\n* Returns a list containing the results of applying the given \[\text{transform}\] function\n* to each element in the original array.\n* \n* \n* @sample
samples.collections.Collections.Transformations.map\n*\npublic inline fun <R> FloatArray.map(transform:\n(Float) -> R): List<R> \n{ \n    return mapTo(ArrayList<R>(size), transform)\n}\n* Returns a list containing the results of applying the given \[\text{transform}\] function\n* to each element in the original array.\n* \n* \n* @sample
samples.collections.Collections.Transformations.map\n*\npublic inline fun <R> DoubleArray.map(transform:\n(Double) -> R): List<R> \n{ \n    return mapTo(ArrayList<R>(size), transform)\n}\n* Returns a list containing the results of applying the given \[\text{transform}\] function\n* to each element in the original array.\n* \n* \n* @sample
samples.collections.Collections.Transformations.map\n*\npublic inline fun <R> BooleanArray.map(transform:\n(Boolean) -> R): List<R> \n{ \n    return mapTo(ArrayList<R>(size), transform)\n}\n* Returns a list containing the results of applying the given \[\text{transform}\] function\n* to each element in the original array.\n* \n* \n* @sample
samples.collections.Collections.Transformations.map\n*\npublic inline fun <R> CharArray.map(transform:\n(Char) -> R): List<R> \n{ \n    return mapTo(ArrayList<R>(size), transform)\n}\n* Returns a list containing the results of applying the given \[\text{transform}\] function\n* to each element and its index in the original array.\n* \n* \n* @param \[\text{transform}\] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.\n* \n* \n* @sample
arrays.Collections.Transformations.map\n*\npublic inline fun <T, R> Array<out
T>.mapIndexed(transform: (index: Int, T) -> R): List<R> \n{ \n    return mapIndexedTo(ArrayList<R>(size), transform)\n}\n* Returns a list containing the results of applying the given \[\text{transform}\] function\n* to each element and its index in the original array.\n* \n* \n* @param \[\text{transform}\] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.\n* \n* \n* @sample
arrays.Collections.Transformations.map\n*\npublic inline fun <R> ByteArray.mapIndexed(transform: (index: Int, Byte) -> R): List<R> \n{ \n    return mapIndexedTo(ArrayList<R>(size), transform)\n}\n* Returns a list containing the results of applying the given \[\text{transform}\] function\n* to each element and its index in the original array.\n* \n* \n* @param \[\text{transform}\] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.\n* \n* \n* @sample
arrays.Collections.Transformations.map\n*\npublic inline fun <R> ShortArray.mapIndexed(transform: (index: Int, Short) -> R): List<R> \n{ \n    return mapIndexedTo(ArrayList<R>(size), transform)\n}\n* Returns a list containing the results of applying the given \[\text{transform}\] function\n* to each element and its index in the original array.\n* \n* \n* @param \[\text{transform}\] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.\n* \n* \n* @sample
arrays.Collections.Transformations.map\n*\npublic inline fun <R> IntArray.mapIndexed(transform: (index: Int, Int) -> R): List<R> \n{ \n    return mapIndexedTo(ArrayList<R>(size), transform)\n}\n* Returns a list containing the results of applying the given \[\text{transform}\] function\n* to each element and its index in the original array.\n* \n* \n* @param \[\text{transform}\] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.\n* \n* \n* @sample
arrays.Collections.Transformations.map\n*\npublic inline fun <R> LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<R> \n{ \n    return mapIndexedTo(ArrayList<R>(size), transform)\n}\n* Returns a list containing the results of applying the given \[\text{transform}\] function\n* to each element and its index in the original array.\n* \n* \n* @param \[\text{transform}\] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.\n* \n* \n* @sample
arrays.Collections.Transformations.map\n*\npublic inline fun <R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> \n{ \n    return mapIndexedTo(ArrayList<R>(size), transform)\n}\n* Returns a list containing the results of applying the given \[\text{transform}\] function\n* to each element and its index in the original array.\n* \n* \n* @param \[\text{transform}\] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.\n* \n* \n* @sample
arrays.Collections.Transformations.map\n*\npublic inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> \n{ \n    return mapIndexedTo(ArrayList<R>(size), transform)\n}\n* Returns a list containing the results of applying the given \[\text{transform}\] function\n* to each element and its index in the original array.\n* \n* \n* @param \[\text{transform}\] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.\n* \n* \n* @sample
arrays.Collections.Transformations.map\n*\npublic inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> \n{ \n    return mapIndexedTo(ArrayList<R>(size), transform)\n}\n* Returns a list containing the results of applying the given \[\text{transform}\] function\n* to each element and its index in the original array.\n* \n* \n* @param \[\text{transform}\] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.\n* \n* \n* @sample
arrays.Collections.Transformations.map\n*\npublic inline fun <R> CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<R> \n{ \n    return mapIndexedTo(ArrayList<R>(size), transform)\n}\n* Returns a list containing the results of applying the given \[\text{transform}\] function\n* to each element and its index in the original array.\n* \n* \n* @param \[\text{transform}\] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.\n* \n* \n* @sample
> R): List<R> { return mapIndexedTo(ArrayList<R>(size), transform) }\n
* Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.\n
* @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.\n
* @public inline fun <Double> DoubleArray.mapIndexedTo(transform: (Int, Double) -> R): List<R> { return mapIndexedTo(ArrayList<R>(size), transform) }\n
* Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.\n
* @public inline fun <Boolean> BooleanArray.mapIndexedTo(transform: (Int, Boolean) -> R): List<R> { return mapIndexedTo(ArrayList<R>(size), transform) }\n
* Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.\n
* @public inline fun <Char> CharArray.mapIndexedTo(transform: (Int, Char) -> R): List<R> { return mapIndexedTo(ArrayList<R>(size), transform) }\n
* Applies the given [transform] function to each element and its index in the original array and appends only the non-null results of applying the given [transform] function to each element and its index in the original array.\n
* @public inline fun <T, R : Any> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (Int, T) -> R?): C { \n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R, C : MutableCollection<R>> FloatArray.mapIndexedTo(destination: C, transform: (Int, Float) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R, C : MutableCollection<R>> DoubleArray.mapIndexedTo(destination: C, transform: (Int, Double) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R, C : MutableCollection<R>> BooleanArray.mapIndexedTo(destination: C, transform: (Int, Boolean) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R, C : MutableCollection<R>> CharArray.mapIndexedTo(destination: C, transform: (Int, Char) -> R): C {
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R, C : MutableCollection<R>> IntArray.mapIndexedTo(destination: C, transform: (Int, Int) -> R): C {
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R, C : MutableCollection<R>> LongArray.mapIndexedTo(destination: C, transform: (Int, Long) -> R): C {
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R, C : MutableCollection<R>> FloatArray.mapIndexedTo(destination: C, transform: (Int, Float) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R, C : MutableCollection<R>> DoubleArray.mapIndexedTo(destination: C, transform: (Int, Double) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R, C : MutableCollection<R>> BooleanArray.mapIndexedTo(destination: C, transform: (Int, Boolean) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R, C : MutableCollection<R>> CharArray.mapIndexedTo(destination: C, transform: (Int, Char) -> R): C {
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R, C : MutableCollection<R>> IntArray.mapIndexedTo(destination: C, transform: (Int, Int) -> R): C {
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R, C : MutableCollection<R>> LongArray.mapIndexedTo(destination: C, transform: (Int, Long) -> R): C {
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R, C : MutableCollection<R>> FloatArray.mapIndexedTo(destination: C, transform: (Int, Float) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
inline fun <R, C : MutableCollection<in R>> DoubleArray.mapTo(destination: C, transform: (Double) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> BooleanArray.mapTo(destination: C, transform: (Boolean) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> CharArray.mapTo(destination: C, transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun FloatArray.withIndex(): Iterable<IndexedValue<Float>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun CharArray.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a list containing only distinct elements from the given array.
 * Among equal elements of the given array, only the first one will be present in the resulting list.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun <T> Array<out T>.distinctAndDistinctBy(transform: (T) -> Any): List<T> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun ByteArray.distinctAndDistinctBy(transform: (Byte) -> Any): List<Byte> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun ShortArray.distinctAndDistinctBy(transform: (Short) -> Any): List<Short> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun IntArray.distinctAndDistinctBy(transform: (Int) -> Any): List<Int> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun LongArray.distinctAndDistinctBy(transform: (Long) -> Any): List<Long> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun FloatArray.distinctAndDistinctBy(transform: (Float) -> Any): List<Float> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun DoubleArray.distinctAndDistinctBy(transform: (Double) -> Any): List<Double> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun BooleanArray.distinctAndDistinctBy(transform: (Boolean) -> Any): List<Boolean> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun CharArray.distinctAndDistinctBy(transform: (Char) -> Any): List<Char> {
    return this.toMutableSet().toList()
}
public fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun sample samples.collections.Collections.Transformations.distinctAndDistinctBy

public fun FloatArray.distinct(): List<Float> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun DoubleArray.distinct(): List<Double> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun BooleanArray.distinct(): List<Boolean> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun CharArray.distinct(): List<Char> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given 
 * [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun <T, K> Array<T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given 
 * [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun <K> ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {
    val set = HashSet<K>()
    val list = ArrayList<Byte>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given 
 * [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun <K> ShortArray.distinctBy(selector: (Short) -> K): List<Short> {
    val set = HashSet<K>()
    val list = ArrayList<Short>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given 
 * [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun <K> IntArray.distinctBy(selector: (Int) -> K): List<Int> {
    val set = HashSet<K>()
    val list = ArrayList<Int>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given 
 * [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun <K> LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
FloatArray.distinctBy(selector: (Float) -> K): List<Float> {
    val set = HashSet<K>()
    val list = ArrayList<Float>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public inline fun <K> DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {
    val set = HashSet<K>()
    val list = ArrayList<Double>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public inline fun <K> BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> {
    val set = HashSet<K>()
    val list = ArrayList<Boolean>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public inline fun <K> CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = HashSet<K>()
    val list = ArrayList<Char>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.
 * The returned set preserves the element iteration order of the original array.
 * The elements in the resulting set are in the same order as they were in the source array.
 */
public infix fun <T> Array<out T>.intersect(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun ByteArray.intersect(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun ShortArray.intersect(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun IntArray.intersect(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun LongArray.intersect(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun FloatArray.intersect(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun DoubleArray.intersect(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
val set = this.toMutableSet()
    set.retainAll(other)
    return set

Returns a set containing all elements that are contained by both this array and the specified collection. The returned set preserves the element iteration order of the original array. To get a set containing all elements that are contained at least in one of these collections use [union].

public infix fun BooleanArray.intersect(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Returns a set containing all elements that are contained by this array and not contained by the specified collection. The returned set preserves the element iteration order of the original array.

public infix fun CharArray.intersect(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Returns a new [MutableSet] containing all distinct elements from the given array. The returned set preserves the element iteration order of the original array.

public fun <T> Array<out T>.subtract(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

Returns a new [MutableSet] containing all distinct elements from the given array. The returned set preserves the element iteration order of the original array.
of the original array.

```kotlin
/*/public fun IntArray.toMutableSet(): MutableSet<Int> {
    return toCollection(LinkedHashSet<Int>(mapCapacity(size)))
}*/

/**
 * Returns a new [MutableSet] containing all unique elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 */
public fun LongArray.toMutableSet(): MutableSet<Long> {
    return toCollection(LinkedHashSet<Long>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all unique elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 */
public fun FloatArray.toMutableSet(): MutableSet<Float> {
    return toCollection(LinkedHashSet<Float>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all unique elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 */
public fun DoubleArray.toMutableSet(): MutableSet<Double> {
    return toCollection(LinkedHashSet<Double>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all unique elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end
 * in the order of the [other] collection.
 * To get a set containing all elements that are contained in both collections use
 * [intersect].
 */
public infix fun <T> Array<out T>.union(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end
 * in the order of the [other] collection.
 * To get a set containing all elements that are contained in both collections use
 * [intersect].
 */
public infix fun ByteArray.union(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

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public infix fun DoubleArray.union(other: Iterable<Double>): Set<Double> {
    val set = this.toDoubleArray().toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * The returned set preserves the element iteration order of the original array.
 * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toDoubleArray().toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * The returned set preserves the element iteration order of the original array.
 * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = this.toDoubleArray().toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <T> Array<out T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun <T> Array<out T>.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun ByteArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun ShortArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun IntArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun LongArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun FloatArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun DoubleArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun BooleanArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun CharArray.any(): Boolean {
    return !isEmpty()
}
samples.collections.Collections.Aggregates.any

```kotlin
public fun DoubleArray.any(): Boolean {
    return
    isEmpty
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public fun BooleanArray.any(): Boolean {
    return
    isEmpty
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public fun CharArray.any(): Boolean {
    return
    isEmpty
}

/**
 * Returns `true` if array has at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public fun <T> Array<out T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public fun ByteArray.any(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public fun ShortArray.any(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public fun IntArray.any(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public fun LongArray.any(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public fun FloatArray.any(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public fun DoubleArray.any(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public fun BooleanArray.any(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public fun CharArray.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this array.
 */
public inline

```
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with \[initial\] value and applying \[operation\] from left to right to current accumulator value and each element.

* to current accumulator value and each element.

\[
\begin{align*}
\text{FloatArray} &. \text{fold}(\text{initial}: \mathbb{R}, \text{operation}: (\text{acc}: \mathbb{R}, \text{Float}) \to \mathbb{R}) : \mathbb{R} \\
\text{LongArray} &. \text{fold}(\text{initial}: \mathbb{R}, \text{operation}: (\text{acc}: \mathbb{R}, \text{Long}) \to \mathbb{R}) : \mathbb{R} \\
\text{IntArray} &. \text{fold}(\text{initial}: \mathbb{R}, \text{operation}: (\text{acc}: \mathbb{R}, \text{Int}) \to \mathbb{R}) : \mathbb{R} \\
\text{ShortArray} &. \text{fold}(\text{initial}: \mathbb{R}, \text{operation}: (\text{acc}: \mathbb{R}, \text{Short}) \to \mathbb{R}) : \mathbb{R} \\
\text{ByteArray} &. \text{fold}(\text{initial}: \mathbb{R}, \text{operation}: (\text{acc}: \mathbb{R}, \text{Byte}) \to \mathbb{R}) : \mathbb{R} \\
\text{T}. &. \text{fold}(\text{initial}: \mathbb{R}, \text{operation}: (\text{acc}: \mathbb{R}, \text{T}) \to \mathbb{R}) : \mathbb{R}
\end{align*}
\]

* Returns the specified \[initial\] value if the array is empty.

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* Returns the specified \[initial\] value if the array is empty.
\n
* Returns the specified [initial] value if the array is empty.

```kotlin
public inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {\n    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n} \n
* @param [operation] function that takes the index of an element, current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

```kotlin
public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {\n    var accumulator = initial\n    return accumulator\n} \n
* @param [operation] function that takes the index of an element, current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

```kotlin
public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial\n    return accumulator\n} \n
* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```kotlin
public inline fun <R> ShortArray.fold(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n} \n
* @param [operation] function that takes the index of an element, current accumulator value and each element.

```kotlin
public inline fun <R> ByteArray.fold(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var accumulator = initial\n    for (element in this) accumulator = operation(index++, accumulator, element)\n    return accumulator\n} \n
* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```kotlin
public inline fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0\n    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)
    return accumulator\n} \n
* @param [operation] function that takes the index of an element, current accumulator value and each element.

```kotlin
public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0\n    var accumulator = initial\n    for (element in this) accumulator = operation(index++, accumulator, element)\n    return accumulator\n} \n
* @param [operation] function that takes the index of an element, current accumulator value and each element.

```kotlin
public inline fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {
    var index = 0\n    var accumulator = initial\n    for (element in this) accumulator = operation(index++, accumulator, element)\n    return accumulator\n} \n
* @param [operation] function that takes the index of an element, current accumulator value and each element.

```kotlin
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0\n    var accumulator = initial\n    for (element in this) accumulator = operation(index++, accumulator, element)\n    return accumulator\n} \n
* @param [operation] function that takes the index of an element, current accumulator value and each element.

```kotlin
public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial\n    return accumulator\n} \n
* @param [operation] function that takes current accumulator value and each element.

```kotlin
public inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n} \n
* @param [operation] function that takes the index of an element, current accumulator value and each element.

```kotlin
public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial\n    return accumulator\n} \n
* @param [operation] function that takes the index of an element, current accumulator value and each element.

```kotlin
public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial\n    return accumulator\n} \n
* @param [operation] function that takes current accumulator value and each element.

```kotlin
public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0\n    var accumulator = initial\n    for (element in this) accumulator = operation(index++, accumulator, element)\n    return accumulator\n} \n
* @param [operation] function that takes the index of an element, current accumulator value and each element.
itself, and calculates the next accumulator value.

```kotlin
/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array. 
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 */
public inline fun <R> FloatArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array. 
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 */
public inline fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array. 
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 */
public inline fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to current accumulator value and each element with its index in the original array. 
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 */
public inline fun <T, R> Array<out T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array. 
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 */
public inline fun <R> CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

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accumulate = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
return accumulator
}

/**
 * Performs the given [action] on each element.
 */
public inline fun <T> Array<out T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun <R> CharArray.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
public inline fun <R> BooleanArray.foldRightIndexed(initial: R, operation: (index: Int, Boolean, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
public inline fun <R> DoubleArray.foldRightIndexed(initial: R, operation: (index: Int, Double, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
public inline fun <R> FloatArray.foldRightIndexed(initial: R, operation: (index: Int, Float, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
public inline fun <R> LongArray.foldRightIndexed(initial: R, operation: (index: Int, Long, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
public inline fun <T> Array<out T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun <R> ByteArray.forEach(action: (Byte) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun <R> IntArray.forEach(action: (Int) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun <R> ShortArray.forEach(action: (Short) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun <R> DoubleArray.forEach(action: (Double) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun <R> FloatArray.forEach(action: (Float) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun <R> IntArray.forEach(action: (Int) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun <R> LongArray.forEach(action: (Long) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun <R> ShortArray.forEach(action: (Short) -> Unit): Unit {
    for (element in this) action(element)
}
element.

@param [action] function that takes the index of an element and the element itself

* and performs the action on the element.

*\n*public inline fun <T> Array-out T>-foreachIndexed(action: (index: Int, T) -> Unit):

Unit {\n    var index = 0\n    for (item in this) action(index++, item)\n*\n* Performs the given [action] on each element, providing sequential index with the element.

* @param [action] function that takes the index of an element and the element itself

* and performs the action on the element.

*\n*public inline fun ShortArray.foreachIndexed(action: (index: Int, Short) -> Unit):

Unit {\n    var index = 0\n    for (item in this) action(index++, item)\n*\n* Performs the given [action] on each element, providing sequential index with the element.

* @param [action] function that takes the index of an element and the element itself

* and performs the action on the element.

*\n*public inline fun IntArray.foreachIndexed(action: (index: Int, Int) -> Unit):

Unit {\n    var index = 0\n    for (item in this) action(index++, item)\n*\n* Performs the given [action] on each element, providing sequential index with the element.

* @param [action] function that takes the index of an element and the element itself

* and performs the action on the element.

*\n*public inline fun LongArray.foreachIndexed(action: (index: Int, Long) -> Unit):

Unit {\n    var index = 0\n    for (item in this) action(index++, item)\n*\n* Performs the given [action] on each element, providing sequential index with the element.

* @param [action] function that takes the index of an element and the element itself

* and performs the action on the element.

*\n*public inline fun FloatArray.foreachIndexed(action: (index: Int, Float) -> Unit):

Unit {\n    var index = 0\n    for (item in this) action(index++, item)\n*\n* Performs the given [action] on each element, providing sequential index with the element.

* @param [action] function that takes the index of an element and the element itself

* and performs the action on the element.

*\n*public inline fun DoubleArray.foreachIndexed(action: (index: Int, Double) -> Unit):

Unit {\n    var index = 0\n    for (item in this) action(index++, item)\n*\n* Performs the given [action] on each element, providing sequential index with the element.

* @param [action] function that takes the index of an element and the element itself

* and performs the action on the element.

*\n*public inline fun BooleanArray.foreachIndexed(action: (index: Int, Boolean) -> Unit):

Unit {\n    var index = 0\n    for (item in this) action(index++, item)\n*\n* Performs the given [action] on each element, providing sequential index with the element.

* @param [action] function that takes the index of an element and the element itself

* and performs the action on the element.

*\n*public inline fun CharArray.foreachIndexed(action: (index: Int, Char) -> Unit):

Unit {\n    var index = 0\n    for (item in this) action(index++, item)\n
@Deprecated("Use maxOrNull instead.",
    ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun Array<out Double>.max(): Double? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
    ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun Array<out Float>.max(): Float? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
    ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T : Comparable<T>> Array<out T>.max(): T? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
    ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.max(): Byte? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
    ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.max(): Short? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
    ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun IntArray.max(): Int? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
    ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun LongArray.max(): Long? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
    ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun FloatArray.max(): Float? {
    return maxOrNull()
}
DoubleArray.max(): Double? {\n    return maxOrNull()\n}\n@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))\npublic fun CharArray.max(): Char? {\n    return maxOrNull()\n}\n@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))\npublic fun DoubleArray.max(): Double? {
    return maxOrNull()
}\n@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun CharArray.maxBy(selector: (Char) -> R): Char? {
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <T, R> Array<out T>.maxByOrNull(selector: (T) -> R): T? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R> ByteArray.maxByOrNull(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R> ShortArray.maxByOrNull(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R> IntArray.maxByOrNull(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R> LongArray.maxByOrNull(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R> DoubleArray.maxByOrNull(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R> BooleanArray.maxByOrNull(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R> CharArray.maxByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R> ByteArray.maxByOrNull(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R> ShortArray.maxByOrNull(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R> IntArray.maxByOrNull(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R> LongArray.maxByOrNull(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R> DoubleArray.maxByOrNull(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R> BooleanArray.maxByOrNull(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R> CharArray.maxByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
`null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> IntArray.maxByOrNull(selector: (Int) -> R):
    Int? {
        if (isEmpty()) return null
        var maxElem = this[0]
        val lastIndex = this.lastIndex
        if (lastIndex == 0) return maxElem
        var maxVal = selector(maxElem)
        for (i in 1..lastIndex) {
            val e = this[i]
            val v = selector(e)
            if (maxVal < v) {
                maxElem = e
                maxVal = v
            }
        }
        return maxElem
    }
```

```kotlin
/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> LongArray.maxByOrNull(selector: (Long) ->
    R): Long? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxVal < v) {
            maxElem = e
            maxVal = v
        }
    }
    return maxElem
}
```

```kotlin
/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> FloatArray.maxByOrNull(selector: (Float) ->
    R): Float? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxVal < v) {
            maxElem = e
            maxVal = v
        }
    }
    return maxElem
}
```

```kotlin
/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> DoubleArray.maxByOrNull(selector: (Double) ->
    R): Double? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxVal < v) {
            maxElem = e
            maxVal = v
        }
    }
    return maxElem
}
```

```kotlin
/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> BooleanArray.maxByOrNull(selector: (Boolean) -> R):
    Boolean? {
        if (isEmpty()) return null
        var maxElem = this[0]
        val lastIndex = this.lastIndex
        if (lastIndex == 0) return maxElem
        var maxVal = selector(maxElem)
        for (i in 1..lastIndex) {
            val e = this[i]
            val v = selector(e)
            if (maxVal < v) {
                maxElem = e
                maxVal = v
            }
        }
        return maxElem
    }
```

```kotlin
/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.maxOf(selector: (T) -> Double): Double? {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

```
```
Double): Double {\n    if (isNotEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n
/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.maxOf(selector: (Short) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n
/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.maxOf(selector: (Int) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n
/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.maxOf(selector: (Long) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n
/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.maxOf(selector: (Float) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n
/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.maxOf(selector: (Double) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n
/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.maxOf(selector: (Boolean) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@in public inline fun DoubleArray.maxOf(selector: (Double) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] applied to each element in the array.
 * If any of values produced by [selector] is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@in public inline fun BooleanArray.maxOf(selector: (Boolean) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] applied to each element in the array.
 * If any of values produced by [selector] is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@in public inline fun CharArray.maxOf(selector: (Char) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] applied to each element in the array.
 * If any of values produced by [selector] is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@in public inline fun <T, R : Comparable<R>> Array<out T>.maxOf(selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] applied to each element in the array.
 * If any of values produced by [selector] is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@in public inline fun <R : Comparable<R>> ByteArray.maxOf(selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] applied to each element in the array.
 * If any of values produced by [selector] is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@in public inline fun <R : Comparable<R>> ShortArray.maxOf(selector: (Short) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] applied to each element in the array.
 * If any of values produced by [selector] is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@in public inline fun <R : Comparable<R>> IntArray.maxOf(selector: (Int) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/*
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 */
*\@Since Kotlin("1.4")\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution
*\@LambdaReturnType
*\@kotlin.internal.InlineOnly
*\@public inline fun <R : Comparable<R>>
*\@LongArray.maxOf(selector: (Long) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

*\@Since Kotlin("1.4")\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution
*\@LambdaReturnType
*\@kotlin.internal.InlineOnly
*\@public inline fun <R : Comparable<R>>
*\@FloatArray.maxOf(selector: (Float) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

*\@Since Kotlin("1.4")\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution
*\@LambdaReturnType
*\@kotlin.internal.InlineOnly
*\@public inline fun <R : Comparable<R>>
*\@DoubleArray.maxOf(selector: (Double) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

*\@Since Kotlin("1.4")\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution
*\@LambdaReturnType
*\@kotlin.internal.InlineOnly
*\@public inline fun <R : Comparable<R>>
*\@BooleanArray.maxOf(selector: (Boolean) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

*\@Since Kotlin("1.4")\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution
*\@LambdaReturnType
*\@kotlin.internal.InlineOnly
*\@public inline fun <R : Comparable<R>>
*\@CharArray.maxOf(selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

*\@Since Kotlin("1.4")\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution
*\@LambdaReturnType
*\@kotlin.internal.InlineOnly
*\@public inline fun <T> Array<out T>.maxOfOrNull(selector: (T) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

*\@Since Kotlin("1.4")\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution
*\@LambdaReturnType
*\@kotlin.internal.InlineOnly
*\@public inline fun ByteArray.maxOfOrNull(selector: (Byte) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
The code snippet is a Kotlin function that finds the maximum value among all values produced by a given selector function applied to each element in an array. The function is defined for different array types: `ShortArray`, `IntArray`, `LongArray`, `FloatArray`, and `DoubleArray`. It uses a lambda expression to apply the selector function to each element of the array and returns the maximum value or `null` if the array is empty. The function checks if the result of any selector function application is `NaN` and returns `NaN` in such cases. The code is structured with Kotlin's function overloading, where the return type and parameter type are specified for each array type.
if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is 
 * `'NaN'`.\n
```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.maxOfOrNull(selector: (T) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly
public inline fun ByteString.maxOfOrNull(selector: (Byte) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly
public inline fun ShortArray.maxOfOrNull(selector: (Short) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly
public inline fun IntArray.maxOfOrNull(selector: (Int) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly
public inline fun LongArray.maxOfOrNull(selector: (Long) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly
public inline fun FloatArray.maxOfOrNull(selector: (Float) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly
public inline fun DoubleArray.maxOfOrNull(selector: (Double) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```
maxValue

/* Returns the largest value among all values produced by [selector] function.*/

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public fun BooleanArray.maxOfOrNull(selector: (Boolean) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function.*/

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public fun CharArray.maxOfOrNull(selector: (Char) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function.*/

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public <T, R : Comparable<R>> Array<out T>.maxOfOrNull(selector: (T) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function.*/

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public fun ByteArray.maxOfOrNull(selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function.*/

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public fun ShortArray.maxOfOrNull(selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function.*/

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public fun IntArray.maxOfOrNull(selector: (Int) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function.*/

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public fun LongArray.maxOfOrNull(selector: (Long) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
FloatArray.maxOfOrNull(selector: (Float) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced
 * by [selector] function applied to each element in the array
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
-inline fun <R : Comparable<R>>
DoubleArray.maxOfOrNull(selector: (Double) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced
 * by [selector] function applied to each element in the array
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
-inline fun <R : Comparable<R>>
BooleanArray.maxOfOrNull(selector: (Boolean) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced
 * by [selector] function applied to each element in the array
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
-inline fun <R : Comparable<R>>
CharArray.maxOfOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced
 * by [selector] function applied to each element in the array
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
-inline fun <R : Comparable<R>>
Array<out T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced
 * by [selector] function applied to each element in the array
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
-inline fun <R> ByteArray.maxOfWith(comparator: Comparator<in R>, selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced
 * by [selector] function applied to each element in the array
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
-inline fun <R> ShortArray.maxOfWith(comparator: Comparator<in R>, selector: (Short) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced
 * by [selector] function applied to each element in the array
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
-inline fun <R> IntArray.maxOfWith(comparator: Comparator<in R>, selector: (Int) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
= selector(this[0])
     for (i in 1..lastIndex) { val v = selector(this[i])
     if (comparator.compare(maxValue, v) < 0) { maxValue = v
     } return maxValue
     }
     return maxValue
     *\n
     Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.\n
     *\n
     @Throws NoSuchElementException if the array is empty.\n
     ASTM@SinceKotlin("1.4")\n
     *\n
     ByLambdaReturnType\n
     @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n
     *\n
     ByLambdaReturnType\n
     @OptIn(kotlin.internal.InlineOnly)\n
     *\n
     @public inline fun <R> LongArray.maxOfWith(comparator: Comparator<R>, selector: (Long) -> R): R {
     if (isEmpty()) throw NoSuchElementException()
     var maxValue = selector(this[0])
     for (i in 1..lastIndex) { val v = selector(this[i])
     if (comparator.compare(maxValue, v) < 0) { maxValue = v
     } return maxValue
     }
     return maxValue
     }

     *\n
     Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.\n
     *\n
     @Throws NoSuchElementException if the array is empty.\n
     ASTM@SinceKotlin("1.4")\n
     *\n
     ByLambdaReturnType\n
     @OptIn(kotlin.internal.InlineOnly)\n
     *\n
     @public inline fun <R> FloatArray.maxOfWith(comparator: Comparator<R>, selector: (Float) -> R): R {
     if (isEmpty()) throw NoSuchElementException()
     var maxValue = selector(this[0])
     for (i in 1..lastIndex) { val v = selector(this[i])
     if (comparator.compare(maxValue, v) < 0) { maxValue = v
     } return maxValue
     }
     return maxValue
     }

     *\n
     Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.\n
     *\n
     @Throws NoSuchElementException if the array is empty.\n
     ASTM@SinceKotlin("1.4")\n
     *\n
     ByLambdaReturnType\n
     @OptIn(kotlin.internal.InlineOnly)\n
     *\n
     @public inline fun <R> DoubleArray.maxOfWith(comparator: Comparator<R>, selector: (Double) -> R): R {
     if (isEmpty()) throw NoSuchElementException()
     var maxValue = selector(this[0])
     for (i in 1..lastIndex) { val v = selector(this[i])
     if (comparator.compare(maxValue, v) < 0) { maxValue = v
     } return maxValue
     }
     return maxValue
     }

     *\n
     Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.\n
     *\n
     @Throws NoSuchElementException if the array is empty.\n
     ASTM@SinceKotlin("1.4")\n
     *\n
     ByLambdaReturnType\n
     @OptIn(kotlin.internal.InlineOnly)\n
     *\n
     @public inline fun <R> BooleanArray.maxOfWith(comparator: Comparator<R>, selector: (Boolean) -> R): R {
     if (isEmpty()) throw NoSuchElementException()
     var maxValue = selector(this[0])
     for (i in 1..lastIndex) { val v = selector(this[i])
     if (comparator.compare(maxValue, v) < 0) { maxValue = v
     } return maxValue
     }
     return maxValue
     }

     *\n
     Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.\n
     *\n
     @Throws NoSuchElementException if the array is empty.\n
     ASTM@SinceKotlin("1.4")\n
     *\n
     ByLambdaReturnType\n
     @OptIn(kotlin.internal.InlineOnly)\n
     *\n
     @public inline fun <T, R> Array<out T>.maxOfWithOrNull(comparator: Comparator<R>, selector: (T) -> R): R? {
     if (isEmpty()) return null
     var maxValue = selector(this[0])
     for (i in 1..lastIndex) { val v = selector(this[i])
     if (comparator.compare(maxValue, v) < 0) { maxValue = v
     } return maxValue
     }
     return maxValue
     }

     *\n
     Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n
     *\n
     @Throws NoSuchElementException if the array is empty.\n
     ASTM@SinceKotlin("1.4")\n
     *\n
     ByLambdaReturnType\n
     @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n
     *\n
     ByLambdaReturnType\n
     @OptIn(kotlin.internal.InlineOnly)\n
     *\n
     @public inline fun <R>
ByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R? { 
    if (isNullOrEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Short) -> R): R? {
    if (isNullOrEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> IntArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Int) -> R): R? {
    if (isNullOrEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> LongArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Long) -> R): R? {
    if (isNullOrEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> FloatArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Float) -> R): R? {
    if (isNullOrEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Double) -> R): R? {
    if (isNullOrEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Boolean) -> R): R? {
    if (isNullOrEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
ByLambdaReturnType

@kotlin.internal.InlineOnly
public inline fun <R>
CharArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R)? {
    @n if (isEmpty()) return null
    var maxVal = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxVal, v) < 0) {
            maxVal = v
        }
    }
    return maxVal
}

@SinceKotlin("1.4")
public inline fun <R>
CharArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) {
            max = e
        }
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
public fun Array<out Double>.maxOrNull(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun Array<out Float>.maxOrNull(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun Array<out T : Comparable<T>>.maxOrNull(): T? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

@SinceKotlin("1.4")
public fun ByteArray.maxOrNull(): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

@SinceKotlin("1.4")
public fun ShortArray.maxOrNull(): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

@SinceKotlin("1.4")
public fun IntArray.maxOrNull(): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

@SinceKotlin("1.4")
public fun LongArray.maxOrNull(): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

@SinceKotlin("1.4")
public fun FloatArray.maxOrNull(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        max = maxOf(max, e)
    }
    return max
}

@SinceKotlin("1.4")
public fun DoubleArray.maxOrNull(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        max = maxOf(max, e)
    }
    return max
}

@SinceKotlin("1.4")
public fun CharArray.maxOrNull(): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

@Deprecated("Use maxWithOrNull instead.",
    ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Array<out T>.maxWith(comparator: Comparator<in T>): T? {
    @n if (isEmpty()) return null
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
    ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {
    @n if (isEmpty()) return null
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
    ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.maxWith(comparator: Comparator<in Short>): Short? {
    @n if (isEmpty()) return null
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
    ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun IntArray.maxWith(comparator: Comparator<in Int>): Int? {
    @n if (isEmpty()) return null
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
    ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun LongArray.maxWith(comparator: Comparator<in Long>): Long? {
    @n if (isEmpty()) return null
    return maxWithOrNull(comparator)
}
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ReplaceWith("minOrNull()")@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.1")@public fun Array<out Double>.min(): Double? {
    return minOrNull()
}

ReplaceWith("minOrNull()")@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.1")@public fun Array<out Float>.min(): Float? {
    return minOrNull()
}

ReplaceWith("minOrNull()")@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.1")@public fun Array<out T : Comparable<T>>.min(): T? {
    return minOrNull()
}

ReplaceWith("minOrNull()")@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.1")@public fun ByteArray.min(): Byte? {
    return minOrNull()
}

ReplaceWith("minOrNull()")@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.1")@public fun ShortArray.min(): Short? {
    return minOrNull()
}

ReplaceWith("minOrNull()")@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.1")@public fun IntArray.min(): Int? {
    return minOrNull()
}

ReplaceWith("minOrNull()")@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.1")@public fun LongArray.min(): Long? {
    return minOrNull()
}

ReplaceWith("minOrNull()")@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.1")@public fun FloatArray.min(): Float? {
    return minOrNull()
}

ReplaceWith("minOrNull()")@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.1")@public fun DoubleArray.min(): Double? {
    return minOrNull()
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")@public inline fun <T, R : Comparable<R>> Array<out T>.minBy(selector: (T) -> R): T? {
    return minByOrNull(selector)
}

@SinceKotlin("1.4")@public inline fun <R : Comparable<R>> ByteArray.minBy(selector: (Byte) -> R): Byte? {
    return minByOrNull(selector)
}

@SinceKotlin("1.4")@public inline fun <R : Comparable<R>> ShortArray.minBy(selector: (Short) -> R): Short? {
    return minByOrNull(selector)
}

@SinceKotlin("1.4")@public inline fun <R : Comparable<R>> IntArray.minBy(selector: (Int) -> R): Int? {
    return minByOrNull(selector)
}

@SinceKotlin("1.4")@public inline fun <R : Comparable<R>> LongArray.minBy(selector: (Long) -> R): Long? {
    return minByOrNull(selector)
}

@SinceKotlin("1.4")@public inline fun <R : Comparable<R>> FloatArray.minBy(selector: (Float) -> R): Float? {
    return minByOrNull(selector)
}

@SinceKotlin("1.4")@public inline fun <R : Comparable<R>> DoubleArray.minBy(selector: (Double) -> R): Double? {
    return minByOrNull(selector)
}

@SinceKotlin("1.4")@public inline fun <R : Comparable<R>> BooleanArray.minBy(selector: (Boolean) -> R): Boolean? {
    return minByOrNull(selector)
}

* Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
fun <T, R : Comparable<R>> Array<out T>.minByOrNull(selector: (T) -> R): T? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
        println(minElem) // Assuming println is defined somewhere
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> BooleanArray.minByOrNull(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> DoubleArray.minByOrNull(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> FloatArray.minByOrNull(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> IntArray.minByOrNull(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> LongArray.minByOrNull(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> ShortArray.minByOrNull(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @sample samplescollections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> CharArray.minByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> CharSequence.minByOrNull(selector: (CharSequence) -> R): CharSequence? {
    if (isEmpty()) return null
    var minElem = this
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

fun <T> Array<out T>.minByOrNull(selector: (T) -> R): T? {
    if (isEmpty()) return null
    var minElement = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElement
    var minVal = selector(minElement)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minVal > v) {
            minElement = e
            minVal = v
        }
        println(minElement) // Assuming println is defined somewhere
    }
    return minElement
}

fun <T, R : Comparable<R>> Array<out T>.minByOrNull(selector: (T) -> R): T? {
    if (isEmpty()) return null
    var minElement = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElement
    var minVal = selector(minElement)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minVal > v) {
            minElement = e
            minVal = v
        }
    }
    return minElement
}
<R : Comparable<R>> CharArray.minByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.minOf(selector: (T) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun ByteArray.minOf(selector: (Byte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun ShortArray.minOf(selector: (Short) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun IntArray.minOf(selector: (Int) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun LongArray.minOf(selector: (Long) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun FloatArray.minOf(selector: (Float) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.minOf(selector: (Double) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.minOf(selector: (Boolean) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.minOf(selector: (Char) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.minOf(selector: (Float) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.minOf(selector: (Byte) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.minOf(selector: (Short) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.minOf(selector: (Int) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.minOf(selector: (Short) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.minOf(selector: (Int) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
each element in the array. \n
If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. \n
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Throws NoSuchElementException if the array is empty. \n
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Throws NoSuchElementException if the array is empty. \n
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Throws NoSuchElementException if the array is empty. \n
If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. \n
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If any of values produced by [selector] function is `NaN`, the returned result is ` NaN`. \n
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If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. \n
Throws NoSuchElementException if the array is empty.
by [selector] function\n* applied to each element in the array.\n* \n* @throws NoSuchElementException if the array is empty.\n
```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
ShortArray.minOf(selector: (Short) -> R): R {
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}  // Returns the smallest value among all values

```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
IntArray.minOf(selector: (Int) -> R): R {
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}  // Returns the smallest value among all values

```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
LongArray.minOf(selector: (Long) -> R): R {
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}  // Returns the smallest value among all values

```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
FloatArray.minOf(selector: (Float) -> R): R {
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}  // Returns the smallest value among all values

```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
DoubleArray.minOf(selector: (Double) -> R): R {
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}  // Returns the smallest value among all values

```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
CharArray.minOf(selector: (Char) -> R): R {
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}  // Returns the smallest value among all values

```

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** @SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution ByLambdaReturnType @kotlin.internal.InlineOnly
def minOfOrNull<T>(selector: (T) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution ByLambdaReturnType @kotlin.internal.InlineOnly
fun <T> Array<out T>.minOfOrNull(selector: (T) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution ByLambdaReturnType @kotlin.internal.InlineOnly
fun ByteArray.minOfOrNull(selector: (Byte) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution ByLambdaReturnType @kotlin.internal.InlineOnly
fun ShortArray.minOfOrNull(selector: (Short) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution ByLambdaReturnType @kotlin.internal.InlineOnly
fun IntArray.minOfOrNull(selector: (Int) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution ByLambdaReturnType @kotlin.internal.InlineOnly
fun LongArray.minOfOrNull(selector: (Long) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution ByLambdaReturnType @kotlin.internal.InlineOnly
fun FloatArray.minOfOrNull(selector: (Float) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution ByLambdaReturnType @kotlin.internal.InlineOnly
fun DoubleArray.minOfOrNull(selector: (Double) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```kotlin
1..lastIndex) {
    val v = selector(this[i])
    minValue = minOf(minValue, v)
} return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.minOfOrNull(selector: (Boolean) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.minOfOrNull(selector: (Char) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns
 * the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.minOfOrNull(selector: (T) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.minOfOrNull(selector: (Byte) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.minOfOrNull(selector: (Short) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.minOfOrNull(selector: (Int) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```

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> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public fun FloatArray.minOfOrNull(selector: (Float) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.internal.InlineOnly::class)
public inline fun DoubleArray.minOfOrNull(selector: (Double) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.internal.InlineOnly::class)
public inline fun BooleanArray.minOfOrNull(selector: (Boolean) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun CharArray.minOfOrNull(selector: (Char) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.util.InlineOnly::class)
public inline fun <T, R : Comparable<R>> Array<out T>.minOfOrNull(selector: (T) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.util.InlineOnly::class)
public inline fun <R : Comparable<R>> ByteArray.minOfOrNull(selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.util.InlineOnly::class)
public inline fun <R : Comparable<R>> ShortArray.minOfOrNull(selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
minValue = v
    }
  }
  return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function whenever applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun<IntArray>.minOfOrNull(selector: (Int) -> R?): R? {
  if (isEmpty()) return null
  var minValue = selector(this[0])
  for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
      minValue = v
    }
  }
  return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function whenever applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun<LongArray>.minOfOrNull(selector: (Long) -> R?): R? {
  if (isEmpty()) return null
  var minValue = selector(this[0])
  for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
      minValue = v
    }
  }
  return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function whenever applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun<FloatArray>.minOfOrNull(selector: (Float) -> R?): R? {
  if (isEmpty()) return null
  var minValue = selector(this[0])
  for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
      minValue = v
    }
  }
  return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function whenever applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun<DoubleArray>.minOfOrNull(selector: (Double) -> R?): R? {
  if (isEmpty()) return null
  var minValue = selector(this[0])
  for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
      minValue = v
    }
  }
  return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function whenever applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun<CharArray>.minOfOrNull(selector: (Char) -> R?): R? {
  if (isEmpty()) return null
  var minValue = selector(this[0])
  for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
      minValue = v
    }
  }
  return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function whenever applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun<CharArray>.minOfOrNull(selector: (Char) -> R?): R? {
  if (isEmpty()) return null
  var minValue = selector(this[0])
  for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
      minValue = v
    }
  }
  return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function whenever applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun<CharArray>.minOfOrNull(selector: (Char) -> R?): R? {
  if (isEmpty()) return null
  var minValue = selector(this[0])
  for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
      minValue = v
    }
  }
  return minValue
}
ByLambdaReturnType

```kotlin
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.minOfWith(comparator: Comparator<in R>, selector: (Byte) -> R): R {
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
```

- **Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.**

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.minOfWith(comparator: Comparator<in R>, selector: (Short) -> R): R {
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
```

- **Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.**

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> IntArray.minOfWith(comparator: Comparator<in R>, selector: (Int) -> R): R {
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
```

- **Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.**

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> LongArray.minOfWith(comparator: Comparator<in R>, selector: (Long) -> R): R {
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
```

- **Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.**

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> FloatArray.minOfWith(comparator: Comparator<in R>, selector: (Float) -> R): R {
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
```

- **Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.**

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.minOfWith(comparator: Comparator<in R>, selector: (Double) -> R): R {
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
```

- **Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.**

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.minOfWith(comparator: Comparator<in R>, selector: (Boolean) -> R): R {
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
```

- **Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.**
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> CharArray.minOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> IntArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Int) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> LongArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Long) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> FloatArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Float) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
function applied to each element in the array or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R>

DoubleArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Double) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
```

```kotlin
BooleanArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Boolean) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
```

```kotlin
CharArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
```

```kotlin
Array<out Double>.minOrNull(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}
```

```kotlin
Array<out Float>.minOrNull(): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}
```

```kotlin
Array<out T : Comparable<T>>.minOrNull(): T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

```kotlin
ByteArray.minOrNull(): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

```kotlin
ShortArray.minOrNull(): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

```kotlin
IntArray.minOrNull(): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

```kotlin
LongArray.minOrNull(): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

```kotlin
FloatArray.minOrNull(): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}
```

```kotlin
DoubleArray.minOrNull(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}
```

```kotlin
CharArray.minOrNull(): Char? {
    if (isEmpty()) return null
    var min =
for (i in 1..lastIndex) { 
    val e = this[i]
    if (min > e) min = e
} 
return min
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Array<out T>.minWith(comparator: Comparator<in T>): T? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.minWith(comparator: Comparator<in Short>): Short? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun IntArray.minWith(comparator: Comparator<in Int>): Int? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun LongArray.minWith(comparator: Comparator<in Long>): Long? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun FloatArray.minWith(comparator: Comparator<in Float>): Float? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun DoubleArray.minWith(comparator: Comparator<in Double>): Double? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun BooleanArray.minWith(comparator: Comparator<in Boolean>): Boolean? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharArray.minWith(comparator: Comparator<in Char>): Char? {
    return minWithOrNull(comparator)
}

/**
 * Returns the first element having the smallest value according to the provided 
 * comparator or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T> Array<out T>.minWithOrNull(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided 
 * comparator or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ByteArray.minWithOrNull(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided 
 * comparator or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ShortArray.minWithOrNull(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided 
 * comparator or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun IntArray.minWithOrNull(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided 
 * comparator or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun LongArray.minWithOrNull(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided 
 * comparator or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun FloatArray.minWithOrNull(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided 
 * comparator or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun DoubleArray.minWithOrNull(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided 
 * comparator or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun BooleanArray.minWithOrNull(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided 
 * comparator or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun CharArray.minWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
smaller value according to the provided [comparator] or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
public fun FloatArray.minWithOrNull(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

@SinceKotlin("1.4")
public fun DoubleArray.minWithOrNull(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

@SinceKotlin("1.4")
public fun BooleanArray.minWithOrNull(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

@SinceKotlin("1.4")
public fun CharArray.minWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

@SinceKotlin("1.4")
public fun ByteArray.minWithOrNull(comparator: Comparator<in Byte>): Boolean? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

@SinceKotlin("1.4")
public fun ShortArray.minWithOrNull(): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

@SinceKotlin("1.4")
public fun IntArray.minWithOrNull(): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

@SinceKotlin("1.4")
public fun LongArray.minWithOrNull(): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

@SinceKotlin("1.4")
public fun FloatArray.minWithOrNull(): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

@SinceKotlin("1.4")
public fun DoubleArray.minWithOrNull(): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

@SinceKotlin("1.4")
public fun BooleanArray.minWithOrNull(): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

@SinceKotlin("1.4")
public fun CharArray.minWithOrNull(): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```
Returns `true` if no elements match the given [predicate].

```kotlin
public inline fun FloatArray.none(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

Returns `true` if no elements match the given [predicate].

```kotlin
public inline fun DoubleArray.none(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

Returns `true` if no elements match the given [predicate].

```kotlin
public inline fun BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

Returns `true` if no elements match the given [predicate].

```kotlin
public inline fun CharArray.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

Performs the given [action] on each element and returns the array itself afterwards.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.onEach(action: (T) -> Unit): Array<out T> {
    return apply { for (element in this) action(element) }
}
```

Performs the given [action] on each element and returns the array itself afterwards.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ByteArray.onEach(action: (Byte) -> Unit): ByteArray {
    return apply { for (element in this) action(element) }
}
```

Performs the given [action] on each element and returns the array itself afterwards.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ShortArray.onEach(action: (Short) -> Unit): ShortArray {
    return apply { for (element in this) action(element) }
}
```

Performs the given [action] on each element and returns the array itself afterwards.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun IntArray.onEach(action: (Int) -> Unit): IntArray {
    return apply { for (element in this) action(element) }
}
```

Performs the given [action] on each element and returns the array itself afterwards.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun LongArray.onEach(action: (Long) -> Unit): LongArray {
    return apply { for (element in this) action(element) }
}
```

Performs the given [action] on each element and returns the array itself afterwards.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.onEach(action: (Float) -> Unit): FloatArray {
    return apply { for (element in this) action(element) }
}
```

Performs the given [action] on each element and returns the array itself afterwards.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.onEach(action: (Double) -> Unit): DoubleArray {
    return apply { for (element in this) action(element) }
}
```

Performs the given [action] on each element and returns the array itself afterwards.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.onEach(action: (Boolean) -> Unit): BooleanArray {
    return apply { for (element in this) action(element) }
}
```

Performs the given [action] on each element and returns the array itself afterwards.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.onEach(action: (Char) -> Unit): CharArray {
    return apply { for (element in this) action(element) }
}
```

Performs the given [action] on each element, providing sequential index with the element, and returns the array itself afterwards.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ByteArray.onEachIndexed(action: (index: Int, Byte) -> Unit): ByteArray {
    return apply { forEachIndexed(action) }
}
```

Performs the given [action] on each element, providing sequential index with the element, and returns the array itself afterwards.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ShortArray.onEachIndexed(action: (index: Int, Short) -> Unit): ShortArray {
    return apply { forEachIndexed(action) }
}
```

Performs the given [action] on each element, providing sequential index with the element, and returns the array itself afterwards.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun IntArray.onEachIndexed(action: (index: Int, Int) -> Unit): IntArray {
    return apply { forEachIndexed(action) }
}
```

Performs the given [action] on each element, providing sequential index with the element, and returns the array itself afterwards.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun LongArray.onEachIndexed(action: (index: Int, Long) -> Unit): LongArray {
    return apply { forEachIndexed(action) }
}
```

Performs the given [action] on each element, providing sequential index with the element, and returns the array itself afterwards.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.onEachIndexed(action: (index: Int, Float) -> Unit): FloatArray {
    return apply { forEachIndexed(action) }
}
```

Performs the given [action] on each element, providing sequential index with the element, and returns the array itself afterwards.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.onEachIndexed(action: (index: Int, Double) -> Unit): DoubleArray {
    return apply { forEachIndexed(action) }
}
```

Performs the given [action] on each element, providing sequential index with the element, and returns the array itself afterwards.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.onEachIndexed(action: (index: Int, Boolean) -> Unit): BooleanArray {
    return apply { forEachIndexed(action) }
}
```

Performs the given [action] on each element, providing sequential index with the element, and returns the array itself afterwards.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.onEachIndexed(action: (index: Int, Char) -> Unit): CharArray {
    return apply { forEachIndexed(action) }
}
```

Performs the given [action] on each element, providing sequential index with the element, and returns the array itself afterwards.
with the element.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ShortArray.onEachIndexed(action: (index: Int, Short) -> Unit): ShortArray {
    return apply { forEachIndexed(action) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun IntArray.onEachIndexed(action: (index: Int, Int) -> Unit): IntArray {
    return apply { forEachIndexed(action) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun LongArray.onEachIndexed(action: (index: Int, Long) -> Unit): LongArray {
    return apply { forEachIndexed(action) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.onEachIndexed(action: (index: Int, Float) -> Unit): FloatArray {
    return apply { forEachIndexed(action) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.onEachIndexed(action: (index: Int, Double) -> Unit): DoubleArray {
    return apply { forEachIndexed(action) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.onEachIndexed(action: (index: Int, Boolean) -> Unit): BooleanArray {
    return apply { forEachIndexed(action) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.onEachIndexed(action: (index: Int, Char) -> Unit): CharArray {
    return apply { forEachIndexed(action) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ByteArray.onEachIndexed(action: (index: Int, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.onEachIndexed(action: (index: Int, Boolean) -> Unit): BooleanArray {
    return apply { forEachIndexed(action) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.onEachIndexed(action: (index: Int, Char) -> Unit): CharArray {
    return apply { forEachIndexed(action) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ByteArray.onEachIndexed(action: (index: Int, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.onEachIndexed(action: (index: Int, Boolean) -> Unit): BooleanArray {
    return apply { forEachIndexed(action) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.onEachIndexed(action: (index: Int, Char) -> Unit): CharArray {
    return apply { forEachIndexed(action) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ByteArray.onEachIndexed(action: (index: Int, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.onEachIndexed(action: (index: Int, Boolean) -> Unit): BooleanArray {
    return apply { forEachIndexed(action) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.onEachIndexed(action: (index: Int, Char) -> Unit): CharArray {
    return apply { forEachIndexed(action) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ByteArray.onEachIndexed(action: (index: Int, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.onEachIndexed(action: (index: Int, Boolean) -> Unit): BooleanArray {
    return apply { forEachIndexed(action) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.onEachIndexed(action: (index: Int, Char) -> Unit): CharArray {
    return apply { forEachIndexed(action) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ByteArray.onEachIndexed(action: (index: Int, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.onEachIndexed(action: (index: Int, Boolean) -> Unit): BooleanArray {
    return apply { forEachIndexed(action) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.onEachIndexed(action: (index: Int, Char) -> Unit): CharArray {
    return apply { forEachIndexed(action) }
}
```
in an expected way,\n* please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n* @param [operation] function that takes current accumulator value and an element,\n* and calculates the next accumulator value.\n* @sample samples.collections.Collections.Aggregates.reduce\n
**ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short\n* if (isEmpty())\n* throw UnsupportedOperationException("Empty array can't be reduced.")\n* var accumulator = this[0]\n* for (index in 1..lastIndex) {\n* accumulator = operation(accumulator, this[index])\n* }\n* return accumulator\n**

Accumulates value starting with the first element and applying [operation] from left to right\n* to current accumulator value and each element.\n* @param [operation] function that takes current accumulator value and an element,\n* and calculates the next accumulator value.\n* @sample samples.collections.Collections.Aggregates.reduce\n
**IntArray.reduce(operation: (acc: Int, Int) -> Int): Int\n* if (isEmpty())\n* throw UnsupportedOperationException("Empty array can't be reduced.")\n* var accumulator = this[0]\n* for (index in 1..lastIndex) {\n* accumulator = operation(accumulator, this[index])\n* }\n* return accumulator\n**

Accumulates value starting with the first element and applying [operation] from left to right\n* to current accumulator value and each element.\n* @param [operation] function that takes current accumulator value and an element,\n* and calculates the next accumulator value.\n* @sample samples.collections.Collections.Aggregates.reduce\n
**LongArray.reduce(operation: (acc: Long, Long) -> Long): Long\n* if (isEmpty())\n* throw UnsupportedOperationException("Empty array can't be reduced.")\n* var accumulator = this[0]\n* for (index in 1..lastIndex) {\n* accumulator = operation(accumulator, this[index])\n* }\n* return accumulator\n**

Accumulates value starting with the first element and applying [operation] from left to right\n* to current accumulator value and each element.\n* @param [operation] function that takes current accumulator value and an element,\n* and calculates the next accumulator value.\n* @sample samples.collections.Collections.Aggregates.reduce\n
**FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float\n* if (isEmpty())\n* throw UnsupportedOperationException("Empty array can't be reduced.")\n* var accumulator = this[0]\n* for (index in 1..lastIndex) {\n* accumulator = operation(accumulator, this[index])\n* }\n* return accumulator\n**

Accumulates value starting with the first element and applying [operation] from left to right\n* to current accumulator value and each element.\n* @param [operation] function that takes current accumulator value and an element,\n* and calculates the next accumulator value.\n* @sample samples.collections.Collections.Aggregates.reduce\n
**DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double\n* if (isEmpty())\n* throw UnsupportedOperationException("Empty array can't be reduced.")\n* var accumulator = this[0]\n* for (index in 1..lastIndex) {\n* accumulator = operation(accumulator, this[index])\n* }\n* return accumulator\n**

Accumulates value starting with the first element and applying [operation] from left to right\n* to current accumulator value and each element.\n* @param [operation] function that takes current accumulator value and an element,\n* and calculates the next accumulator value.\n* @sample samples.collections.Collections.Aggregates.reduce\n
**BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean\n* if (isEmpty())\n* throw UnsupportedOperationException("Empty array can't be reduced.")\n* var accumulator = this[0]\n* for (index in 1..lastIndex) {\n* accumulator = operation(accumulator, this[index])\n* }\n* return accumulator\n**

Accumulates value starting with the first element and applying [operation] from left to right\n* to current accumulator value and each element.\n* @param [operation] function that takes current accumulator value and an element,\n* and calculates the next accumulator value.\n* @sample samples.collections.Collections.Aggregates.reduce
in an expected way.\n * please use [reduceOrNull] instead. It returns ‘null’ when its receiver is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n
public inline fun CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]\n    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * @param [operation] function that takes the index of an element, current\n * accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */
public inline fun <T, S> Array<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = this[0]\n    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * @param [operation] function that takes the index of an element, current\n * accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */
public inline fun ByteArray.reduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]\n    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * @param [operation] function that takes the index of an element, current\n * accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */
public inline fun ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]\n    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * @param [operation] function that takes the index of an element, current\n * accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */
public inline fun IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]\n    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
    if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {  
        accumulator = operation(index, accumulator, this[index])
    }  
    return accumulator
}

@sample samples.collections.Collections.Aggregates.reduce
public inline fun FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float {
    if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

@sample samples.collections.Collections.Aggregates.reduce
public inline fun DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {
    if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

@sample samples.collections.Collections.Aggregates.reduce
public inline fun BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

@sample samples.collections.Collections.Aggregates.reduce
public inline fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

@sample samples.collections.Collections.Aggregates.reduce
public inline fun <S, T : S> Array<out T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
in the original array.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes the\n * index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n */
@SinceKotlin("1.4")
public inline fun ByteArray.reduceIndexedOrNull(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte? {
    \n    \n    var accumulator = this[0]
    \n    return accumulator
}\n\n/**\n * Accumulates value starting with the first element and applying \[operation\] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * @param \[operation\] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample \n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n */
@SinceKotlin("1.4")
public inline fun ShortArray.reduceIndexedOrNull(operation: (index: Int, acc: Short, Short) -> Short): Short? {
    \n    \n    var accumulator = this[0]
    \n    return accumulator
}\n\n/**\n * Accumulates value starting with the first element and applying \[operation\] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * @param \[operation\] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample \n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n */
@SinceKotlin("1.4")
public inline fun IntArray.reduceIndexedOrNull(operation: (index: Int, acc: Int, Int) -> Int): Int? {
    \n    \n    var accumulator = this[0]
    \n    return accumulator
}\n\n/**\n * Accumulates value starting with the first element and applying \[operation\] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * @param \[operation\] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample \n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n */
@SinceKotlin("1.4")
    \n    \n    var accumulator = this[0]
    \n    return accumulator
}\n\n/**\n * Accumulates value starting with the first element and applying \[operation\] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * @param \[operation\] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample \n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n */
@SinceKotlin("1.4")
public inline fun FloatArray.reduceIndexedOrNull(operation: (index: Int, acc: Float, Float) -> Float): Float? {
    \n    \n    var accumulator = this[0]
    \n    return accumulator
}\n\n/**\n * Accumulates value starting with the first element and applying \[operation\] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * @param \[operation\] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample \n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n */
@SinceKotlin("1.4")
public inline fun DoubleArray.reduceIndexedOrNull(operation: (index: Int, acc: Double, Double) -> Double): Double? {
    \n    \n    var accumulator = this[0]
    \n    return accumulator
}
BooleanArray.reduceIndexedOrNull(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself.
 * @returns the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceIndexedOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S> Array<S>.reduceIndexedOrNull(operation: (acc: S, T) -> S): S? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param [operation] function that takes current accumulator value and an element.
 * @returns the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceIndexedOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun Array<Byte>.reduceIndexedOrNull(operation: (acc: Byte, Byte) -> Byte): Byte? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param [operation] function that takes current accumulator value and an element.
 * @returns the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceIndexedOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun Array<Int>.reduceIndexedOrNull(operation: (acc: Int, Int) -> Int): Int? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param [operation] function that takes current accumulator value and an element.
 * @returns the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceIndexedOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
accumulator.value

@sample samples.collections.Collections.Aggregates.reduceOrNull

*\n @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n @sample samples.collections.Collections.Aggregates.reduceOrNull

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*\n @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n @sample samples.collections.Collections.Aggregates.reduceOrNull
and calculates the next accumulator value.

```kotlin
// * @sample
samples.collections.Collections.Aggregates.reduceRight

/*
 * Calculates value starting with the last element and applying [operation] from right to left to each element
 * and current accumulator value. * * * @param [operation] function that takes an element and current accumulator value,
 * * @param [operation] function that takes an element and current accumulator value,
 * * @param [operation] function that takes an element and current accumulator value,
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 * * @param [operation] function that takes an element and current accumulator value,
 * * @param [operation] function that takes an element and current accumulator value,
left\n* to each element and current accumulator value.\n* \n* Throws an exception if this array is empty. If the array can be empty in an expected way,\n* \n* please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n* \n* @param [operation] function that takes an element and current accumulator value,\n* \n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n*public inline fun CharArray.reduceRight(operation:\n* (Char, acc: Char) -> Char): Char {
*     var index = lastIndex\n*     if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n*     var accumulator = get(index--)\n*     while (index >= 0) {\n*         accumulator = operation(get(index--), accumulator)\n*         return accumulator\n*     }\n*     return accumulator\n* }

/**
* Accumulates value starting with the last element and applying [operation] from right to left\n* to each element with its index in the original array and current accumulator value.\n* \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* \n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightIndexed\n*/
public inline fun <S, T : S> Array<out T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
*     var index = lastIndex\n*     if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n*     var accumulator: S = get(index--)\n*     while (index >= 0) {\n*         accumulator = operation(index, get(index), accumulator)\n*         --index\n*         }\n*         return accumulator\n*     }

/**
* Accumulates value starting with the last element and applying [operation] from right to left\n* to each element with its index in the original array and current accumulator value.\n* \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* \n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightIndexed\n*/
public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
*     var index = lastIndex\n*     if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n*     var accumulator = get(index--)\n*     while (index >= 0) {\n*         accumulator = operation(index, get(index), accumulator)\n*         --index\n*         }\n*         return accumulator\n*     }

/**
* Accumulates value starting with the last element and applying [operation] from right to left\n* to each element with its index in the original array and current accumulator value.\n* \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* \n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightIndexed\n*/
public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
*     var index = lastIndex\n*     if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n*     var accumulator = get(index--)\n*     while (index >= 0) {\n*         accumulator = operation(index, get(index), accumulator)\n*         --index\n*         }\n*         return accumulator\n*     }

/**
* Accumulates value starting with the last element and applying [operation] from right to left\n* to each element with its index in the original array and current accumulator value.\n* \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* \n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightIndexed\n*/
public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
*     var index = lastIndex\n*     if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n*     var accumulator = get(index--)\n*     while (index >= 0) {\n*         accumulator = operation(index, get(index), accumulator)\n*         --index\n*         }\n*         return accumulator\n*     }\n

exception if this array is empty. If the array can be empty in an expected way,\n* please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty,\n* and calculates the next accumulator value.\n* and calculates the next accumulator value.\n* * @param \[operation\] function that takes the index of an element, the element itself and current accumulator value,\n* and calculates the next accumulator value.\n* * * @sample samples.collections.Collections.Aggregates.reduceRight

```kotlin
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying \[operation\] from right to left\n* to each element with its index in the original array and current accumulator value.\n* * @param \[operation\] function that takes the index of an element, the element itself and current accumulator value,\n* * and calculates the next accumulator value.\n* * * @sample samples.collections.Collections.Aggregates.reduceRight

```kotlin
```
from right to left\n* to each element with its index in the original array and current accumulator value.\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* \n* and calculates the next accumulator value,\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull*/
@SinceKotlin("1.4")
public inline fun <S, T : S> Array<out T>.reduceRightIndexedOrNull(operation: (index: Int, T, acc: S) -> S): S? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator: S = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index\n        }\n    return accumulator\n}\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* \n* and calculates the next accumulator value,\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull*/
@SinceKotlin("1.4")
public inline fun ByteArray.reduceRightIndexedOrNull(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index\n        }\n    return accumulator\n}\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* \n* and calculates the next accumulator value,\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull*/
@SinceKotlin("1.4")
public inline fun ShortArray.reduceRightIndexedOrNull(operation: (index: Int, Short, acc: Short) -> Short): Short? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index\n        }\n    return accumulator\n}\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* \n* and calculates the next accumulator value,\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull*/
@SinceKotlin("1.4")
public inline fun IntArray.reduceRightIndexedOrNull(operation: (index: Int, Int, acc: Int) -> Int): Int? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index\n        }\n    return accumulator\n}\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* \n* and calculates the next accumulator value,\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull*/
@SinceKotlin("1.4")
public inline fun LongArray.reduceRightIndexedOrNull(operation: (index: Int, Long, acc: Long) -> Long): Long? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index\n        }\n    return accumulator\n}\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* \n* and calculates the next accumulator value,\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull*/
@SinceKotlin("1.4")
public inline fun FloatArray.reduceRightIndexedOrNull(operation: (index: Int, Float, acc: Float) -> Float): Float? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index\n        }\n    return accumulator\n}\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* \n* and calculates the next accumulator value,\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull*/
Accumulates value starting with the last element and applying [operation] from right to left on each element with its index in the original array and current accumulator value.

@returns `null` if the array is empty.

@param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

samples.collections.Collections.Aggregates.reduceRightOrNull
*/
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun ByteArray.reduceRightOrNull(operation: (Byte, acc: Byte) -> Byte): Byte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/*
Accumulates value starting with the last element and applying [operation] from right to left on each element with its index in the original array and current accumulator value.

@returns `null` if the array is empty.

@param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

samples.collections.Collections.Aggregates.reduceRightOrNull
*/
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun ShortArray.reduceRightOrNull(operation: (Short, acc: Short) -> Short): Short? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
Returns `null` if the array is empty.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun IntArray.reduceRightOrNull(operation: (Int, acc: Int) -> Int): Int? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

* * *

and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun LongArray.reduceRightOrNull(operation: (Long, acc: Long) -> Long): Long? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

* * *

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun FloatArray.reduceRightOrNull(operation: (Float, acc: Float) -> Float): Float? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

* * *

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun DoubleArray.reduceRightOrNull(operation: (Double, acc: Double) -> Double): Double? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

* * *

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun BooleanArray.reduceRightOrNull(operation: (Boolean, acc: Boolean) -> Boolean): Boolean? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

* * *

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun CharArray.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

* * *
accumulator value that starts with [initial] value.\n*\n* Note that `acc` value passed to [operation] function should not be mutated;\n*\n* otherwise it would affect the previous value in resulting list.\n*\n* and calculates the next accumulator value.\n*\n* @param samples.collections.Collections.Aggregates.runningFold\n
*\n*\n* Note that `acc` value passed to [operation] function should not be mutated;\n*\n* otherwise it would affect the previous value in resulting list.\n*\n* and calculates the next accumulator value.\n*\n* @param samples.collections.Collections.Aggregates.runningFold\n
*\n*\n* Note that `acc` value passed to [operation] function should not be mutated;\n*\n* otherwise it would affect the previous value in resulting list.\n*\n* and calculates the next accumulator value.
value.

* @sample samples.collections.Collections.Aggregates.runningFold

```kotlin
*\n*/
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly
public inline fun <R> FloatArray.runningFold(initial: R,
operation: (acc: R, Float) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    var accumulator = initial\n    for (element in this) {\n        accumulator = operation(accumulator, element)\n        \n        return resultOf(accumulator)\n    }\n    return resultOf(accumulator)\n}/n

*\n*/
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.runningFold(initial: R,
operation: (acc: R, Double) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    var accumulator = initial\n    for (element in this) {\n        accumulator = operation(accumulator, element)\n        \n        return resultOf(accumulator)\n    }\n    return resultOf(accumulator)\n}/n

*\n*/
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.runningFold(initial: R,
operation: (acc: R, Boolean) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    var accumulator = initial\n    for (element in this) {\n        accumulator = operation(accumulator, element)\n        \n        return resultOf(accumulator)\n    }\n    return resultOf(accumulator)\n}/n

*\n*/
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out T>.runningFoldIndexed(initial: R,
operation: (index: Int, acc: R, T) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        \n        return resultOf(accumulator)\n    }\n    return resultOf(accumulator)\n}/n

*\n*/
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out T>.runningFoldIndexed(initial: R,
operation: (index: Int, acc: R, T) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        \n        return resultOf(accumulator)\n    }\n    return resultOf(accumulator)\n}/n
```

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ByteArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R>

val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
for (index in indices) { accumulator = operation(index, accumulator, this[index]) } result.add(accumulator) return result

Returns a list containing successive accumulation values generated by applying [operation] from left to right * to each element, its index in the original array and current accumulator value that starts with [initial] value. 

Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting list. 

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
@sample samples.collections.Collections.Aggregates.runningFold

ShortArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R>

val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
for (index in indices) { accumulator = operation(index, accumulator, this[index]) } result.add(accumulator) return result

Returns a list containing successive accumulation values generated by applying [operation] from left to right * to each element, its index in the original array and current accumulator value that starts with [initial] value. 

Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting list. 

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
@sample samples.collections.Collections.Aggregates.runningFold


val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
for (index in indices) { accumulator = operation(index, accumulator, this[index]) } result.add(accumulator) return result

Returns a list containing successive accumulation values generated by applying [operation] from left to right * to each element, its index in the original array and current accumulator value that starts with [initial] value. 

Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting list. 

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
@sample samples.collections.Collections.Aggregates.runningFold


val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
for (index in indices) { accumulator = operation(index, accumulator, this[index]) } result.add(accumulator) return result

Returns a list containing successive accumulation values generated by applying [operation] from left to right * to each element, its index in the original array and current accumulator value that starts with [initial] value. 

Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting list. 

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
@sample samples.collections.Collections.Aggregates.runningFold


val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
for (index in indices) { accumulator = operation(index, accumulator, this[index]) } result.add(accumulator) return result

Returns a list containing successive accumulation values generated by applying [operation] from left to right * to each element, its index in the original array and current accumulator value that starts with [initial] value. 

Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting list. 

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
@sample samples.collections.Collections.Aggregates.runningFold
next accumulator value.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R>
        DoubleArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: Double) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) { // accumulator = operation(index, accumulator, this[index])
        accumulator = operation(accumulator, acc)
    }
    return result
}
```

The above code snippet demonstrates how to use the `runningFoldIndexed` function for a `DoubleArray`. It takes an initial value and an operation function as parameters. The operation function is applied to each element of the array, along with its index and the accumulator value from the previous step. The result is a list containing the successive accumulation values.

This function is part of the Kotlin standard library and is useful for processing arrays in a functional way. It's particularly handy when you need to perform calculations that depend on the previous element's value for the current one.
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```kotlin
// List<Short>
val result = ArrayList<Short>(size).apply { add(accumulator) }
for (index in 1 until size) {
    accumulator = operation(accumulator, this[index])
    result.add(accumulator)
}
return result
```

```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.
 *<param>[operation]</param>
 *function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param [operation]
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun IntArray.runningReduce(operation: (acc: Int, Int) -> Int): List<Int> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Int>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.
 *<param>[operation]</param>
 *function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param [operation]
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun LongArray.runningReduce(operation: (acc: Long, Long) -> Long): List<Long> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Long>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.
 *<param>[operation]</param>
 *function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param [operation]
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.runningReduce(operation: (acc: Float, Float) -> Float): List<Float> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Float>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.
 *<param>[operation]</param>
 *function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param [operation]
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.runningReduce(operation: (acc: Double, Double) -> Double): List<Double> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Double>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.
 *<param>[operation]</param>
 *function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param [operation]
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.runningReduce(operation: (acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Boolean>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.
 *<param>[operation]</param>
 *function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param [operation]
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.runningReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

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(acc: Char, Char) -> Char): List<Char> {\n    if (isEmpty()) return emptyList()\n    var accumulator = this[0]\n    val result = ArrayList<Char>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n} \n\n**Returns a list containing successive accumulation values generated by applying \[operation\] from left to right on each element, its index in the original array and current accumulator value that starts with the first element of this array.**

Note that `acc` value passed to \[operation\] function should not be mutated; otherwise it would affect the previous value in resulting list.

\[operation\] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

**@param \[operation\] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.**

**@sample samples.collections.Collections.Aggregates.runningReduce\n**

*\n@SinceKotlin("1.4")@kotlin.internal.InlineOnly

public inline fun ByteArray.runningReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {\n    if (isEmpty()) return emptyList()\n    var accumulator = this[0]\n    val result = ArrayList<Byte>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n} \n
**Returns a list containing successive accumulation values generated by applying \[operation\] from left to right on each element, its index in the original array and current accumulator value that starts with the first element of this array.**

\[operation\] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

**@param \[operation\] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.**

**@sample samples.collections.Collections.Aggregates.runningReduce\n**

*\n@SinceKotlin("1.4")@kotlin.internal.InlineOnly

public inline fun ShortArray.runningReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {\n    if (isEmpty()) return emptyList()\n    var accumulator = this[0]\n    val result = ArrayList<Short>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n} \n
**Returns a list containing successive accumulation values generated by applying \[operation\] from left to right on each element, its index in the original array and current accumulator value that starts with the first element of this array.**

\[operation\] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

**@param \[operation\] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.**

**@sample samples.collections.Collections.Aggregates.runningReduce\n**

*\n@SinceKotlin("1.4")@kotlin.internal.InlineOnly

public inline fun IntArray.runningReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {\n    if (isEmpty()) return emptyList()\n    var accumulator = this[0]\n    val result = ArrayList<Int>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n} \n
**Returns a list containing successive accumulation values generated by applying \[operation\] from left to right on each element, its index in the original array and current accumulator value that starts with the first element of this array.**

\[operation\] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

**@param \[operation\] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.**

**@sample samples.collections.Collections.Aggregates.runningReduce\n**

*\n@SinceKotlin("1.4")@kotlin.internal.InlineOnly

public inline fun LongArray.runningReduceIndexed(operation: (index: Int, acc: Long, Long) -> Long): List<Long> {\n    if (isEmpty()) return emptyList()\n    var accumulator = this[0]\n    val result = ArrayList<Long>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n} \n
**Returns a list containing successive accumulation values generated by applying \[operation\] from left to right on each element, its index in the original array and current accumulator value that starts with the first element of this array.**

\[operation\] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

**@param \[operation\] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.**

**@sample samples.collections.Collections.Aggregates.runningReduce\n**
result.add(accumulator)\n  }\n  return result
}\n/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. \n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.runningReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {
  if (isEmpty()) return emptyList()
  var accumulator = this[0] \n  val result = ArrayList<Float>(size).apply {
    add(accumulator) }
  for (index in 1 until size) {
    accumulator = operation(index, accumulator, this[index])
    result.add(accumulator)
  }
  return result
}\n/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. \n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.runningReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double> {
  if (isEmpty()) return emptyList()
  var accumulator = this[0] \n  val result = ArrayList<Double>(size).apply {
    add(accumulator) }
  for (index in 1 until size) {
    accumulator = operation(index, accumulator, this[index])
    result.add(accumulator)
  }
  return result
}\n/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. \n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.runningReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): List<Boolean> {
  if (isEmpty()) return emptyList()
  var accumulator = this[0] \n  val result = ArrayList<Boolean>(size).apply {
    add(accumulator) }
  for (index in 1 until size) {
    accumulator = operation(index, accumulator, this[index])
    result.add(accumulator)
  }
  return result
}\n/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. \n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
  if (isEmpty()) return emptyList()
  var accumulator = this[0] \n  val result = ArrayList<Char>(size).apply {
    add(accumulator) }
  for (index in 1 until size) {
    accumulator = operation(index, accumulator, this[index])
    result.add(accumulator)
  }
  return result
}\n/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. \n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun StringArray.runningReduceIndexed(operation: (index: Int, acc: String, String) -> String): List<String> {
  if (isEmpty()) return emptyList()
  var accumulator = this[0] \n  val result = ArrayList<String>(size).apply {
    add(accumulator) }
  for (index in 1 until size) {
    accumulator = operation(index, accumulator, this[index])
    result.add(accumulator)
  }
  return result
}\n/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. \n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun Array<out Any>.runningReduceIndexed(operation: (index: Int, acc: Any, Any) -> Any): List<Any> {
  if (isEmpty()) return emptyList()
  var accumulator = this[0] \n  val result = ArrayList<Any>(size).apply {
    add(accumulator) }
  for (index in 1 until size) {
    accumulator = operation(index, accumulator, this[index])
    result.add(accumulator)
  }
  return result
}
resulting list.

- \* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
- \* @sample samples.collections.Collections.Aggregates.scan

- \*\* @Since Kotlin("1.4\")\*\* @WasExperimental(ExperimentalStdlibApi::class)\*\* @kotlin.internal.InlineOnly\*\* public inline fun <R> ByteArray.scan(initial: R, operation: (acc: R, Byte) -> R): List<R> { \n  return runningFold(initial, operation)\n}

- \*\* @Since Kotlin("1.4\")\*\* @WasExperimental(ExperimentalStdlibApi::class)\*\* @kotlin.internal.InlineOnly\*\* public inline fun <R> ShortArray.scan(initial: R, operation: (acc: R, Short) -> R): List<R> { \n  return runningFold(initial, operation)\n}

- \*\* @Since Kotlin("1.4\")\*\* @WasExperimental(ExperimentalStdlibApi::class)\*\* @kotlin.internal.InlineOnly\*\* public inline fun <R> IntArray.scan(initial: R, operation: (acc: R, Int) -> R): List<R> { \n  return runningFold(initial, operation)\n}

- \*\* @Since Kotlin("1.4\")\*\* @WasExperimental(ExperimentalStdlibApi::class)\*\* @kotlin.internal.InlineOnly\*\* public inline fun <R> LongArray.scan(initial: R, operation: (acc: R, Long) -> R): List<R> { \n  return runningFold(initial, operation)\n}

- \*\* @Since Kotlin("1.4\")\*\* @WasExperimental(ExperimentalStdlibApi::class)\*\* @kotlin.internal.InlineOnly\*\* public inline fun <R> FloatArray.scan(initial: R, operation: (acc: R, Float) -> R): List<R> { \n  return runningFold(initial, operation)\n}

- \*\* @Since Kotlin("1.4\")\*\* @WasExperimental(ExperimentalStdlibApi::class)\*\* @kotlin.internal.InlineOnly\*\* public inline fun <R> DoubleArray.scan(initial: R, operation: (acc: R, Double) -> R): List<R> { \n  return runningFold(initial, operation)\n}

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public inline fun <R> BooleanArray.scan(initial: R, operation: (acc: R, Boolean) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
public inline fun <R> CharArray.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
public inline fun <T, R> Array<out T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
public inline fun <R> ByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
public inline fun <R> ShortArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
    return runningFoldIndexed(initial, operation)
}

/*
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <R> ShortArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
    return runningFoldIndexed(initial, operation)
}

/*
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
    return runningFoldIndexed(initial, operation)
}

*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
    return runningFoldIndexed(initial, operation)
}

/*
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
    return runningFoldIndexed(initial, operation)
}

*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
    return runningFoldIndexed(initial, operation)
}

/*
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
    return runningFoldIndexed(initial, operation)
}

*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
    return runningFoldIndexed(initial, operation)
}
    return runningFoldIndexed(initial, operation)\n\n    * Note that `acc` value passed to [operation] function should not be mutated;\n    * otherwise it would affect the previous value in resulting list.\n\n    * @param [operation] function that takes the index of an element, current accumulator value of any type and the element itself, and calculates the next accumulator value.\n\n    * @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> FloatArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {
    return runningFoldIndexed(initial, operation)\n\n    * Note that `acc` value passed to [operation] function should not be mutated;\n    * otherwise it would affect the previous value in resulting list.\n\n    * @param [operation] function that takes the index of an element, current accumulator value of any type and the element itself, and calculates the next accumulator value.\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {
    return runningFoldIndexed(initial, operation)\n\n    * Note that `acc` value passed to [operation] function should not be mutated;\n    * otherwise it would affect the previous value in resulting list.\n\n    * @param [operation] function that takes the index of an element, current accumulator value of any type and the element itself, and calculates the next accumulator value.\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {
    return runningFoldIndexed(initial, operation)\n\n    * Note that `acc` value passed to [operation] function should not be mutated;\n    * otherwise it would affect the previous value in resulting list.\n\n    * @param [operation] function that takes the index of an element, current accumulator value of any type and the element itself, and calculates the next accumulator value.\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    return runningFoldIndexed(initial, operation)\n\n    * Note that `acc` value passed to [operation] function should not be mutated;\n    * otherwise it would affect the previous value in resulting list.\n\n    * @param [operation] function that takes the index of an element, current accumulator value of any type and the element itself, and calculates the next accumulator value.\n
@Deprecated("Use runningReduce instead.",
            ReplaceWith("runningReduce(operation)"), level =
            DeprecationLevel.ERROR)\n    fun <S, T : S> Array<out T>.scanReduce(operation: (acc: S, T) -> S): List<S> {
        List<@Sample(Samples.Collections.Aggregates.scan)
            *<S>\n    }

@Deprecated("Use runningReduce instead.",
            ReplaceWith("runningReduce(operation)"), level =
            DeprecationLevel.ERROR)\n    fun <S, T : S> ByteArray.scanReduce(operation: (acc: Byte, Byte) -> Byte): List<Byte> {
        List<@Sample(Samples.Collections.Aggregates.scan)
            *<S>\n    }

@Deprecated("Use runningReduce instead.",
            ReplaceWith("runningReduce(operation)"), level =
            DeprecationLevel.ERROR)\n    fun <S, T : S> ShortArray.scanReduce(operation: (acc: Short, Short) -> Short): List<Short> {
        List<@Sample(Samples.Collections.Aggregates.scan)
            *<S>\n    }
DeprecationLevel.ERROR)\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.scanReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double>
    return runningReduceIndexed(operation)\n\nDeprecationLevel.ERROR)\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.scanReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): List<Boolean>
    return runningReduceIndexed(operation)\n\nDeprecationLevel.ERROR)\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.scanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char>
    return runningReduceIndexed(operation)\n
/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun <T> Array<out T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumBy(selector: (Byte) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumBy(selector: (Short) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumBy(selector: (Int) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumBy(selector: (Long) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumBy(selector: (Float) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumBy(selector: (Double) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun <T> Array<out T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum = 0.0
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
    var sum = 0.0
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {
    var sum = 0.0
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {
    var sum = 0.0
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumOf(selector: (Byte) -> Double): Double {
    var sum = 0.0
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumOf(selector: (Short) -> Double): Double {
    var sum = 0.0
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumOf(selector: (Int) -> Double): Double {
    var sum = 0.0
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumOf(selector: (Long) -> Double): Double {
    var sum = 0.0
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumOf(selector: (Float) -> Double): Double {
    var sum = 0.0
    for (element in this)
        sum += selector(element)
    return sum
}
BooleanArray.sumOf(selector: (Boolean) -> Double): Double {
    var sum = Double(0.0)
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

CharArray.sumOf(selector: (Char) -> Double): Double {
    var sum = Double(0.0)
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

Array<out T>.sumOf(selector: (T) -> Int): Int {
    var sum = Int(0)
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

ByteArray.sumOf(selector: (Byte) -> Int): Int {
    var sum = Int(0)
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

ShortArray.sumOf(selector: (Short) -> Int): Int {
    var sum = Int(0)
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

IntArray.sumOf(selector: (Int) -> Int): Int {
    var sum = Int(0)
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

LongArray.sumOf(selector: (Long) -> Int): Int {
    var sum = Int(0)
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

FloatArray.sumOf(selector: (Float) -> Int): Int {
    var sum = Int(0)
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

DoubleArray.sumOf(selector: (Double) -> Int): Int {
    var sum = Int(0)
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

Open Source Used In DNAC Platform Arica 9537
An @SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType @kotlin.jvm.JvmName("sumOfInt") @kotlin.internal.InlineOnly
public inline fun CharArray.sumOf(selector: (Char) -> Int): Int {
    var sum: Int = 0.toInt()
    return sum
}

*/// Returns the sum of all values produced by [selector] function applied to each element in the array.

An @SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType @kotlin.jvm.JvmName("sumOfLong") @kotlin.internal.InlineOnly
public inline fun <T> Array<T>.sumOf(selector: (T) -> Long): Long {
    var sum: Long = 0.toLong()
    return sum
}

*/// Returns the sum of all values produced by [selector] function applied to each element in the array.

An @SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType @kotlin.jvm.JvmName("sumOfLong") @kotlin.internal.InlineOnly
public inline fun ShortArray.sumOf(selector: (Short) -> Long): Long {
    var sum: Long = 0.toLong()
    return sum
}

*/// Returns the sum of all values produced by [selector] function applied to each element in the array.

An @SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType @kotlin.jvm.JvmName("sumOfLong") @kotlin.internal.InlineOnly
public inline fun IntArray.sumOf(selector: (Int) -> Long): Long {
    var sum: Long = 0.toLong()
    return sum
}

*/// Returns the sum of all values produced by [selector] function applied to each element in the array.

An @SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType @kotlin.jvm.JvmName("sumOfLong") @kotlin.internal.InlineOnly
public inline fun LongArray.sumOf(selector: (Long) -> Long): Long {
    var sum: Long = 0.toLong()
    return sum
}

*/// Returns the sum of all values produced by [selector] function applied to each element in the array.

An @SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType @kotlin.jvm.JvmName("sumOfLong") @kotlin.internal.InlineOnly
public inline fun FloatArray.sumOf(selector: (Float) -> Long): Long {
    var sum: Long = 0.toLong()
    return sum
}

*/// Returns the sum of all values produced by [selector] function applied to each element in the array.

An @SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType @kotlin.jvm.JvmName("sumOfLong") @kotlin.internal.InlineOnly
public inline fun DoubleArray.sumOf(selector: (Double) -> Long): Long {
    var sum: Long = 0.toLong()
    return sum
}

*/// Returns the sum of all values produced by [selector] function applied to each element in the array.

An @SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType @kotlin.jvm.JvmName("sumOfLong") @kotlin.internal.InlineOnly
public inline fun BooleanArray.sumOf(selector: (Boolean) -> Long): Long {
    var sum: Long = 0.toLong()
    return sum
}

*/// Returns the sum of all values produced by [selector] function applied to each element in the array.

An @SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType @kotlin.jvm.JvmName("sumOfLong") @kotlin.internal.InlineOnly
public inline fun CharArray.sumOf(selector: (Char) -> Long): Long {
    var sum: Long = 0.toLong()
    return sum
}

*/// Returns the sum of all values produced by [selector] function applied to each element in the array.
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.sumOf(selector: (T) -> ULong): ULong {\n    var sum: ULong = 0.toULong() for (element in this) {\n        sum += selector(element)\n    } return sum\n} // * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.sumOf(selector: (Byte) -> ULong): ULong {\n    var sum: ULong = 0.toULong() for (element in this) {\n        sum += selector(element)\n    } return sum\n} // * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.sumOf(selector: (Short) -> ULong): ULong {\n    var sum: ULong = 0.toULong() for (element in this) {\n        sum += selector(element)\n    } return sum\n} // * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.sumOf(selector: (Int) -> ULong): ULong {\n    var sum: ULong = 0.toULong() for (element in this) {\n        sum += selector(element)\n    } return sum\n} // * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.sumOf(selector: (Long) -> ULong): ULong {\n    var sum: ULong = 0.toULong() for (element in this) {\n        sum += selector(element)\n    } return sum\n} // * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.sumOf(selector: (Float) -> ULong): ULong {\n    var sum: ULong = 0.toULong() for (element in this) {\n        sum += selector(element)\n    } return sum\n} // * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.sumOf(selector: (Double) -> ULong): ULong {\n    var sum: ULong = 0.toULong() for (element in this) {\n        sum += selector(element)\n    } return sum\n} // * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.sumOf(selector: (Boolean) -> ULong): ULong {\n    var sum: ULong = 0.toULong() for (element in this) {\n        sum += selector(element)\n    } return sum\n} // * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.sumOf(selector: (Char) -> ULong): ULong {\n    var sum: ULong = 0.toULong() for (element in this) {\n        sum += selector(element)\n    } return sum\n} // * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.\n
@Suppress("UNCHECKED_CAST")\nreturn this as Array<T>\n} // * Splits the original array into pair of lists,\n// * where *first* list contains elements for which [predicate] yielded `true`, \n// * while *second* list
contains elements for which [predicate] yielded `false`.

```kotlin
@sample
```

```
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives

@sample
```

```
// Splits the original array into pair of lists,\n* where *first* list contains elements for which [predicate] yielded `true`,\n* while *second* list contains elements for which [predicate] yielded `false`.\n
```kotlin
@sample
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```
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives

@sample
```

```
// Splits the original array into pair of lists,\n* where *first* list contains elements for which [predicate] yielded `true`,\n* while *second* list contains elements for which [predicate] yielded `false`.\n
```kotlin
@sample
```

```
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives

@sample
```

```
// Splits the original array into pair of lists,\n* where *first* list contains elements for which [predicate] yielded `true`,\n* while *second* list contains elements for which [predicate] yielded `false`.\n
```kotlin
@sample
```

```
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives

@sample
```

```
// Splits the original array into pair of lists,\n* where *first* list contains elements for which [predicate] yielded `true`,\n* while *second* list contains elements for which [predicate] yielded `false`.\n
```kotlin
@sample
```

```
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives

@sample
```

```
// Splits the original array into pair of lists,\n* where *first* list contains elements for which [predicate] yielded `true`,\n* while *second* list contains elements for which [predicate] yielded `false`.\n
```kotlin
@sample
```
elements for which `[predicate]` yielded `true`, *while* `[second]` list contains elements for which `[predicate]` yielded `false`. *The returned list has length of the shortest collection.*

```kotlin
inline fun CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {
    val first = ArrayList<Char>()
    val second = ArrayList<Char>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
infix fun <T, R> Array<out T>.zip(other: Array<out R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
infix fun <R> ByteArray.zip(other: Array<out R>): List<Pair<Byte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
infix fun <R> ShortArray.zip(other: Array<out R>): List<Pair<Short, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
infix fun <R> IntArray.zip(other: Array<out R>): List<Pair<Int, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
infix fun <R> LongArray.zip(other: Array<out R>): List<Pair<Long, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
infix fun <R> FloatArray.zip(other: Array<out R>): List<Pair<Float, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
infix fun <R> DoubleArray.zip(other: Array<out R>): List<Pair<Double, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
infix fun <R> BooleanArray.zip(other: Array<out R>): List<Pair<Boolean, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
infix fun <R> CharArray.zip(other: Array<out R>): List<Pair<Char, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
infix fun <T, R, V> Array<out T>.zipIterable(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
infix fun <R> LongArray.zipIterable(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```
of  `this` array and the [other] array with the same index
* using the provided [transform] function applied to each
pair of elements.
* The returned list has length of the shortest collection.
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returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<R> ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Int> IntArray.zip(other: Iterable<R>): List<Pair<Int, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Byte> ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Char> CharArray.zip(other: Iterable<R>): List<Pair<Char, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Long> LongArray.zip(other: Iterable<R>): List<Pair<Long, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Float> FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Double> DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Boolean> BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Char> CharArray.zip(other: Iterable<R>): List<Pair<Char, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Byte> ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Short> ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Int> IntArray.zip(other: Iterable<R>): List<Pair<Int, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Long> LongArray.zip(other: Iterable<R>): List<Pair<Long, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Double> DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Boolean> BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Char> CharArray.zip(other: Iterable<R>): List<Pair<Char, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Byte> ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Short> ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Long> LongArray.zip(other: Iterable<R>): List<Pair<Long, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Double> DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Boolean> BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Char> CharArray.zip(other: Iterable<R>): List<Pair<Char, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Byte> ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Short> ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Long> LongArray.zip(other: Iterable<R>): List<Pair<Long, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Double> DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable<Boolean> BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> {\n    \{ t1, t2 -> t1 to t2 \}\n}\n
* Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.
if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterableWithTransform
 */
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterableWithTransform
 */
public inline fun <R, V> FloatArray.zip(other: Iterable<R>, transform: (a: Float, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterableWithTransform
 */
public inline fun <R, V> DoubleArray.zip(other: Iterable<R>, transform: (a: Double, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterableWithTransform
 */
public inline fun <R, V> BooleanArray.zip(other: Iterable<R>, transform: (a: Boolean, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterableWithTransform
 */
public inline fun <R, V> CharArray.zip(other: Iterable<R>, transform: (a: Char, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterableWithTransform
 */
public infix fun ByteArray.zip(other: ByteArray): List<Pair<Byte, Byte>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterableWithTransform
 */
public infix fun ShortArray.zip(other: ShortArray): List<Pair<Short, Short>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterableWithTransform
 */
public infix fun IntArray.zip(other: IntArray): List<Pair<Int, Int>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterableWithTransform
 */
public infix fun LongArray.zip(other: LongArray): List<Pair<Long, Long>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

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returned list has length of the shortest collection.

samples.collections.Iterables.Operations.zipIterable

* @sample 


List<Pair<Float, Float>> { 
    return zip(other) { t1, t2 -> t1 to t2 } 
} 

* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

The returned list has length of the shortest collection.

samples.collections.Iterables.Operations.zipIterable fun DoubleArray.zip(other: DoubleArray): 

List<Pair<Double, Double>> { 
    return zip(other) { t1, t2 -> t1 to t2 } 
} 

* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

The returned list has length of the shortest collection.

samples.collections.Iterables.Operations.zipIterable fun BooleanArray.zip(other: BooleanArray): 

List<Pair<Boolean, Boolean>> { 
    return zip(other) { t1, t2 -> t1 to t2 } 
} 

* Returns a list of values built from the elements of `this` array and the [other] array with the same index.

The returned list has length of the shortest collection.

samples.collections.Iterables.Operations.zipIterable fun CharArray.zip(other: CharArray): 

List<Pair<Char, Char>> { 
    return zip(other) { t1, t2 -> t1 to t2 } 
} 

* Returns a list of values built from the elements of `this` array and the [other] array with the same index.

The returned list has length of the shortest collection.

samples.collections.Iterables.Operations.zipIterable fun ByteArray.zip(other: ByteArray, transform: (a: Byte, b: Byte) -> V): 

List<V> { 
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
} 

* Returns a list of values built from the elements of `this` array and the [other] array using the provided [transform] function applied to each pair of elements.

The returned list has length of the shortest array.

samples.collections.Iterables.Operations.zipIterableWithTransform fun <V> ShortArray.zip(other: ShortArray, transform: (a: Short, b: Short) -> V): 

List<V> { 
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
} 

* Returns a list of values built from the elements of `this` array and the [other] array using the provided [transform] function applied to each pair of elements.

The returned list has length of the shortest array.


List<Int> { 
    val size = minOf(size, other.size)
    val list = ArrayList<Int>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
} 

* Returns a list of values built from the elements of `this` array and the [other] array using the provided [transform] function applied to each pair of elements.

The returned list has length of the shortest array.


List<Float> { 
    val size = minOf(size, other.size)
    val list = ArrayList<Float>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
} 

* Returns a list of values built from the elements of `this` array and the [other] array using the provided [transform] function applied to each pair of elements.

The returned list has length of the shortest array.

samples.collections.Iterables.Operations.zipIterableWithTransform fun <V> DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): 

List<Double> { 
    val size = minOf(size, other.size)
    val list = ArrayList<Double>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
} 

* Returns a list of values built from the elements of `this` array and the [other] array using the provided [transform] function applied to each pair of elements.

The returned list has length of the shortest array.
with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest array.\n * @sample

samples.collections.Iterables.Operations.zipIterableWithTransform\n *\n\npublic inline fun <V> BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size = minOf(size, other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))\n    }\n    return list\n}\n\npublic inline fun <V> List<V>.zipIterableWithTransform\n *\n\npublic inline fun <V> String.zipIterableWithTransform\n *\n\npublic inline fun <V> CharArray.zipIterableWithTransform\n *\n\npublic inline fun <V> IntArray.zipIterableWithTransform\n *\n
```kotlin
public inline fun <V> BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size = minOf(size, other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))\n    }\n    return list\n}\n
public inline fun <V> List<V>.zipIterableWithTransform\n *\n\npublic inline fun <V> String.zipIterableWithTransform\n *\n\npublic inline fun <V> CharArray.zipIterableWithTransform\n *\n\npublic inline fun <V> IntArray.zipIterableWithTransform\n *
```
buffer.append(transform(element))
else
    buffer.append(element.toString())
} else break


buffer.append(truncated)
buffer.append(postfix)
return

buffer()n*/n* * Appends the string from all the elements separated using [separator] and using the given
[prefix] and [postfix] if supplied. n * n * If the collection could be huge, you can specify a non-negative value of
[limit], in which case only the first [limit]n * elements will be appended, followed by the [truncated] string (which
defaults to "..."), n * n * @sample samples.collections.Collections.Transformations.joinTo

public fun <A : Appendable> LongArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): A {

    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            break
    } else break

    buffer.append(separator)
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transform(element))
        else
            buffer.append(element.toString())
    } else break

    buffer.append(truncated)
    buffer.append(postfix)
    return

buffer()n*/n* * Appends the string from all the elements separated using [separator] and using the given
[prefix] and [postfix] if supplied. n * n * If the collection could be huge, you can specify a non-negative value of
[limit], in which case only the first [limit]n * elements will be appended, followed by the [truncated] string (which
defaults to "..."), n * n * @sample samples.collections.Collections.Transformations.joinTo

public fun <A : Appendable> FloatArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): A {

    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            break
    } else break

    buffer.append(separator)
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transform(element))
        else
            buffer.append(element.toString())
    } else break

    buffer.append(separator)
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transform(element))
        else
            buffer.append(element.toString())
    } else break

buffer()n*/n* * Appends the string from all the elements separated using [separator] and using the given
[prefix] and [postfix] if supplied. n * n * If the collection could be huge, you can specify a non-negative value of
[limit], in which case only the first [limit]n * elements will be appended, followed by the [truncated] string (which
defaults to "..."), n * n * @sample samples.collections.Collections.Transformations.joinTo

public fun <A : Appendable> DoubleArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Double) -> CharSequence)? = null): A {

    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            break
    } else break

    buffer.append(separator)
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transform(element))
        else
            buffer.append(element.toString())
    } else break

buffer()n*/n* * Appends the string from all the elements separated using [separator] and using the given
[prefix] and [postfix] if supplied. n * n * If the collection could be huge, you can specify a non-negative value of
[limit], in which case only the first [limit]n * elements will be appended, followed by the [truncated] string (which
defaults to "..."), n * n * @sample samples.collections.Collections.Transformations.joinTo

public fun <A : Appendable> BooleanArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Boolean) -> CharSequence)? = null): A {

    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            break
    } else break

    buffer.append(separator)
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transform(element))
        else
            buffer.append(element.toString())
    } else break

buffer()n*/n* * Appends the string from all the elements separated using [separator] and using the given
[prefix] and [postfix] if supplied. n * n * If the collection could be huge, you can specify a non-negative value of
[limit], in which case only the first [limit]n * elements will be appended, followed by the [truncated] string (which
defaults to "..."), n * n * @sample samples.collections.Collections.Transformations.joinTo

public fun <A : Appendable> CharArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Char) -> CharSequence)? = null): A {

    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            break
    } else break

    buffer.append(separator)
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transform(element))
        else
            buffer.append(element.toString())
    } else break

    buffer.append(truncated)
    buffer.append(postfix)
    return


null): A `Buffer` can be created as follows:

```kotlin
Buffer(buffer.append(prefix) var count = 0n for (element in this) {
    if (++count > 1)
    buffer.append(separator)
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transform(element))
        else
            buffer.append(element)
    } else break
} if (limit >= 0 && count > limit)
    buffer.append(truncated)
}
```

This method takes the following parameters:

- `prefix`: The prefix to append to each element.
- `separator`: A delimiter between elements.
- `postfix`: The suffix to append to the last element.
- `limit`: The maximum number of elements to append. A negative value means no limit.
- `truncated`: The string used when the limit is exceeded.
- `transform`: A transformation function applied to each element.

The method appends each element, separated by `separator`, and appends a prefix and a postfix if required. If the limit is exceeded, it appends a truncated string. If the collection is huge, it may append only the first `limit` elements, followed by a truncated string.

Here are some examples of how to use the `joinToString` method for different collection types:

1. **For a generic array:**
   ```kotlin
   fun joinToString<T>(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
       return joinToString(separator, prefix, postfix, limit, truncated, transform).toString()
   }
   ```

2. **For a `ByteArray`:**
   ```kotlin
   fun ByteArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Byte) -> CharSequence)? = null): String {
       return joinToString(separator, prefix, postfix, limit, truncated, transform).toString()
   }
   ```

3. **For a `ShortArray`:**
   ```kotlin
   fun ShortArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Short) -> CharSequence)? = null): String {
       return joinToString(separator, prefix, postfix, limit, truncated, transform).toString()
   }
   ```

4. **For an `IntArray`:**
   ```kotlin
   fun IntArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): String {
       return joinToString(separator, prefix, postfix, limit, truncated, transform).toString()
   }
   ```

5. **For a `LongArray`:**
   ```kotlin
   fun LongArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): String {
       return joinToString(separator, prefix, postfix, limit, truncated, transform).toString()
   }
   ```

6. **For a `FloatArray`:**
   ```kotlin
   fun FloatArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): String {
       return joinToString(separator, prefix, postfix, limit, truncated, transform).toString()
   }
   ```
append, followed by the [truncated] string (which defaults to "...").

```java
public fun DoubleArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Double) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}
```

```java
/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
 * [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun BooleanArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ",", limit: Int = -1, truncated: CharSequence = "...", transform: ((Boolean) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}
```

```java
/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
 * [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun CharArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Char) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}
```

```java
/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> Array<out T>.asIterable(): Iterable<T> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}
```

```java
/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections-Sequences.Building.sequenceFromArray
 */
public fun <T> Array<out T>.asSequence(): Sequence<T> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}
```
Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.

```kotlin
public fun IntArray.asSequence(): Sequence<Int> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}
```

```kotlin
public fun LongArray.asSequence(): Sequence<Long> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}
```

```kotlin
public fun FloatArray.asSequence(): Sequence<Float> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}
```

```kotlin
public fun DoubleArray.asSequence(): Sequence<Double> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}
```

```kotlin
public fun BooleanArray.asSequence(): Sequence<Boolean> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}
```

```kotlin
public fun CharArray.asSequence(): Sequence<Char> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}
```

```kotlin
@kotlin.jvm.JvmName("averageOfByte")
public fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
@kotlin.jvm.JvmName("averageOfShort")
public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
public fun ByteArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
public fun ShortArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
public fun IntArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
public fun LongArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
public fun FloatArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
public fun DoubleArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
public fun BooleanArray.asSequence(): Sequence<Boolean> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}
```

```kotlin
public fun CharArray.asSequence(): Sequence<Char> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}
```

```kotlin
@sample samples.collections.Sequences.Building.sequenceFromArray
```
```kotlin
/**
 * Returns an average value of elements in the array.
 */
public fun DoubleArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Array<out Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Array<out Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Array<out Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Array<out Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Array<out Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Array<out Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun IntRange.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun IntRange.random(random: Random): Int {
    try {
        return random.nextInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun LongRange.random(): Long {
    try {
        return random.nextLong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun CharRange.random(): Char {
    return random(CharRange.random())
}

/**
 * Returns a random element from the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun IntRange.random(random: Random): Int {
    try {
        return random.nextInt(this)
    } catch(e: RandomnessException) {
        throw IllegalStateException(e.message)
    }
}
```

---

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removed.

@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Byte): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Double): Boolean {
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Double): Boolean {
    return value.toLongExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Double): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Double): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Float): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Float): Boolean {
    return value.toLongExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Float): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Float): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Byte): Boolean {
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Byte): Boolean {
    return value.toLongExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Byte): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Byte): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Byte): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Byte): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Byte): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Byte): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Byte): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Byte): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun
ClosedRange<Long>.contains(value: Int): Boolean {
    return contains(value.toLong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Int): Boolean {
    return value.toByteExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Int): Boolean {
    return value.toShortExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Int): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Int): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Long): Boolean {
    return value.toIntExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Long): Boolean {
    return value.toByteExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Long): Boolean {
    return value.toShortExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Long): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Long): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Short): Boolean {
    return contains(value.toInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Short): Boolean {
    return value.toByteExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Long): Boolean {
    return value.toShortExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Short): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Short): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Short): Boolean {
    return contains(value.toInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Short): Boolean {
    return value.toByteExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Long): Boolean {
    return value.toShortExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Short): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Short): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Short): Boolean {
    return contains(value.toInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Short): Boolean {
    return value.toByteExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Long): Boolean {
    return value.toShortExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Short): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Short): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Short): Boolean {
    return contains(value.toInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Short): Boolean {
    return value.toByteExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Long): Boolean {
    return value.toShortExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Short): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Short): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Short): Boolean {
    return contains(value.toInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Short): Boolean {
    return value.toByteExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Long): Boolean {
    return value.toShortExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Short): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Short): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Short): Boolean {
    return contains(value.toInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Short): Boolean {
    return value.toByteExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Long): Boolean {
    return value.toShortExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Short): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Short): Boolean {
Short): Boolean {
    return contains(value.toFloat())
} /*
   * Returns a progression from this value down to the specified [to] value with the step -1.0 * \n * The [to] value should be less than or equal to ‘this’ value.\n * If the [to] value is greater than ‘this’ value the returned progression is empty.\n */

IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)\n} /*
   * Returns a progression from this value down to the specified [to] value with the step -1.0 * \n * The [to] value should be less than or equal to ‘this’ value.\n * If the [to] value is greater than ‘this’ value the returned progression is empty.\n */

LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)\n} /*
   * Returns a progression from this value down to the specified [to] value with the step -1.0 * \n * The [to] value should be less than or equal to ‘this’ value.\n * If the [to] value is greater than ‘this’ value the returned progression is empty.\n */

CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)\n} /*
   * Returns a progression from this value down to the specified [to] value with the step -1.0 * \n * The [to] value should be less than or equal to ‘this’ value.\n * If the [to] value is greater than ‘this’ value the returned progression is empty.\n */

Short): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)\n} /*
   * Returns a progression from this value down to the specified [to] value with the step -1.0 * \n * The [to] value should be less than or equal to ‘this’ value.\n * If the [to] value is greater than ‘this’ value the returned progression is empty.\n */

Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n} /*
   * Returns a progression from this value down to the specified [to] value with the step -1.0 * \n * The [to] value should be less than or equal to ‘this’ value.\n * If the [to] value is greater than ‘this’ value the returned progression is empty.\n */

Char): Boolean {
    return contains(value.toFloat())
} /*
   * Returns a progression from this value down to the specified [to] value with the step -1.0 * \n * The [to] value should be less than or equal to ‘this’ value.\n * If the [to] value is greater than ‘this’ value the returned progression is empty.\n */

Short): Boolean {
    return contains(value.toFloat())
} /*
   * Returns a progression from this value down to the specified [to] value with the step -1.0 * \n * The [to] value should be less than or equal to ‘this’ value.\n * If the [to] value is greater than ‘this’ value the returned progression is empty.\n */

Int): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)\n} /*
   * Returns a progression from this value down to the specified [to] value with the step -1.0 * \n * The [to] value should be less than or equal to ‘this’ value.\n * If the [to] value is greater than ‘this’ value the returned progression is empty.\n */

Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)\n} /*
   * Returns a progression from this value down to the specified [to] value with the step -1.0 * \n * The [to] value should be less than or equal to ‘this’ value.\n * If the [to] value is greater than ‘this’ value the returned progression is empty.\n */

Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)\n} /*
   * Returns a progression from this value down to the specified [to] value with the step -1.0 * \n * The [to] value should be less than or equal to ‘this’ value.\n * If the [to] value is greater than ‘this’ value the returned progression is empty.\n */

Char): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)\n} /*
   * Returns a progression from this value down to the specified [to] value with the step -1.0 * \n * The [to] value should be less than or equal to ‘this’ value.\n * If the [to] value is greater than ‘this’ value the returned progression is empty.\n */

Char): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)\n} /*
   * Returns a progression from this value down to the specified [to] value with the step -1.0 * \n * The [to] value should be less than or equal to ‘this’ value.\n * If the [to] value is greater than ‘this’ value the returned progression is empty.\n */
progression from this value down to the specified [to] value with the step -1.

* The [to] value should be less than or equal to `this` value.

* If the [to] value is greater than `this` value the returned progression is empty.

*/

public infix fun Long.downTo(to: Short): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */

public infix fun Byte.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */

public infix fun Short.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */

public fun IntProgression.reversed(): IntProgression {
    return IntProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */

public fun LongProgression.reversed(): LongProgression {
    return LongProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */

public infix fun IntProgression.step(step: Int): IntProgression {
    checkStepIsPositive(step > 0, step)
    return IntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */

public infix fun LongProgression.step(step: Long): LongProgression {
    checkStepIsPositive(step > 0, step)
    return LongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */

public infix fun CharProgression.step(step: Int): CharProgression {
    checkStepIsPositive(step > 0, step)
    return CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

internal fun Int.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toInt()..Byte.MAX_VALUE.toInt()) this.toByte() else null
}

internal fun Long.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toLong()..Byte.MAX_VALUE.toLong()) this.toByte() else null
}

internal fun Short.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toShort()..Byte.MAX_VALUE.toShort()) this.toByte() else null
}

internal fun Double.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toDouble()..Byte.MAX_VALUE.toDouble()) this.toInt().toByte() else null
}

internal fun Float.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toFloat()..Byte.MAX_VALUE.toFloat()) this.toInt().toByte() else null
}

internal fun Long.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toLong()..Int.MAX_VALUE.toLong()) this.toInt() else null
}

internal fun Double.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toDouble()..Int.MAX_VALUE.toDouble()) this.toInt() else null
}

internal fun Float.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toFloat()..Int.MAX_VALUE.toFloat()) this.toInt() else null
}

internal fun Long.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toLong()..Short.MAX_VALUE.toLong()) this.toShort() else null
}

internal fun Double.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toDouble()..Short.MAX_VALUE.toDouble()) this.toShort() else null
}

internal fun Float.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toFloat()..Short.MAX_VALUE.toFloat()) this.toShort() else null
}
value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.

```kotlin
@sample samples.comparisons.ComparableOps.coerceAtLeast
public fun <T : Comparable<T>>
T.coerceAtLeast(minimumValue: T): T {
    return if (this < minimumValue) minimumValue else this
} /* Ensures that this value is not less than the specified [minimumValue]. */

@sample samples.comparisons.ComparableOps.coerceAtMost
public fun <T : Comparable<T>>
T.coerceAtMost(maximumValue: T): T {
    return if (this > maximumValue) maximumValue else this
} /* Ensures that this value is not greater than the specified [maximumValue]. */
```

### Byte

```kotlin
Byte.coerceAtLeast(minimumValue: Byte): Byte {
    return if (this < minimumValue) minimumValue else this
}

Byte.coerceAtMost(maximumValue: Byte): Byte {
    return if (this > maximumValue) maximumValue else this
}
```

### Short

```kotlin
Short.coerceAtLeast(minimumValue: Short): Short {
    return if (this < minimumValue) minimumValue else this
}

Short.coerceAtMost(maximumValue: Short): Short {
    return if (this > maximumValue) maximumValue else this
}
```

### Int

```kotlin
Int.coerceAtLeast(minimumValue: Int): Int {
    return if (this < minimumValue) minimumValue else this
}

Int.coerceAtMost(maximumValue: Int): Int {
    return if (this > maximumValue) maximumValue else this
}
```

### Long

```kotlin
Long.coerceAtLeast(minimumValue: Long): Long {
    return if (this < minimumValue) minimumValue else this
}

Long.coerceAtMost(maximumValue: Long): Long {
    return if (this > maximumValue) maximumValue else this
}
```

### Float

```kotlin
Float.coerceAtLeast(minimumValue: Float): Float {
    return if (this < minimumValue) minimumValue else this
}

Float.coerceAtMost(maximumValue: Float): Float {
    return if (this > maximumValue) maximumValue else this
}
```

### Double

```kotlin
Double.coerceAtLeast(minimumValue: Double): Double {
    return if (this < minimumValue) minimumValue else this
}

Double.coerceAtMost(maximumValue: Double): Double {
    return if (this > maximumValue) maximumValue else this
}
```
Ensures that this value lies in the specified range \[minimumValue..maximumValue\].

* Ensures that this value lies in the specified range \[minimumValue..maximumValue\].
  * 
  * @return this value if it's less than or equal to the \[maximumValue\] or the \[maximumValue\] otherwise.
  * 
  * @return this value if it's in the range, or \[minimumValue\] if this value lies in the specified range \[minimumValue..maximumValue\].
  * 
  * @return this value if it's in the range, or \[minimumValue\] if this value lies in the specified range \[minimumValue..maximumValue\].
  * 
  * @return this value if it's in the range, or \[minimumValue\] if this value lies in the specified range \[minimumValue..maximumValue\].
  * 
  * @return this value if it's less than \[minimumValue\], or \[maximumValue\] if this value is greater than \[maximumValue\].
  * 
  * @return this value if it's less than \[minimumValue\], or \[maximumValue\] if this value is greater than \[maximumValue\].
  * 
  * @return this value if it's less than \[minimumValue\], or \[maximumValue\] if this value is greater than \[maximumValue\].
  * 
  * @return this value if it's less than \[minimumValue\], or \[maximumValue\] if this value is greater than \[maximumValue\].
  * 
  * @return this value if it's less than \[minimumValue\], or \[maximumValue\] if this value is greater than \[maximumValue\].
  * 
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  * 
  * @return this value if it's less than \[minimumValue\], or \[maximumValue\] if this value is greater than \[maximumValue\].
  * 
  * @return this value if it's less than \[minimumValue\], or \[maximumValue\] if this value is greater than \[maximumValue\].
  * 
  * @return this value if it's in the range, or \[minimumValue\] if this value lies in the specified range \[minimumValue..maximumValue\].
  * 
  * @return this value if it's in the range, or \[minimumValue\] if this value lies in the specified range \[minimumValue..maximumValue\].
  * 
  * @return this value if it's in the range, or \[minimumValue\] if this value lies in the specified range \[minimumValue..maximumValue\].
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  * @return this value if it's in the range, or \[minimumValue\] if this value lies in the specified range \[minimumValue..maximumValue\].
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  * @return this value if it's in the range, or \[minimumValue\] if this value lies in the specified range \[minimumValue..maximumValue\].
  * 
  * @return this value if it's in the range, or \[minimumValue\] if this value lies in the specified range \[minimumValue..maximumValue\].
  * 
  * @return this value if it's in the range, or \[minimumValue\] if this value lies in the specified range \[minimumValue..maximumValue\].
  * 
  * @return this value if it's in the range, or \[minimumValue\] if this value lies in the specified range \[minimumValue..maximumValue\].

IllegalArgumentOutOfRangeException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")

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IllegalArgumentOutOfRangeException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")

IllegalArgumentOutOfRangeException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
public fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
minimum $minimumValue.")
    return if (this < minimumValue) return minimumValue
    else if (this > maximumValue) return maximumValue
    else return this
}

/**
 * Ensures that this value lies in the specified 
range.
 * 
 * @return this value if it's in the range, or `range.start` if this value is less than `range.start`, or `range.endInclusive`
if this value is greater than `range.endInclusive`. * * * @sample
samples.comparisons.ComparableOps.coerceInFloatingPointRange
 */
public fun <T : Comparable<T>> T.coerceIn(range: ClosedFloatingPointRange<T>): T {
    if (range.isEmpty()) throw
    IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        // this < start equiv to this <= start && !(this >= start)
        range.lessThanOrEquals(this, range.start) &&
        !range.lessThanOrEquals(range.start, this) -> range.start
        // this > end equiv to this >= end && !(this <= end)
        range.lessThanOrEquals(range.endInclusive, this) && !range.lessThanOrEquals(this, range.endInclusive) ->
        range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified 
range.
 * 
 * @return this value if it's in the range, or `range.start` if this value is less than `range.start`, or `range.endInclusive`
if this value is greater than `range.endInclusive`. * * * @sample
samples.comparisons.ComparableOps.coerceInComparable
 */
public fun <T : Comparable<T>> T.coerceIn(range: ClosedRange<T>): T {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<T>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified 
range.
 * 
 * @return this value if it's in the range, or `range.start` if this value is less than `range.start`, or `range.endInclusive`
if this value is greater than `range.endInclusive`. * * * @sample
samples.comparisons.ComparableOps.coerceIn
 */
public fun Int.coerceIn(range: ClosedRange<Int>): Int {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<Int>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified 
range.
 * 
 * @return this value if it's in the range, or `range.start` if this value is less than `range.start`, or `range.endInclusive`
if this value is greater than `range.endInclusive`. * * * @sample
samples.comparisons.ComparableOps.coerceIn
 */
public fun Long.coerceIn(range: ClosedRange<Long>): Long {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<Long>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

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it's less than other,
* or a positive number if it's greater than other.\n *\n@kotlin.internal.InlineOnly
@Suppress("OVERRIDE_BY_INLINE")
public override inline operator fun compareTo(other: UByte): Int =
this.toInt().compareTo(other.toInt())\n/**\n* Compares this value with the specified value for order.\n* Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n* or a positive number if it's greater than other.\n*/
@kotlin.internal.InlineOnly
public inline operator fun compareToTo(other: UByte): Int =
this.toInt().compareToTo(other.toInt())\n/**\n* Compares this value with the specified value for order.\n* Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n* or a positive number if it's greater than other.\n*/
@kotlin.internal.InlineOnly
public inline operator fun compareToTo(other: UShort): Int =
this.toInt().compareToTo(other.toInt())\n/**\n* Compares this value with the specified value for order.\n* Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n* or a positive number if it's greater than other.\n*/
@kotlin.internal.InlineOnly
public inline operator fun compareToTo(other: UInt): Int =
this.toUInt().compareToTo(other)\n/**\n* Compares this value with the specified value for order.\n* Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n* or a positive number if it's greater than other.\n*/
@kotlin.internal.InlineOnly
public inline operator fun compareToTo(other: ULong): Int =
this.toULong().compareToTo(other)\n/** Adds the other value to this value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun plus(other: UByte): UInt =
this.toUInt().plus(other.toUInt())\n/** Adds the other value to this value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun plus(other: UShort): UInt =
this.toUInt().plus(other.toUInt())\n/** Adds the other value to this value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun plus(other: UInt): UInt =
this.toUInt().plus(other)\n/** Adds the other value to this value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun plus(other: ULong): ULong =
this.toULong().plus(other)\n/** Subtracts the other value from this value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun minus(other: UByte): UInt =
this.toUInt().minus(other.toUInt())\n/** Subtracts the other value from this value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun minus(other: UShort): UInt =
this.toUInt().minus(other.toUInt())\n/** Subtracts the other value from this value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): UInt =
this.toUInt().minus(other)\n/** Subtracts the other value from this value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong =
this.toULong().minus(other)\n/** Multiplies this value by the other value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun times(other: UByte): UInt =
this.toUInt().times(other.toUInt())\n/** Multiplies this value by the other value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun times(other: UShort): UInt =
this.toUInt().times(other.toUInt())\n/** Multiplies this value by the other value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun times(other: UInt): UInt =
this.toUInt().times(other)\n/** Multiplies this value by the other value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun times(other: ULong): ULong =
this.toULong().times(other)\n/** Divides this value by the other value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UInt =
this.toUInt().div(other.toUInt())\n/** Divides this value by the other value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UInt =
this.toUInt().div(other.toUInt())\n/** Divides this value by the other value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UInt =
this.toUInt().div(other)\n/** Divides this value by the other value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong =
this.toULong().div(other)\n/** Calculates the remainder of dividing this value by the other value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UInt =
this.toUInt().rem(other.toUInt())\n/** Calculates the remainder of dividing this value by the other value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt =
this.toUInt().rem(other.toUInt())\n/** Calculates the remainder of dividing this value by the other value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): UInt =
this.toUInt().rem(other)\n/** Calculates the remainder of dividing this value by the other value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong =
this.toULong().rem(other)\n/** Increments this value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun inc(): UByte =
UByte(data.inc())\n/** Increments this value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun dec(): UByte =
UByte(data.dec())\n/** Creates a range from this value to the specified [other] value.\n*\n@kotlin.internal.InlineOnly
public inline operator fun
operator fun rangeTo(other: UByte): UIntRange = UIntRange(this.toUInt(), other.toUInt())

    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun and(other: UByte): UByte = UByte(this.data and other.data)

    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun or(other: UByte): UByte = UByte(this.data or other.data)

    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: UByte): UByte = UByte(this.data xor other.data)

    /** Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): UByte = UByte(data.inv())

    /** Converts this [UByte] value to [Byte]. */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte = data

    /** Converts this [UByte] value to [Short]. */
    @kotlin.internal.InlineOnly
    public inline fun toShort(): Short = data.toShort() and 0xFF

    /** Converts this [UByte] value to [Int]. */
    @kotlin.internal.InlineOnly
    public inline fun toInt(): Int = data.toInt() and 0xFF

    /** Converts this [UByte] value to [Long]. */
    @kotlin.internal.InlineOnly
    public inline fun toLong(): Long = data.toLong() and 0xFF

    /** Converts this [UByte] value to [Float]. */
    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = this.toInt().toFloat()

    /** Converts this [UByte] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toDouble(): Double = this.toInt().toDouble()
Since Kotlin("1.3")@ExperimentalUnsignedTypes
public inline fun Short.toUByte(): UByte = UByte(this.toByte())
/**
 * Converts this [Int] value to [UByte].
 * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `Int`. The resulting `UByte` value is represented by the least significant 8 bits of this `Int` value.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun Int.toUByte(): UByte = UByte(this.toByte())
/**
 * Converts this [Long] value to [UByte].
 * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `Long`. The resulting `UByte` value is represented by the least significant 8 bits of this `Long` value.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun Long.toUByte(): UByte = UByte(this.toByte())

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline class UInt @PublishedApi internal constructor(@PublishedApi internal val data: Int) : Comparable<UInt> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UInt can have.
         */
        public const val MIN_VALUE: UInt = UInt(0)

        /**
         * A constant holding the maximum value an instance of UInt can have.
         */
        public const val MAX_VALUE: UInt = UInt(-1)

        /**
         * The number of bytes used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BYTES: Int = 4

        /**
         * The number of bits used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BITS: Int = 32
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toUInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toUInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public override inline operator fun compareTo(other: UInt): Int = uintCompare(this.data, other.data)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): UInt = this.plus(other.toUInt())
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt = this.plus(other.toUInt())
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): UInt = UInt(this.data.plus(other.data))
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): UInt = this.minus(other.toUInt())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): UInt = this.minus(other.toUInt())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): UInt = UInt(this.data.minus(other.data))
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): UInt = this.times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): UInt = this.times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): UInt = UInt(this.data.times(other.data))
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong = this.toULong().times(other)

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun divide(other: UByte): UInt = this.divide(other.toUInt())
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun divide(other: UShort): UInt = this.divide(other.toUInt())
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun divide(other: UInt): UInt = UInt(this.data.divide(other.data))
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun divide(other: ULong): ULong = this.toULong().divide(other)

    /** Rounds this value to the nearest value. */
    @kotlin.internal.InlineOnly
    public inline operator fun round(): UInt = this.round()
value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
* the same
numerical value as this `UInt`.*
* The resulting `UByte` value is represented by the least significant 8 bits of
this `UInt`.*
* If this value is less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents
* the same numerical value as this `UInt`.*
* The resulting `UShort` value is represented by the least significant 16 bits of this `UInt`.*
* The result of dividing this `UInt` value by 2 is an integer value.
  * The result of this division is the greatest `UShort` value that is less than or equal to
the result of `intValue / 2`.
* If this value is less than or equals to [ULong.MAX_VALUE], the resulting `ULong` value represents
* the same numerical value as this `UInt`.*
* The least significant 32 bits of this `ULong` value are the same as the bits of this `UInt`.*
* whereas the most significant 32 bits are filled with zeros.*
* The resulting `ULong` value is represented by the least significant 32 bits of this `UInt` value.*
* The least significant 8 bits of this `UInt` value are the same as the bits of this `Byte` value.*
* whereas the most significant 24 bits are filled with the sign bit of this value.*

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Byte.toUInt(): UInt = UInt(this.toInt())
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Short.toUInt(): UInt = UInt(this.toInt())
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Int.toUInt(): UInt = UInt(this)
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Long.toUInt(): UInt = UInt(this.toLong())
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Float.toUInt(): UInt = doubleToUInt(this.toDouble())
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Double.toUInt(): UInt = doubleToUInt(this)
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun public inline fun toUByte(): UByte =
data.toUByte() /* Converts this [UInt] value to [UShort]. */
* The result of this division is the greatest `UShort` value that is less than or equal to
the result of `intValue / 2`.
* If this value is less than or equals to [ULong.MAX_VALUE], the resulting `ULong` value represents
* the same numerical value as this `UInt`.*
* The least significant 32 bits of this `ULong` value are the same as the bits of this `UInt`.*
* whereas the most significant 32 bits are filled with zeros.*
* The resulting `ULong` value is represented by the least significant 32 bits of this `UInt` value.*
* The least significant 8 bits of this `UInt` value are the same as the bits of this `Byte` value.*
* whereas the most significant 24 bits are filled with the sign bit of this value.*

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Byte.toUInt(): UInt = UInt(this.toInt())
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Short.toUInt(): UInt = UInt(this.toInt())
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Int.toUInt(): UInt = UInt(this)
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Long.toUInt(): UInt = UInt(this.toLong())
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Float.toUInt(): UInt = doubleToUInt(this.toDouble())
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Double.toUInt(): UInt = doubleToUInt(this)
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun
constructor(@PublishedApi internal val data: Short) : Comparable<UShort> {

    companion object {
        /**
        * A constant holding the minimum value an instance of UShort can have.
        */
        public const val MIN_VALUE: UShort = UShort(0)

        /**
        * A constant holding the maximum value an instance of UShort can have.
        */
        public const val MAX_VALUE: UShort = UShort(-1)

        /**
        * The number of bytes used to represent an instance of UShort in a binary form.
        */
        public const val SIZE_BYTES: Int = 2

        /**
        * The number of bits used to represent an instance of UShort in a binary form.
        */
        public const val SIZE_BITS: Int = 16

        /**
        * A constant holding the specified value for order.
        */
        * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
        * or a positive number if it's greater than other.
        */
        public inline operator fun compareTo(other: UByte): Int = this.toUInt().compareTo(other.toInt())

        /**
        * A constant holding the specified value for order.
        */
        * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
        * or a positive number if it's greater than other.
        */
        public inline operator fun compareTo(other: UShort): Int = this.toUInt().compareTo(other.toUInt())

        /**
        * A constant holding the specified value for order.
        */
        * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
        * or a positive number if it's greater than other.
        */
        public inline operator fun compareTo(other: UInt): UInt = this.toUInt().compareTo(other)

        /**
        * A constant holding the specified value for order.
        */
        * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
        * or a positive number if it's greater than other.
        */
        public inline operator fun compareTo(other: ULong): ULong = this.toULong().compareTo(other)

        /**
        * Adds the other value to this value.
        */
        public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())

        /**
        * Adds the other value to this value.
        */
        public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())

        /**
        * Adds the other value to this value.
        */
        public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)

        /**
        * Adds the other value to this value.
        */
        public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

        /**
        * Subtracts the other value from this value.
        */
        public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())

        /**
        * Subtracts the other value from this value.
        */
        public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())

        /**
        * Subtracts the other value from this value.
        */
        public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)

        /**
        * Subtracts the other value from this value.
        */
        public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

        /**
        * Multiplies this value by the other value.
        */
        public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())

        /**
        * Multiplies this value by the other value.
        */
        public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())

        /**
        * Multiplies this value by the other value.
        */
        public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)

        /**
        * Multiplies this value by the other value.
        */
        public inline operator fun times(other: ULong): ULong = this.toULong().times(other)

        /**
        * Divides this value by the other value.
        */
        public inline operator fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())

        /**
        * Divides this value by the other value.
        */
        public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())

        /**
        * Divides this value by the other value.
        */
        public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)

        /**
        * Divides this value by the other value.
        */
        public inline operator fun div(other: ULong): ULong = this.toULong().div(other)

        /**
        * Calculates the remainder of dividing this value by the other value.
        */
        public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt())

        /**
        * Calculates the remainder of dividing this value by the other value.
        */
        public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())

        /**
        * Calculates the remainder of dividing this value by the other value.
        */
        public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other)

        /**
        * Calculates the remainder of dividing this value by the other value.
        */
        public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)}
value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other.toUInt())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other.toULong())
/** Increments this value. */
@kotlin.internal.InlineOnly
public inline operator fun inc(): UShort = UShort(data.inc())
/** Decrements this value. */
@kotlin.internal.InlineOnly
public inline operator fun dec(): UShort = UShort(data.dec())
/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun and(other: UShort): UShort = UShort(this.data and other.data)
/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun or(other: UShort): UShort = UShort(this.data or other.data)
/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun xor(other: UShort): UShort = UShort(this.data xor other.data)
/** Creates a range from this value to the specified [other] value. */
@kotlin.internal.InlineOnly
public inline infix fun rangeTo(other: UShort): UIntRange = UIntRange(this.toUInt(), other.toUInt())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): Byte = data.toByte()
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other.toUInt())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: Long): Long = this.toLong().rem(other.toLong())
/** Returns this value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): Byte = data.toByte()
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Byte.toUShort(): UShort = UShort(this.toShort())
/**
 * Converts this 
 value to 

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Short.toUShort(): UShort = UShort(this)
/**
 * Converts this 
 value to 

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Int.toUShort(): UShort = UShort(this.toInt())
/**
 * Converts this 
 value to 

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Long.toUShort(): UShort = UShort(this.toLong())

/**
 * A range of values of type `Char`
 */
public class CharRange(start: Char, endInclusive: Char) : CharProgression(start, endInclusive, 1), ClosedRange<Char> {
    override val start: Char get() = first
    override val endInclusive: Char get() = last

    override fun contains(value: Char): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is CharRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Char. */
        public val EMPTY: CharRange = CharRange(1.toChar(), 0.toChar())
    }
}

/**
 * A range of values of type `Int`
 */
public class IntRange(start: Int, endInclusive: Int) : IntProgression(start, endInclusive, 1), ClosedRange<Int> {
    override val start: Int get() = first
    override val endInclusive: Int get() = last

    override fun contains(value: Int): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is IntRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first + last)

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Int. */
        public val EMPTY: IntRange = IntRange(1, 0)
    }
}

/**
 * A range of values of type `Long`
 */
public class LongRange(start: Long, endInclusive: Long) : LongProgression(start, endInclusive, 1), ClosedRange<Long> {
    override val start: Long get() = first
    override val endInclusive: Long get() = last

    override fun contains(value: Long): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is LongRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first + last)

    override fun toString(): String = "$first-$last"
kotlin.random.Random

internal object EmptyIterator : ListIterator<Nothing> {
    override fun hasNext(): Boolean = false
    override fun hasPrevious(): Boolean = false
    override fun nextIndex(): Int = 0
    override fun previousIndex(): Int = -1
    override fun next(): Nothing = throw NoSuchElementException()
    override fun previous(): Nothing = throw NoSuchElementException()
}

internal object EmptyList : List<Nothing>, Serializable, RandomAccess {
    private const val serialVersionUID: Long = -7390468764508069838L

    override fun equals(other: Any?): Boolean = other is List<*> && other.isEmpty()
    override fun hashCode(): Int = 1
    override fun toString(): String = "[]"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun get(index: Int): Nothing = throw IndexOutOfBoundsException("Empty list doesn't contain element at index $index.")
    override fun indexOf(element: Nothing): Int = -1
    override fun lastIndexOf(element: Nothing): Int = -1

    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun listIterator(): ListIterator<Nothing> = EmptyIterator
    override fun listIterator(index: Int): ListIterator<Nothing> {
        if (index != 0) throw IndexOutOfBoundsException("Index: $index")
        return EmptyIterator
    }

    override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> {
        if (fromIndex == 0 && toIndex == 0) return this
        throw IndexOutOfBoundsException("fromIndex: $fromIndex, toIndex: $toIndex")
    }

    private fun readResolve(): Any = EmptyList
}

internal fun <T> Array<out T>.asCollection(): Collection<T> = ArrayAsCollection(this)

private class ArrayAsCollection<T>(val values: Array<out T>, val isVarargs: Boolean) : Collection<T> {
    override val size: Int get() = values.size
    override fun isEmpty(): Boolean = values.isEmpty()
    override fun contains(element: T): Boolean = values.contains(element)
    override fun containsAll(elements: Collection<T>): Boolean = elements.all { contains(it) }
    override fun iterator(): Iterator<T> = values.iterator()
    // override hidden toArray implementation to prevent copying of values array
    public fun toArray(): Array<out Any?> = values.copyToArrayOfAny(isVarargs)
}

/**
 * Returns an empty read-only list.  The returned list is serializable (JVM).
 */
@kotlin.internal.InlineOnly
public fun <T> emptyList(): List<T> = EmptyList

/**
 * Returns a new read-only list of given elements.  The returned list is serializable (JVM).
 */
@kotlin.internal.InlineOnly
public fun <T> listOf(vararg elements: T): List<T> = if (elements.size > 0) elements.asList() else emptyList()

/**
 * Returns a new read-only list of single given element, if it is not null, or empty list if the element is null.  The
 * returned list is serializable (JVM).
 */
public fun <T : Any> listOfNotNull(element: T?): List<T> = if (element != null) listOf(element) else emptyList()

/**
 * Returns a new read-only list only of those given elements, that are not null.  The returned list is serializable
 * (JVM).
 */
public fun <T : Any> listOfNotNull(vararg elements: T?): List<T> = elements.filterNotNull()
function [init] is called for each list element sequentially starting from the first one. It should return the value for a list element given its index.

* @sample samples.collections.Collections.Lists.readOnlyListFromInitializer

**A反正Kotlin("1.1")**\@kotlin.internal.InlineOnly\public inline fun <T> List(size: Int, init: (index: Int) -> T): List<T> = MutableList(size, init)

**A反正Kotlin("1.1")**\@kotlin.internal.InlineOnly\public inline fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> = MutableList(size, init)

**A反正Kotlin("1.3")**\@ExperimentalStdlibApi\@kotlin.internal.InlineOnly\public inline fun <E> buildList(@BuilderInference builderAction: MutableList<@BuilderInference BuilderActionType>.() -> Unit): List<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) } \n    return buildListInternal(builderAction)\n}

**A反正Kotlin("1.3")**\@ExperimentalStdlibApi\@kotlin.internal.InlineOnly\public inline fun <E> buildList(capacity: Int, @BuilderInference builderAction: MutableList<@BuilderInference BuilderActionType>.() -> Unit): List<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) } \n    return buildListInternal(capacity, builderAction)\n}

**A反正Kotlin("1.3")**\@ExperimentalStdlibApi\@kotlin.internal.InlineOnly\public inline fun <T> Collection<@BuilderInference BuilderActionType*.() -> Unit>.indicesOfCollection(): IntRange = 0..size - 1

**A反正Kotlin("1.3")**\@ExperimentalStdlibApi\@kotlin.internal.InlineOnly\public inline fun <T> Collection<@BuilderInference BuilderActionType*.() -> Unit>.lastIndex: Int

**A反正Kotlin("1.3")**@kotlin.internal.InlineOnly fun <@BuilderInference BuilderActionType*>.notEmpty(): Boolean = isNotEmpty()!!

**A反正Kotlin("1.3")**@kotlin.internal.InlineOnly fun <@BuilderInference BuilderActionType*.() -> Unit>.isEmpty(): Boolean = isEmpty()!!

**A反正Kotlin("1.3")**@kotlin.internal.InlineOnly fun <@BuilderInference BuilderActionType*.() -> Unit>.notNull(): Boolean = isNull()!!

**A反正Kotlin("1.3")**@kotlin.internal.InlineOnly fun <@BuilderInference BuilderActionType*.() -> Unit>.orElse(): Collection<T> = this ?: emptyList()
elements in the specified collection are contained in this collection.

* * * Allows to overcome type-safety restriction of `containsAll` that requires to pass a collection of type `Collection<E>`.

* @sample

samples.collections.Collections.Collections.collectionContainsAll

*@n@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases

*kotlin.internal.InlineOnly

@public inline fun <T> Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)

* * * Returns a new list with the elements of this list randomly shuffled using the specified `[random]` instance as the source of randomness.

* * @sample

samples.collections.Collections.Collections.collectionContainsAll

*/

@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases

@kotlin.internal.InlineOnly

public inline fun <@kotlin.internal.OnlyInputTypes T>

Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)

/**
 * Returns a new list with the elements of this list randomly shuffled using the specified `[random]` instance as the source of randomness.
 * The list is expected to be sorted into ascending order according to the Comparable natural ordering of its elements.
 * otherwise the result is undefined.
 * If the list contains multiple elements equal to the specified `[element]`, there is no guarantee which one will be found.
 * `null` value is considered to be less than any non-null value.
 * @return the index of the element, if it is contained in the list within the specified range;
 * otherwise, the inverted insertion point `(insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.
 */

public fun <T> Iterable<T>.shuffled(random: Random): List<T> =

toMutableList().apply {
    shuffle(random)
} List<T>.optimizeReadOnlyList() = when (size) {

    0 -> emptyList()
    1 -> listOf(this[0])
    else -> this
}

/**
 * Searches this list or its range for the provided `[element]` using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the Comparable natural ordering of its elements.
 * otherwise the result is undefined.
 * If the list contains multiple elements equal to the specified `[element]`, there is no guarantee which one will be found.
 * `null` value is considered to be less than any non-null value.
 * @return the index of the element, if it is contained in the list within the specified range;
 * otherwise, the inverted insertion point `(insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.
 */

public fun <T : Comparable<T>>

List<T?>.binarySearch(element: T?, fromIndex: Int = 0, toIndex: Int = size): Int {
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val cmp = compareValues(mid, element)

        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1)  // key not found
}

/**
 * Searches this list or its range for the provided `[element]` using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the specified `[comparator]`, otherwise the result is undefined.
 * If the list contains multiple elements equal to the specified `[element]`, there is no guarantee which one will be found.
 * `null` value is considered to be less than any non-null value.
 * @return the index of the element, if it is contained in the list within the specified range;
 * otherwise, the inverted insertion point `(insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted according to the specified `[comparator]`.
 */

public fun <T> List<T>.binarySearch(element: T, comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Int {
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val cmp = comparator.compare(mid, element)

        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1)  // key not found
}

/**
 * Searches this list or its range for an element having the key returned by the specified `[selector]` function equal to the provided `[key]` value using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the Comparable natural ordering of keys of its elements.
 * otherwise the result is undefined.
 * If the list contains multiple elements with the specified [key], there is no guarantee which one will be found.
 * `null` value is considered to be less than any non-null value.
 * @return the index of the element with the specified [key], if it is contained in the list within the specified range;
 * otherwise, the inverted insertion point `(insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.
 */

public inline fun <T, K : Comparable<K>>

List<T>.binarySearchBy(key: K?, fromIndex: Int = 0, toIndex: Int = size, crossinline selector: (T) -> K?) =

binarySearch(fromIndex, toIndex) { compareValues(selector(it), key) }

// do not introduce this
overload --- too rare

```kotlin
public fun <T, K> List<T>.binarySearchBy(key: K, comparator: Comparator<K>,
    fromIndex: Int = 0, toIndex: Int = size, selector: (T) -> K): Int =
    binarySearch(fromIndex, toIndex)

@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkIndexOverflow(index: Int):
    Int

@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkCountOverflow(count: Int):
    Int

@PublishedApi
@SinceKotlin("1.3")
internal fun throwIndexOverflow() { throw
    throwCountOverflow() { throw
    EmptyMap : Map<Any?, Nothing>, Serializable {
    override fun equals(other: Any?): Boolean = other is Map<*, *>
    override fun hashCode(): Int = 0
    override fun toString(): String = "{}"
    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun containsKey(key: Any?): Boolean = false
    override fun containsValue(value: Nothing): Boolean = false
    override fun entries(): Set<Map.Entry<Any?, Nothing>>
    override fun values(): Collection<Nothing> get() = EmptyList
    override fun keySet(): Set<Any?> = EmptySet
    override fun get(key: Any?): Nothing? = null
    fun mapOf(vararg pairs: Pair<K, V>): Map<K, V> { return
        returnCountOverflow() { throw
    
    }
pairs.toMap(LinkedHashMap(mapCapacity(pairs.size))) else emptyMap() /* \n * Returns an empty read-only map.\n */
The returned map is serializable (JVM). /* \n * @sample samples.collections.Maps.Instantiation.emptyReadOnlyMap\n */
@kotlin.internal.InlineOnly
public inline fun <K, V> mapOf(): Map<K, V> = emptyMap() /* \n * Returns an empty new [MutableMap].\n */
The returned map preserves the entry iteration order. /* \n * @sample samples.collections.Maps.Instantiation.emptyMutableMap\n */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> mutableMapOf():
    MutableMap<K, V> = LinkedHashMap() /* \n * Returns a new [MutableMap] with the specified contents, given as a list of pairs\n * where the first component is the key and the second is the value.\n */
If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs. /* \n */
Entries of the map are iterated in the order they were specified. /* \n * @sample samples.collections.Maps.Instantiation.mutableMapFromPairs\n */
public fun <K, V> mutableMapOf(vararg pairs: Pair<K, V>): MutableMap<K, V> =
    LinkedHashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) } /* \n */
Returns an empty new [HashMap]. /* \n */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> hashMapOf(): HashMap<K, V> = HashMap<K, V>() /* \n */
@SinceKotlin("1.1")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <K, V> hashMapOf(vararg pairs: Pair<K, V>): HashMap<K, V> =
    HashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) } /* \n */
Returns an empty new [LinkedHashMap] with the specified contents, given as a list of pairs\n * where the first component is the key and the second is the value.\n */
If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs. /* \n */
Entries of the map are iterated in the order they were specified. /* \n */
public fun <K, V> linkedMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> =
    LinkedHashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) } /* \n */
Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction] and returning a read-only map with the same key-value pairs. /* \n */
The map passed as a receiver to the [builderAction] is valid only inside that function. /* \n */
Using it outside of the function produces an unspecified behavior. /* \n */
Entries of the map are iterated in the order they were added by the [builderAction]. /* \n */
/* \n * @sample samples.collections.Builders.Maps.buildMapSample\n */
public inline fun <K, V> buildMap(@BuilderInference builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
    contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
    return buildMapInternal(builderAction) /* \n */
Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction] and returning a read-only map with the same key-value pairs. /* \n */
The map passed as a receiver to the [builderAction] is valid only inside that function. /* \n */
Using it outside of the function produces an unspecified behavior. /* \n */
Entries of the map are iterated in the order they were added by the [builderAction]. /* \n */
@throws IllegalArgumentException if the given [capacity] is negative. /* \n */
@sample samples.collections.Builders.Maps.buildMapSample\n} /* \n */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <K, V> buildMap(@BuilderInference builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
    contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
    return buildMapInternal(builderAction) /* \n */
Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction] and returning a read-only map with the same key-value pairs. /* \n */
The map passed as a receiver to the [builderAction] is valid only inside that function. /* \n */
Using it outside of the function produces an unspecified behavior. /* \n */
Entries of the map are iterated in the order they were added by the [builderAction]. /* \n */
@throws IllegalArgumentException if the given [capacity] is negative. /* \n */
@sample samples.collections.Builders.Maps.buildMapSample\n} /* \n */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <K, V> buildMap(capacity: Int, @BuilderInference builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
    contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
    return buildMapInternal(capacity, builderAction) /* \n */
Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction] and returning a read-only map with the same key-value pairs. /* \n */
The map passed as a receiver to the [builderAction] is valid only inside that function. /* \n */
Using it outside of the function produces an unspecified behavior. /* \n */
Entries of the map are iterated in the order they were added by the [builderAction]. /* \n */
@throws IllegalArgumentException if the given [capacity] is negative. /* \n */
@sample samples.collections.Builders.Maps.buildMapSample\n} /* \n */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<K, V>.getOrElse(key: K, defaultValue: () -> V): V = get(key) ?: defaultValue()

internal inline fun <K, V> Map<K, V>.getOrElseNullable(key: K, defaultValue: () -> V): V {
    val value = get(key)
    if (value == null && !containsKey(key)) {
        return defaultValue()
    } else {
        @Suppress("UNCHECKED_CAST")
        return value as V
    }
}

/**
 * Returns the value
 * for the given 
 * key or throws an exception if there is no such key in the map.
 * @throws
 * NoSuchElementException when the key is not found in the map.
 */
@SinceKotlin("1.1")
public fun <K, V> Map<K, V>.getValue(key: K): V = getOrImplicitDefault(key)

/**
 * Returns the value for the given key. If the key is not found in the map, calls
 * the [defaultValue] function, if it puts its result into the map under the given
 * key and returns it.
 * @throws
 * NoSuchElementException when the map doesn't contain a value for the specified
 * key and no explicit default value was provided for that map.
 */
    val value = get(key)
    return if (value == null) {
        val answer = defaultValue()
        put(key, answer)
        answer
    } else {
        value
    }
}

/**
 * Returns an
 * [Iterator] over the entries in the 
 * [Map].
 */
@kotlin.internal.InlineOnly

/**
 * Returns a 
 * [MutableIterator] over the mutable entries in
 * [MutableMap].
 */
@kotlin.jvm.JvmName("mutableIterator")
@kotlin.internal.InlineOnly

/**
 * Populates the given 
 * [MutableMap] with entries having the keys of this map and the
 * values obtained
 * by applying the [transform] function to each entry in this [Map].
 */
    return entries.associateByTo(destination, { it.key }, transform)
}

/**
 * Populates the given
 * [MutableMap] with entries having the keys obtained
 * by applying the [transform] function to each entry in this [Map] and the values of this map.
 * If any two entries are mapped to the equal keys, the value of the latter one will overwrite
 * the value associated with the former one.
 */
public fun <K, V, R> MutableMap<in K, in V>.putAll(pairs: Array<out Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Puts all the elements of the given sequence into this 
 * [MutableMap] with the first component in the pair being the key and the second the value.
 */
public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Sequence<Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Returns a map containing all key-value pairs with keys matching the given
 * [predicate].
 */
public fun <K> Map<out K, V>.filterMap(predicate: (K) -> Boolean): Map<K, V> = entries.filter { it.key }
preserves the entry iteration order of the original map.

```kotlin
/* * @sample samples.collections.Maps.Filtering.filterKeys
 * @public inline fun <K, V> Map<out K, V>.filterKeys(predicate: (K) -> Boolean): Map<K, V> {
 * val result = LinkedHashMap<K, V>()
 * for (entry in this) {
 * if (predicate(entry.key)) {
 * result.put(entry.key, entry.value)
 * }
 * }
 * return result
 * } *//* Returns a map containing all key-value pairs with values matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 * */
@sample samples.collections.Maps.Filtering.filterValues
/* * @public inline fun <K, V> Map<out K, V>.filterValues(predicate: (V) -> Boolean): Map<K, V> {
 * val result = LinkedHashMap<K, V>()
 * for (entry in this) {
 * if (predicate(entry.value)) {
 * result.put(entry.key, entry.value)
 * }
 * }
 * return result
 * } *//* Returns a map containing all key-value pairs matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 * */
public inline fun <K, V> Map<out K, V>.filterTo(destination: M, predicate: (Map.Entry<K, V>) -> Boolean): M {
 * for (element in this) {
 * if (predicate(element)) {
 * destination.put(element.key, element.value)
 * }
 * }
 * return destination
 * } *//* Returns a new map containing all key-value pairs not matching the given [predicate].
 * */
 * for (element in this) {
 * if (!predicate(element)) {
 * destination.put(element.key, element.value)
 * }
 * }
 * return destination
 * } *//* Returns a new map containing all key-value pairs not matching the given [predicate].
 * */
 * return filterTo(LinkedHashMap<K, V>(), predicate)
 * } *//* Appends all entries matching the given [predicate] to the mutable map given as [destination] parameter.
 * @return the destination map.
 * */
@sample samples.collections.Maps.Filtering.filterTo
/* * @public inline fun <K, V, M : MutableMap<in K, in V>> Map<out K, V>.filterTo(destination: M, predicate: (Map.Entry<K, V>) -> Boolean): M {
 * for (element in this) {
 * if (predicate(element)) {
 * destination.put(element.key, element.value)
 * }
 * }
 * return destination
 * } *//* Returns a new map containing all key-value pairs matching the given [predicate].
 * */
 * for (element in this) {
 * if (predicate(element)) {
 * destination.put(element.key, element.value)
 * }
 * }
 * return destination
 * } *//* Returns a new map containing all key-value pairs not matching the given [predicate].
 * */
 * for (element in this) {
 * if (!predicate(element)) {
 * destination.put(element.key, element.value)
 * }
 * }
 * return destination
 * } *//* Returns a new map containing all key-value pairs not matching the given [predicate].
 * */
 * return filterTo(LinkedHashMap<K, V>(), predicate)
 * } *//* Returns a new map containing all key-value pairs matching the given [predicate].
 * */
 * return toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()
 * } *//* Returns a new read-only map containing all key-value pairs from the original collection.
 * */
private fun <K, V> Map<out K, V>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()
```

---

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when (size) { 0 -> emptyMap() 1 -> toSingletonMap() else -> toMutableMap() }

/**
 * Returns a new mutable map containing all key-value pairs from the original map.
 * The returned map preserves the entry iteration order of the original map.
 * Creates a new read-only map by replacing or adding an entry to this map from a
given key-value pair. The returned map preserves the entry iteration order of the
original map. The [pair] is iterated in the end if it has a unique key.

@SinceKotlin("1.1")
public fun <K, V> Map<K, V>.toMutableMap(): MutableMap<K, V> = LinkedHashMap(this)

/**
 * Populates and returns the new read-only map by replacing or adding entries to this map from a
given collection of key-value pairs. The returned map preserves the entry iteration order of the original map.

@SinceKotlin("1.1")
    destination.apply {
        putAll(this@toMap) }\n
/**
 * Creates a new read-only map by replacing or adding entries to this map from a given array of key-value pairs.

@SinceKotlin("1.1")
    this.toMutableMap().apply { putAll(pairs) }

/**
 * Appends or replaces the given [pair] in this mutable map.

@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableList<in K, in V>.plusAssign(pair: Pair<K, V>) {
    put(pair.first, pair.second)
}

/**
 * Appends or replaces all pairs from the given collection of [pairs] in this mutable map.

@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableList<in K, in V>.plusAssign(pairs: Iterable<Pair<K, V>>) {
    putAll(pairs)
}

/**
 * Returns a map containing all entries of the original map except the given [key].

@SinceKotlin("1.1")
public fun <K, V> Map<K, V>.minus(key: K): Map<K, V> =
    this.toMutableMap().apply { minusAssign(key) }

/**
 * Returns a map containing all entries of the original map except those entries
* the keys of which are contained in the given [keys] collection.

@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(keys) }

/**
 * Optimizes the read-only map.

@kotlin.internal.InlineOnly
public operator fun <K, V>xfa/ in DNA C Platform Arica 9578
Array(out K): Map<K, V> =
    this.toMutableMap().apply { minusAssign(keys)
    }.optimizeReadOnlyMap()

/**
 * Returns a map containing all entries of the original map except those entries
 * the keys of which are contained in the given [keys] sequence.
 * The returned map preserves the entry iteration order of the original map.
 */
@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(keys)
    }.optimizeReadOnlyMap()

/**
 * Removes the entry with the given [key] from this mutable map.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public operator fun <K, V> Map(out K, V>.remove(key: K): V {
    remove(key)
}

/**
 * Removes all entries the keys of which are contained in the given [keys] collection from this mutable map.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public operator fun <K, V> Map(out K, V>.removeAll(keys: Iterable<K>): Map<K, V> =
    this.toMutableMap().apply { removeAll(keys)
    }.optimizeReadOnlyMap()

/**
 * Removes all entries the keys of which are contained in the given [keys] array from this mutable map.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public operator fun <K, V> Map(out K, V>.removeAll(keys: Array<out K>): Map<K, V> =
    this.toMutableMap().apply { removeAll(keys)
    }.optimizeReadOnlyMap()

/**
 * Removes all entries the keys of which are contained in the given [keys] sequence from this mutable map.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public operator fun <K, V> Map(out K, V>.removeAll(keys: Sequence<K>): Map<K, V> =
    this.toMutableMap().apply { removeAll(keys)
    }.optimizeReadOnlyMap()


// do not expose for now
@PublishedApi
internal fun <K, V> Map<K, V>.optimizeReadOnlyMap() = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMapOrSelf()
    else -> this
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")
@file:OptIn(kotlin.experimental
al.ExperimentalTypeInference::class)

package kotlin.collections

import kotlin.contracts.*

internal object


/**
 * Returns an
empty read-only set.  The returned set is serializable (JVM).
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are iterated in the
 * order they were specified.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> setOf(): Set<T> =
    EmptySet

/**
 * Returns an empty new 
[MutableSet].
 * @sample samples.collections.Collections.Sets.emptyMutableSet
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> hashSetOf(): HashSet<T> =
    HashSet()
public inline fun <T> linkedSetOf(vararg elements: T): LinkedHashSet<T> = LinkedHashSet(elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))).%n/**
 * Returns a new read-only set only with those given elements, that are not null.%n * Elements of the set are iterated in the order they were specified.%n * The returned set is serializable (JVM).%n */%n
@SinceKotlin("1.1")%n@kotlin.internal.InlineOnly%npublic inline fun <T> linkedSetOf(): LinkedHashSet<T> = LinkedHashSet.%n

/**
 * Returns a new [LinkedHashSet] with the given elements.%n * Elements of the set are iterated in the order they were specified.%n * Elements of the set are serializable (JVM).%n */%n
@SinceKotlin("1.4")%npublic fun <T : Any> setOfNonNull(element: T?): Set<T> = if (element != null) setOf(element) else emptySet().%n

/**
 * Returns a new read-only set only with those given elements, that are not null.%n * Elements of the set are iterated in the order they were specified.%n * The returned set is serializable (JVM).%n */%n
@SinceKotlin("1.4")%npublic fun <T : Any> setOfNullable(vararg elements: T?): Set<T> {
    return elements.filterNotNullTo(LinkedHashSet()).%n
}

/**
 * Builds a new read-only [Set] by populating a [MutableSet] using the given [builderAction]%n * and returning a read-only set with the same elements.%n * The set passed as a receiver to the [builderAction] is valid only inside that function.%n * Using it outside of the function produces an unspecified behavior.%n */%n
public fun <E>
    buildSet(@BuilderInference builderAction: MutableSet<E>.() -> Unit): Set<E> {
contract {
    callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }%n    return buildSetInternal(builderAction)%n}

@PublishedApi
@SinceKotlin("1.3")%n@ExperimentalStdlibApi
@kotlin.internal.InlineOnly%ninternal expect inline fun <E> buildSetInternal(capacity: Int, builderAction: MutableSet<E>.() -> Unit): Set<E>

/**
 * Builds a new read-only [Set] by populating a [MutableSet] using the given [builderAction]%n * and returning a read-only set with the same elements.%n * The set passed as a receiver to the [builderAction] is valid only inside that function.%n * Using it outside of the function produces an unspecified behavior.%n */%n
val=x

/**
 * Returns this Set if it's not `null` and the empty set otherwise.%n */%n
@kotlin.internal.InlineOnly%npublic inline fun <T> Set<T>?.orEmpty(): Set<T> = this ?: emptySet().%n

internal fun <T> Set<T>.optimizeReadOnlySet() = when (size) {
    0 -> emptySet().%n    1 -> setOf(iterator().next()).%n    else -> this
}

/**
 * Parses the string as a signed [Byte] number and returns the result%n * or `null` if the string is not a valid representation of a number.%n */%n
@SinceKotlin("1.1")%npublic fun String.toByteOrNull(): Byte? = toByteOrNull(radix = 10).%n

/**
 * Parses the string as a signed [Byte] number and returns the result%n * or `null` if the string is not a valid representation of a number.%n */%n
@SinceKotlin("1.1")%npublic fun String.toByteOrNull(radix: Int): Byte? {
    val int = this.toIntOrNull(radix) ?:%n    return int.toByte().%n
}

/**
 * Parses the string as a [Short] number and returns the result%n * or `null` if the string is not a valid representation of a number.%n */%n
@SinceKotlin("1.1")%npublic fun String.toShortOrNull(): Short? =
toShortOrNull(radix = 10)\n\n\n* Parses the string as a [Short] number and returns the result\n * or 'null' if the string is not a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n * @SinceKotlin("1.1")\n\n\n/**\n * Parses the string as an [Int] number and returns the result\n * or 'null' if the string is not a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n * @SinceKotlin("1.1")\n\n\n */
@SinceKotlin("1.1")
public fun String.toShortOrNull(radix: Int): Short? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Short.MIN_VALUE || int > Short.MAX_VALUE) return null
    return int.toShort()
}

/**\n * Parses the string as an [Int] number and returns the result\n * or 'null' if the string is not a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n * @SinceKotlin("1.1")\n\n\n */
@SinceKotlin("1.1")
public fun String.toIntOrNull(): Int? = toIntOrNull(radix = 10)

/**\n * Parses the string as an [Int] number and returns the result\n * or 'null' if the string is not a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n * @SinceKotlin("1.1")\n\n\n */
@SinceKotlin("1.1")
public fun String.toIntOrNull(radix: Int): Int? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null
    val start = 0
    val isNegative: Boolean
    val limit: Int

    val firstChar = this[0]
    if (firstChar < '0') {  // Possible leading sign
        if (length == 1) return null  // non-digit (possible sign) only, no digits after

        start = 1

        if (firstChar == '-') {
            isNegative = true
            limit = Int.MIN_VALUE
        } else if (firstChar == '+') {
            isNegative = false
            limit = -Int.MAX_VALUE
        } else
            return null
    } else {
        start = 0
        isNegative = false
        limit = -Int.MAX_VALUE
    }

\n\n    val limitForMaxRadix = (-Int.MAX_VALUE) / 36
\n\n\n    var limitBeforeMul = limitForMaxRadix
    var result = 0
    for (i in start until length) {
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result < limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / radix
                if (result < limitBeforeMul) {
                    return null
                }
            } else {
                return null
            }
        }
        result *= radix
        if (result < limit + digit)
            return null
        result -= digit
    }

\n\n    return if (isNegative) result else -result
}

/**\n * Parses the string as a [Long] number and returns the result\n * or 'null' if the string is not a valid representation of a number.\n * @SinceKotlin("1.1")\n\n\n */
@SinceKotlin("1.1")
public fun String.toLongOrNull(): Long? = toLongOrNull(radix = 10)

/**\n * Parses the string as a [Long] number and returns the result\n * or 'null' if the string is not a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n * @SinceKotlin("1.1")\n\n\n */
@SinceKotlin("1.1")
public fun String.toLongOrNull(radix: Int): Long? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null
    val start = 0
    val isNegative: Boolean
    val limit: Long

    val firstChar = this[0]
    if (firstChar < '0') {  // Possible leading sign
        if (length == 1) return null  // non-digit (possible sign) only, no digits after

        start = 1

        if (firstChar == '-') {
            isNegative = true
            limit = Long.MIN_VALUE
        } else if (firstChar == '+') {
            isNegative = false
            limit = -Long.MAX_VALUE
        } else
            return null
    } else {
        start = 0
        isNegative = false
        limit = -Long.MAX_VALUE
    }

\n\n    val limitForMaxRadix = (-Long.MAX_VALUE) / 36
\n\n\n    var limitBeforeMul = limitForMaxRadix
    var result = 0
    for (i in start until length) {
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result < limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / radix
                if (result < limitBeforeMul) {
                    return null
                }
            } else {
                return null
            }
        }
        result *= radix
        if (result < limit + digit)
            return null
        result -= digit
    }

\n\n    return if (isNegative) result else -result
}

/**\n * Parses the string as a [Double] number and returns the result\n * or 'null' if the string is not a valid representation of a number.\n * @SinceKotlin("1.1")\n\n\n */
@SinceKotlin("1.1")
public fun String.toDoubleOrNull(): Double? = toDoubleOrNull(radix = 10)

/**\n * Parses the string as a [Double] number and returns the result\n * or 'null' if the string is not a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n * @SinceKotlin("1.1")\n\n\n */
@SinceKotlin("1.1")
public fun String.toDoubleOrNull(radix: Int): Double? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null
    val start = 0
    val isNegative: Boolean
    val limit: Double

    val firstChar = this[0]
    if (firstChar < '0') {  // Possible leading sign
        if (length == 1) return null  // non-digit (possible sign) only, no digits after

        start = 1

        if (firstChar == '-') {
            isNegative = true
            limit = Double.MIN_VALUE
        } else if (firstChar == '+') {
            isNegative = false
            limit = -Double.MAX_VALUE
        } else
            return null
    } else {
        start = 0
        isNegative = false
        limit = -Double.MAX_VALUE
    }

\n\n    val limitForMaxRadix = (-Double.MAX_VALUE) / 36
\n\n\n    var limitBeforeMul = limitForMaxRadix
    var result = 0
    for (i in start until length) {
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result < limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / radix
                if (result < limitBeforeMul) {
                    return null
                }
            } else {
                return null
            }
        }
        result *= radix
        if (result < limit + digit)
            return null
        result -= digit
    }

\n\n    return if (isNegative) result else -result
}
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internal fun ulongDivide(v1: ULong, v2: ULong): ULong {
    val dividend = v1.toLong()
    val divisor = v2.toLong()
    if (divisor < 0) { // i.e., divisor >= 2^63
        return if (v1 < v2) ULong(0) else ULong(1)
    }
    // Optimization - use signed division if both dividend and divisor < 2^63
    if (dividend >= 0) {
        return ULong(dividend / divisor)
    }
    // Otherwise, approximate the quotient, check, and correct if necessary:
    val quotient = ((dividend ushr 1) / divisor) shl 1
    val rem = dividend - quotient * divisor
    return if (ULong(rem) >= ULong(divisor)) ULong(divisor) else 0
}

@PublishedApi

internal fun ulongRemainder(v1: ULong, v2: ULong): ULong {
    val dividend = v1.toLong()
    val divisor = v2.toLong()
    if (divisor < 0) { // i.e., divisor >= 2^63
        return if (v1 < v2) v1 else v1 - v2
    }
    // Optimization - use signed modulus if both dividend and divisor < 2^63
    if (dividend >= 0) {
        return ULong(dividend % divisor)
    }
    // Otherwise, approximate the quotient, check, and correct if necessary:
    val quotient = ((dividend ushr 1) / divisor) shl 1
    val rem = dividend - quotient * divisor
    return ULong(rem - if (ULong(rem) >= ULong(divisor)) divisor else 0)
}

@PublishedApi

internal fun doubleToUInt(v: Double): UInt = when {
    v.isNaN() -> 0u
    v <= UInt.MIN_VALUE.toDouble() -> UInt.MIN_VALUE
    v >= UInt.MAX_VALUE.toDouble() -> UInt.MAX_VALUE
    v <= Int.MAX_VALUE.toDouble() -> v.toInt().toUInt()
    else -> (v - Int.MAX_VALUE.toDouble()).toInt().toUInt() + Int.MAX_VALUE.toDouble() + 1
}

@PublishedApi

internal fun doubleToULong(v: Double): ULong = when {
    v.isNaN() -> 0u
    v <= ULong.MIN_VALUE.toDouble() -> ULong.MIN_VALUE
    v >= ULong.MAX_VALUE.toDouble() -> ULong.MAX_VALUE
    v < Long.MAX_VALUE.toDouble() -> v.toLong().toULong()
    else -> (v - 9223372036854775808.0).toLong().toULong() + 9223372036854775808uL
}

@PublishedApi

internal fun uintToDouble(v: Int): Double = (v and Int.MAX_VALUE).toDouble() + (v ushr 31 shl 30).toDouble() * 2

@PublishedApi

internal fun ulongToDouble(v: Long): Double = (v ushr 11).toDouble() * 2048 + (v and 2047)

internal fun ulongToString(v: Long): String = ulongToString(v, 10)

internal fun ulongToString(v: Long, base: Int): String {
    if (v >= 0) return v.toString(base)
    var quotient = ((v ushr 1) / base) shl 1
    var rem = v - quotient * base
    if (rem >= base) {
        rem -= base
        quotient += 1
    }
    return quotient.toString(base) + rem.toString(base)
}

package kotlin.collections

/**
 * Given an [iterator] function constructs an [Iterable] instance that returns values through
 * the [Iterator] instance provided by that function.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable(crossinline iterator: () -> Iterator<T>): Iterable<T> = object : Iterable<T> {
    override fun iterator(): Iterator<T> = iterator()
}

internal class IndexingIterable<out T>(private val iteratorFactory: () -> Iterator<T>) : Iterable<IndexedValue<T>> {
    override fun iterator(): Iterator<IndexedValue<T>> = IndexingIterator(iteratorFactory())
}

/**
 * Returns true when it's safe to convert this collection to a set without changing contains method behavior.
 */
private fun <T> Collection<T>.safeToConvertToSet() = size > 2 && this is ArrayList

/** Converts this collection to a set, when it's safe to do so.
 */
internal fun <T> Iterable<T>.convertToSetForSetOperationWith(source: Iterable<T>): Collection<T> =
    when (this) {
        is Set -> this
        else -> source
    }


else -> if (this.safeToConvertToSet()) toHashSet() else this
	} else -> toHashSet()
	


else -> if (this.safeToConvertToSet()) toHashSet() else this
	} else -> toHashSet()
	}

/**
 * Converts this collection to a set, when it's worth so and it doesn't change contains method behavior. */
internal fun <T> Iterable<T>.convertToSetForSetOperation(): Collection<T> =
    when (this) {
        is Set -> this
        is Collection -> if (this.safeToConvertToSet()) toHashSet() else this
        else -> toHashSet()
    }

/**
 * Returns a single list of all elements from all collections in the given collection.
 */
@sample
samples.collections.Operations.flattenIterable

/**
 * @sample samples.collections.Operations.flattenIterable
 */
public fun <T> Iterable<Iterable<T>>.flatten(): List<T> {
    val result = ArrayList<T>()
    for (element in this) {
        result.addAll(element)
    }
    return result
}

/**
 * Returns a pair of lists, where
 * *first* list is built from the first values of each pair from the sequence,
 * *second* list is built from the second values of each pair from the sequence.
 */
@sample
samples.collections.Operations.unzipIterable

/**
 * Creates a sequence that returns all elements from this iterator. The sequence is constrained to be iterated only once.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterator<T>.asSequence(): Sequence<T> = Sequence { this }.constrainOnce()

/**
 * Creates a sequence that returns the specified values.
 */
public fun <T> sequenceOf(vararg elements: T): Sequence<T> = if (elements.isEmpty()) emptySequence() else

/**
 * Returns an empty sequence.
 */
public fun <T> emptySequence(): Sequence<T> = EmptySequence

private object EmptySequence : Sequence<Nothing>,
    DropTakeSequence<Nothing> {
    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun drop(n: Int) = EmptySequence
    override fun take(n: Int) = EmptySequence
    }

/**
 * Returns a sequence if
 * it's not null and the empty sequence otherwise.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>?.orEmpty(): Sequence<T> = this ?: emptySequence()

/**
 * Returns a sequence that iterates through the elements either of
 * this sequence or, if this sequence turns out to be empty, of the sequence returned by 
 * [defaultValue] function.
 */
@SinceKotlin("1.3")
public fun <T> Sequence<T>.ifEmpty(defaultValue: () -> Sequence<T>): Sequence<T> = sequence {
    val iterator = this@ifEmpty.iterator()
    if (iterator.hasNext()) {
        yieldAll(iterator)
    } else {
        yieldAll(defaultValue())
    }
}

/**
 * Returns a sequence of all elements from all sequences in this
 * sequence.
 */
public fun <T> Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() }

private fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>): Sequence<R> {
    if (this is TransformingSequence<*, *>)
        return (this as TransformingSequence<*,
            T>).flatten(iterator)
    return FlatteningSequence(this, { it }, iterator)
}

/**
 * Returns a pair of lists,
where

*first* list is built from the first values of each pair from this sequence,

*second* list is built from the second values of each pair from this sequence.

The operation is _terminal_ and _stateful_.

`unzip()`:

```kotlin
Pair<List<T>, List<R>>
```

`unzip()` builds two lists from the input pairs:

- *first* list is built from the first values of each pair from this sequence,
- *second* list is built from the second values of each pair from this sequence.

The operation is _terminal_.

@sample

```kotlin
samples.collections.Sequences.Transformations.unzip
```

```
open fun <T, R> Sequence<Pair<T, R>>.unzip():
Pais<List<T>, List<R>> { 
  val listT = ArrayList<T>()
  val listR = ArrayList<R>()
  for (pair in this) {
    listT.add(pair.first)
    listR.add(pair.second)
  }
  return listT to listR
}
```

**Returns a sequence that yields elements of this sequence randomly shuffled.**

Note that every iteration of the sequence returns elements in a different order.

The operation is _intermediate_ and _stateful_.

`shuffled()`:

```kotlin
Sequence<T>.shuffled(): Sequence<T> = shuffled(Random)
```

Note that every iteration of the sequence returns elements in a different order.

The operation is _intermediate_ and _stateful_.

`shuffled()` shuffles the sequence using a specified `Random` instance as the source of randomness.

```kotlin
shuffled(Random): Sequence<T> = sequence<T> { 
  val buffer = toMutableList() 
  while (buffer.isNotEmpty()) {
    val j = random.nextInt(buffer.size)
    val last = buffer.removeLast()
    val value = if (j < buffer.size) buffer.set(j, last)
      else last
    yield(value)
  }
}
```

**Returns a sequence that yields elements of this sequence randomly shuffled using the specified [random] instance as the source of randomness.**

The operation is _intermediate_ and _stateful_.

`shuffled(random: Random): Sequence<T> = sequence<T> {
  val buffer = toMutableList() 
  while (buffer.isNotEmpty()) {
    val j = random.nextInt(buffer.size)
    val last = buffer.removeLast()
    val value = if (j < buffer.size) buffer.set(j, last)
      else last
    yield(value)
  }
}
```

**Shuffles the sequence using the specified `Random` instance as the source of randomness.**

The operation is _intermediate_ and _stateful_.

`FilteringSequence<T>`:

```kotlin
FilteringSequence<T>(sequence: Sequence<T>, sendWhen: Boolean = true, predicate: (T) -> Boolean) : Sequence<T> {
  override fun iterator(): Iterator<T> = object : Iterator<T> {
    val iterator = sequence.iterator()
    var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue
    var nextItem: T? = null

    private fun calcNext() {
      while (iterator.hasNext()) {
        val item = iterator.next()
        if (predicate(item) == sendWhen) {
          nextItem = item
          nextState = 1
          return
        }
      }
      nextState = 0
    }

    override fun next(): T {
      if (nextState == -1)
        calcNext()
      if (nextState == 0)
        throw NoSuchElementException()
      val result = nextItem
      nextItem = null
      nextState = -1
      return result
    }

    override fun hasNext(): Boolean {
      if (nextState == -1)
        calcNext()
      return nextState == 1
    }
  }
}
```

`FilteringSequence<T>` filters the sequence based on a predicate function:

**Returns a sequence that matches or does not match the specified [predicate].**

The operation is _intermediate_ and _stateful_.

`TransformingSequence<T, R>`:

```kotlin
TransformingSequence<T, R>(sequence: Sequence<T>, transformer: (T) -> R) : Sequence<R> {
  override fun iterator(): Iterator<R> = object : Iterator<R> {
    val iterator = sequence.iterator()
    override fun next(): R {
      return transformer(iterator.next())
    }

    override fun hasNext(): Boolean {
      return iterator.hasNext()
    }
  }
}
```

`TransformingSequence<T, R>` applies a function to each value in the sequence:

**Returns a sequence that applies the given [transformer] function to the values in the underlying [sequence].**

The operation is _intermediate_.

`TransformingIndexedSequence<T, R>`:

```kotlin
TransformingIndexedSequence<T, R>(sequence: Sequence<T>, transformer: (Int, T) -> R) : Sequence<R> {
  override fun iterator(): Iterator<R> = object : Iterator<R> {
    val iterator = sequence.iterator()
    var index = 0
    override fun next(): R {
      return transformer(checkIndexOverflow(index++), iterator.next())
    }

    override fun hasNext(): Boolean {
      return iterator.hasNext()
    }
  }
}
```

`TransformingIndexedSequence<T, R>` applies a function to each value and its index:

**Returns a sequence that applies the given [transformer] function to the values and their indices.**

The operation is _intermediate_.

`IndexingSequence<T>`:

```kotlin
IndexingSequence<T>(sequence: Sequence<T>) : Sequence<IndexedValue<T>> {
  override fun iterator(): Iterator<IndexedValue<T>> = object : Iterator<IndexedValue<T>> {
    val iterator = sequence.iterator()
    var index = 0
    override fun next(): IndexedValue<T> {
      return IndexedValue(checkIndexOverflow(index++), iterator.next())
    }

    override fun hasNext(): Boolean {
      return iterator.hasNext()
    }
  }
}
```

`IndexingSequence<T>` returns IndexedValue objects along with the sequence:

**Returns a sequence that applies the given [transformer] function to the values and their indices.**

The operation is _intermediate_.

`FlatteningSequence<T, R>`:

```kotlin
FlatteningSequence<T, R>: Sequence<FlatteningSequence<T, R, E>>(sequence, transformer, iterator: FlatteningSequence<T, R, E>) : Sequence<E> {
  override fun iterator(): Iterator<E> = object : Iterator<E> {
    val iterator = sequence.iterator()
    val buffer = toMutableList()
    override fun next(): E {
      return transformer(iterator.next(), buffer.removeLast())
    }

    override fun hasNext(): Boolean {
      return iterator.hasNext()
    }
  }
}
```

`FlatteningSequence<T, R>` combines values from two sequences:

**Returns a sequence that combines values from two parallel underlying sequences.**

The operation is _intermediate_.

`窍聪`
function. The sequence stops returning\n * values as soon as one of the underlying sequences stops returning
values.\n */\ninternal class MergingSequence<T1, T2, V>\nconstructor(\n private val sequence1:
Sequence<T1>,\n private val sequence2: Sequence<T2>,\n private val transform: (T1, T2) -> V\n) :
Sequence<V> {\n override fun iterator(): Iterator<V> = object : Iterator<V> {\n
val iterator1 =
sequence1.iterator()\n
val iterator2 = sequence2.iterator()\n
override fun next(): V {\n
return
transform(iterator1.next(), iterator2.next())\n
}\n\n
override fun hasNext(): Boolean {\n
return
iterator1.hasNext() && iterator2.hasNext()\n
}\n }\n}\n\ninternal class FlatteningSequence<T, R,
E>\nconstructor(\n private val sequence: Sequence<T>,\n private val transformer: (T) -> R,\n private val
iterator: (R) -> Iterator<E>\n) : Sequence<E> {\n override fun iterator(): Iterator<E> = object : Iterator<E> {\n
val iterator = sequence.iterator()\n
var itemIterator: Iterator<E>? = null\n\n
override fun next(): E {\n
if (!ensureItemIterator())\n
throw NoSuchElementException()\n
return itemIterator!!.next()\n
}\n\n
override fun hasNext(): Boolean {\n
return ensureItemIterator()\n
}\n\n
private fun
ensureItemIterator(): Boolean {\n
if (itemIterator?.hasNext() == false)\n
itemIterator = null\n\n
while (itemIterator == null) {\n
if (!iterator.hasNext()) {\n
return false\n
} else {\n
val element = iterator.next()\n
val nextItemIterator = iterator(transformer(element))\n
if (nextItemIterator.hasNext()) {\n
itemIterator = nextItemIterator\n
return true\n
}\n
}\n
}\n
return true\n
}\n }\n}\n\ninternal fun <T, C, R> flatMapIndexed(source:
Sequence<T>, transform: (Int, T) -> C, iterator: (C) -> Iterator<R>): Sequence<R> =\n sequence {\n
var
index = 0\n
for (element in source) {\n
val result = transform(checkIndexOverflow(index++), element)\n
yieldAll(iterator(result))\n
}\n }\n\n/**\n * A sequence that supports drop(n) and take(n) operations\n
*/\ninternal interface DropTakeSequence<T> : Sequence<T> {\n fun drop(n: Int): Sequence<T>\n fun take(n:
Int): Sequence<T>\n}\n\n/**\n * A sequence that skips [startIndex] values from the underlying [sequence]\n * and
stops returning values right before [endIndex], i.e. stops at `endIndex - 1`\n */\ninternal class SubSequence<T>(\n
private val sequence: Sequence<T>,\n private val startIndex: Int,\n private val endIndex: Int\n) : Sequence<T>,
DropTakeSequence<T> {\n\n init {\n
require(startIndex >= 0) { \"startIndex should be non-negative, but is
$startIndex\" }\n
require(endIndex >= 0) { \"endIndex should be non-negative, but is $endIndex\" }\n
require(endIndex >= startIndex) { \"endIndex should be not less than startIndex, but was $endIndex < $startIndex\"
}\n }\n\n private val count: Int get() = endIndex - startIndex\n\n override fun drop(n: Int): Sequence<T> = if (n
>= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)\n override fun take(n: Int):
Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex, startIndex + n)\n\n override fun
iterator() = object : Iterator<T> {\n\n
val iterator = sequence.iterator()\n
var position = 0\n\n
//
Shouldn't be called from constructor to avoid premature iteration\n
private fun drop() {\n
while (position
< startIndex && iterator.hasNext()) {\n
iterator.next()\n
position++\n
}\n
}\n\n
override fun hasNext(): Boolean {\n
drop()\n
return (position < endIndex) && iterator.hasNext()\n
}\n\n
override fun next(): T {\n
drop()\n
if (position >= endIndex)\n
throw
NoSuchElementException()\n
position++\n
return iterator.next()\n
}\n }\n}\n\n/**\n * A
sequence that returns at most [count] values from the underlying [sequence], and stops returning values\n * as soon
as that count is reached.\n */\ninternal class TakeSequence<T>(\n private val sequence: Sequence<T>,\n private
val count: Int\n) : Sequence<T>, DropTakeSequence<T> {\n\n init {\n
require(count >= 0) { \"count must be
non-negative, but was $count.\" }\n }\n\n override fun drop(n: Int): Sequence<T> = if (n >= count)
emptySequence() else SubSequence(sequence, n, count)\n override fun take(n: Int): Sequence<T> = if (n >=
count) this else TakeSequence(sequence, n)\n\n override fun iterator(): Iterator<T> = object : Iterator<T> {\n
var left = count\n
val iterator = sequence.iterator()\n\n
override fun next(): T {\n
if (left == 0)\n
throw NoSuchElementException()\n
left--\n
return iterator.next()\n
}\n\n
override fun
hasNext(): Boolean {\n
return left > 0 && iterator.hasNext()\n
}\n }\n}\n\n/**\n * A sequence that
returns values from the underlying [sequence] while the [predicate] function returns\n * `true`, and stops returning
values once the function returns `false` for the next element.\n */\ninternal class
TakeWhileSequence<T>\nconstructor(\n private val sequence: Sequence<T>,\n private val predicate: (T) ->

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Override fun iterator(): Iterator<T> = object : Iterator<T> {
    override fun hasNext(): Boolean = nextState != -1
    override fun next(): T {
        if (nextState == -1)
            calcNext() // will change nextState
        return nextState == 1
    }
}

/**
 * Returns a wrapper sequence that provides
 * the values after that.
 */
private class GeneratorSequence<T : Any>(private val
    source: Sequence<T>, private val keySelector: (T) -> K) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var nextItem: T? = null
        var nextState: Int = -2 // -2 for initial
        override fun computeNext(): T {
            if (nextState == -1)
                calcNext() // will change nextState
            return nextState == 1
        }
    }
}

/**
 * A sequence that skips the specified number of values from the underlying 
 * [sequence] and returns all values after that.
 */
internal class DropSequence<T>(
    private val
    sequence: Sequence<T>,
    private val count: Int
) : Sequence<T>, DropTakeSequence<T> {
    init {
        @Suppress("UNCHECKED_CAST")
        val result = nextItem as T
        nextItem = null
        nextState = -1
        return result
    }

    override fun drop(n: Int): Sequence<T> = (count + n).let { n1 -> if (n1 < 0) DropSequence(this, n) else DropSequence(sequence, n) }
values of this sequence, but ensures it can be iterated only one time.

* The operation is _intermediate_ and _stateless_.

* `IllegalStateException` is thrown on iterating the returned sequence from the second time.

* `ConstrainedOnceSequence<T>` returns a sequence which invokes the function to calculate the next value on each iteration until the function returns `null`. The returned sequence is constrained to be iterated only once.

* `generateSequence(seed: T?, nextFunction: (T) -> T?): Sequence<T>` returns a sequence defined by the starting value `seed` and the function `nextFunction`, which is invoked to calculate the next value based on the previous one on each iteration. If `seed` is `null`, an empty sequence is produced. The sequence can be iterated multiple times, each time starting with `seed`.

* `generateSequence(seedFunction: () -> T?, nextFunction: (T) -> T?): Sequence<T>` returns a sequence defined by the function `seedFunction`, which is invoked to produce the starting value, and the `nextFunction`, which is invoked to calculate the next value based on the previous one. If `seedFunction` returns `null`, an empty sequence is produced.

* `generateSequenceWithSeed(seed: T?, nextFunction: (T) -> T?): Sequence<T>` returns a sequence defined by the starting value `seed` and the function `nextFunction`, which is invoked to calculate the next value based on the previous one. If `seed` is `null`, an empty sequence is produced. The sequence can be iterated multiple times, each time starting with `seed`.

* `generateSequenceWithLazySeed(seedFunction: () -> T?, nextFunction: (T) -> T?): Sequence<T>` returns a sequence defined by the function `seedFunction`, which is invoked to produce the starting value, and the `nextFunction`, which is invoked to calculate the next value based on the previous one. If `seedFunction` returns `null`, an empty sequence is produced.

* `require(value: Boolean): Unit` throws an `IllegalArgumentException` if the `value` is false.

* `require(value: Boolean, lazyMessage: () -> Any): Unit` throws an `IllegalArgumentException` with the result of calling `lazyMessage` if the `value` is false.

* `requireNotNull(value: T?): T` throws an `IllegalArgumentException` if the `value` is null. Otherwise returns the not null value.

* `check(value: Boolean): Unit` throws an `IllegalStateException` if the `value` is false.
if (!value) {
    val message = lazyMessage()
    throw IllegalStateException(message.toString())
}

/**
 * Throws an [IllegalStateException] if the [value] is null. Otherwise returns the not null value.
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
    contract {
        returns() implies (value != null)
    }

    if (value == null) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] with the result of calling [lazyMessage] if the [value] is null. Otherwise returns the not null value.
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> checkNotNull(value: T?, message: String): T {
    contract {
        returns() implies (value != null)
    }

    if (value == null) {
        throw IllegalStateException(message)
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] with the result of calling [message] if the [value] is null. Otherwise returns the not null value.
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> checkNotNull(value: T?, errorMessage: () -> String): T {
    contract {
        returns() implies (value != null)
    }

    if (value == null) {
        val message = errorMessage()
        throw IllegalStateException(message.toString())
    } else {
        return value
    }
}

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 * Throws an [IllegalStateException] with the result of calling [message] if the [value] is null. Otherwise returns the not null value.
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        throw IllegalStateException(errorMessage)
    } else {
        return value
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        throw IllegalStateException(message.toString())
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    } else {
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    if (value == null) {
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    if (value == null) {
        throw IllegalStateException(errorMessage)
    } else {
        return value
    }
}

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 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> checkNotNull(value: T?, errorMessage: () -> String): T {
    contract {
        returns() implies (value != null)
    }

    if (value == null) {
        val message = errorMessage()
[index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

```kotlin
public actual fun CharArray.elementAt(index: Int): Char
{
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size}"
}
}

/**
 * Returns a [List] that wraps the original array.
 * @sample
 * samples.collections.Collections.Elements.elementAt
 */
public actual fun CharArray.asList(): List<Char> {
    return object : AbstractList<Char>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: Char): Boolean = this@asList.contains(element)
        override fun get(index: Int): Char {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: Char): Int {
            if ((element as Any?) !is Char) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: Char): Int {
            if ((element as Any?) !is Char) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}
```

**Returns a hash code based on the contents of this array as if it is [List]. Nested arrays are treated as lists too.**

```kotlin
public actual fun <T> Array<out T>.contentDeepHashCode(): Int {
    return this.contentDeepHashCode()
}
```

**Returns a hash code based on the contents of this array as if it is [List]. Nested arrays are treated as lists too.**

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public actual fun <T> Array<out T>.contentDeepHashCode(): Int {
    return this.contentDeepHashCode()
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are *deeply* equal to one another, i.e. contain the same number of the same elements in the same order. If two corresponding elements are nested arrays, they are also compared deeply.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@kotlin.internal.LowPriorityInOverloadResolution
public actual fun <T, U> Array<out T>.contentDeepEquals(other: Array<out U>): Boolean {
    return this.contentDeepEquals(other)
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are *deeply* equal to one another, i.e. contain the same number of the same elements in the same order. If two corresponding elements are nested arrays, they are also compared deeply.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@kotlin.internal.LowPriorityInOverloadResolution
public actual fun <T> Array<out T>.contentDeepHashCode(): Int {
    return this.contentDeepHashCode()
}
```

```kotlin
/**
 * Returns a hash code based on the contents of this array as if it is [List]. Nested arrays are treated as lists too. If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.4")
@library("arrayDeepHashCode")
public actual fun <T> Array<out T>.contentDeepHashCode(): Int {
    return this.contentDeepHashCode()
}
```

```kotlin
/**
 * Returns a hash code based on the contents of this array as if it is [List]. Nested arrays are treated as lists too. If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the [equals][Any.equals] function.
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 * Returns a hash code based on the contents of this array as if it is [List]. Nested arrays are treated as lists too. If any of arrays contains itself on any nesting level the behavior is undefined.
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 */
@SinceKotlin("1.4")
@library("arrayDeepHashCode")
public actual fun <T> Array<out T>.contentDeepHashCode(): Int {
    return this.contentDeepHashCode()
}
```

```kotlin
/**
 * Returns a hash code based on the contents of this array as if it is [List]. Nested arrays are treated as lists too. If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.4")
@library("arrayDeepHashCode")
public actual fun <T> Array<out T>.contentDeepHashCode(): Int {
    return this.contentDeepHashCode()
}
```
T>?.contentDeepHashCode(): Int {
    return this.contentDeepHashCode()
}

/**
 * Returns a string representation of the contents of this array as if it is a [List].
 * Nested arrays are treated as lists too.
 * If any of arrays contains itself on any nesting level that reference
 * is rendered as "\[...\]" to prevent recursion.
 * @sample samples.collections.Arrays.ContentOperations.contentDeepToString
 */
@SinceKotlin("1.1")
@kotlin.internal.LowPriorityInOverloadResolution
public actual fun <T> Array<T>.contentDeepToString(): String {
    return this.contentDeepToString()
}

/**
 * Returns a string representation of the contents of this array as if it is a [List].
 * Nested arrays are treated as lists too.
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 * is rendered as "\[...\]" to prevent recursion.
 * @sample samples.collections.Arrays.ContentOperations.contentDeepToString
 */
@SinceKotlin("1.4")
@library("arrayDeepToString")
public actual fun <T> Array<T>?.contentDeepToString(): String {
    return this.contentDeepToString()
}

/**
 * Returns `true` if the two specified arrays
 * are structurally equal to one another.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 * @sample samples.collections.Arrays.ContentOperations.contentEquals
 * @deprecated Use Kotlin compiler 1.4 to avoid deprecation warning.
 */
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 * @sample samples.collections.Arrays.ContentOperations.contentEquals
 * @deprecated Use Kotlin compiler 1.4 to avoid deprecation warning.
 */
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun ByteArray.contentEquals(other: ByteArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 * @sample samples.collections.Arrays.ContentOperations.contentEquals
 * @deprecated Use Kotlin compiler 1.4 to avoid deprecation warning.
 */
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun ShortArray.contentEquals(other: ShortArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 * @sample samples.collections.Arrays.ContentOperations.contentEquals
 * @deprecated Use Kotlin compiler 1.4 to avoid deprecation warning.
 */
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun IntArray.contentEquals(other: IntArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 * @sample samples.collections.Arrays.ContentOperations.contentEquals
 * @deprecated Use Kotlin compiler 1.4 to avoid deprecation warning.
 */
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun LongArray.contentEquals(other: LongArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 * @sample samples.collections.Arrays.ContentOperations.contentEquals
 * @deprecated Use Kotlin compiler 1.4 to avoid deprecation warning.
 */
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun FloatArray.contentEquals(other: FloatArray): Boolean {
    return this.contentEquals(other)
}
function.

\* For floating point numbers it means that `\'NaN\'` is equal to itself and `-0.0` is not equal to `-0.0`.

\*\*@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n\@SinceKotlin("1.1\")\n\@DeprecatedSinceKotlin(hidenSince = "1.4")\npublication actual infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean {\n\treturn this.contentEquals(other)\n}\n\n\* Returns `true` if the two specified arrays are structurally equal to one another,\n\* i.e. contain the same number of the same elements in the same order.\n\* The elements are compared for equality with the [equals][Any.equals] function.\n\* For floating point numbers it means that `\'NaN\'` is equal to itself and `-0.0` is not equal to `-0.0`.

\*\*@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n\@SinceKotlin("1.1\")\n\@DeprecatedSinceKotlin(hidenSince = "1.4")\npublication actual infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean {\n\treturn this.contentEquals(other)\n}\n\n\* Returns `true` if the two specified arrays are structurally equal to one another,\n\* i.e. contain the same number of the same elements in the same order.\n\* The elements are compared for equality with the [equals][Any.equals] function.\n\* For floating point numbers it means that `\'NaN\'` is equal to itself and `-0.0` is not equal to `-0.0`.

\*\*@SinceKotlin("1.4")\n\@library("arrayEquals")\npublication actual infix fun CharArray.contentEquals(other: CharArray): Boolean {\n\treturn this.contentEquals(other)\n}\n\n\* The elements are compared for equality with the [equals][Any.equals] function.\n\* For floating point numbers it means that `\'NaN\'` is equal to itself and `-0.0` is not equal to `-0.0`.

\*\*@SinceKotlin("1.4")\n\@library("arrayEquals")\npublication actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>?): Boolean {\n\tdefinedExternally\n\n\* Returns `true` if the two specified arrays are structurally equal to one another,\n\* i.e. contain the same number of the same elements in the same order.\n\* The elements are compared for equality with the [equals][Any.equals] function.\n\* For floating point numbers it means that `\'NaN\'` is equal to itself and `-0.0` is not equal to `-0.0`.

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means that 'NaN' is equal to itself and '-'0.0' is not equal to '0.0'.

*\@SinceKotlin("1.4\")\@library("arrayEquals")\*public actual infix fun DoubleArray?.contentEquals(other: DoubleArray?): Boolean (\* definedExternally\*)\n\n* \* Returns 'true' if the two specified arrays are structurally* equal to one another;\n\* i.e. contain the same number of the same elements in the same order.\n* \* The elements are compared for equality with the [equals][Any.equals] function.\n* For floating point numbers it means that 'NaN' is equal to itself and '-'0.0' is not equal to '0.0'.\n
*\@SinceKotlin("1.4\")\@library("arrayEquals")\*public actual infix fun BooleanArray?.contentEquals(other: BooleanArray?): Boolean (\* definedExternally\*)\n\n* \* Returns 'true' if the two specified arrays are structurally* equal to one another;\n\* i.e. contain the same number of the same elements in the same order.\n* \* The elements are compared for equality with the [equals][Any.equals] function.\n* For floating point numbers it means that 'NaN' is equal to itself and '-'0.0' is not equal to '0.0'.\n
*\@SinceKotlin("1.4\")\@library("arrayEquals")\*public actual infix fun CharArray?.contentEquals(other: CharArray?): Boolean (\* definedExternally\*)\n\n* \* Returns a hash code based on the contents of this array as if it is [List]\.*\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.\")\@SinceKotlin("1.1\")\@DeprecratedSinceKotlin(hiddenSince = "1.4\")\*public actual fun \n\n\nArray<out T>.contentHashCode(): Int (\* definedHashCode()\*)\n\n* \* Returns a hash code based on the contents of this array as if it is [List]\.*\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.\")\@SinceKotlin("1.1\")\@DeprecratedSinceKotlin(hiddenSince = "1.4\")\*public actual fun ByteArray.contentHashCode(): Int (\* definedHashCode()\*)\n\n* \* Returns a hash code based on the contents of this array as if it is [List]\.*\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.\")\@SinceKotlin("1.1\")\@DeprecratedSinceKotlin(hiddenSince = "1.4\")\*public actual fun ShortArray.contentHashCode(): Int (\* definedHashCode()\*)\n\n* \* Returns a hash code based on the contents of this array as if it is [List]\.*\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.\")\@SinceKotlin("1.1\")\@DeprecratedSinceKotlin(hiddenSince = "1.4\")\*public actual fun IntArray.contentHashCode(): Int (\* definedHashCode()\*)\n\n* \* Returns a hash code based on the contents of this array as if it is [List]\.*\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.\")\@SinceKotlin("1.1\")\@DeprecratedSinceKotlin(hiddenSince = "1.4\")\*public actual fun LongArray.contentHashCode(): Int (\* definedHashCode()\*)\n\n* \* Returns a hash code based on the contents of this array as if it is [List]\.*\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.\")\@SinceKotlin("1.1\")\@DeprecratedSinceKotlin(hiddenSince = "1.4\")\*public actual fun FloatArray.contentHashCode(): Int (\* definedHashCode()\*)\n\n* \* Returns a hash code based on the contents of this array as if it is [List]\.*\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.\")\@SinceKotlin("1.1\")\@DeprecratedSinceKotlin(hiddenSince = "1.4\")\*public actual fun DoubleArray.contentHashCode(): Int (\* definedHashCode()\*)\n\n* \* Returns a hash code based on the contents of this array as if it is [List]\.*\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.\")\@SinceKotlin("1.1\")\@DeprecratedSinceKotlin(hiddenSince = "1.4\")\*public actual fun IntArray.contentHashCode(): Int (\* definedHashCode()\*)\n\n* \* Returns a hash code based on the contents of this array as if it is [List]\.*\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.\")\@SinceKotlin("1.1\")\@DeprecratedSinceKotlin(hiddenSince = "1.4\")\*public actual fun CharArray.contentHashCode(): Int (\* definedHashCode()\*)\n\n* \* Returns a hash code based on the contents of this array as if it is [List]\.*\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.\")\@SinceKotlin("1.1\")\@DeprecratedSinceKotlin(hiddenSince = "1.4\")\*public actual fun Array<out T>.contentHashCode(): Int (\* definedHashCode()\*)\n\n* \* Returns a hash code based on the contents of this array as if it is [List]\.*\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.\")\@SinceKotlin("1.1\")\@DeprecratedSinceKotlin(hiddenSince = "1.4\")\*public actual fun ByteArray?.contentHashCode(): Int (\* definedHashCode()\*)\n\n* \* Returns a hash code based on the contents of this array as if it is [List]\.*\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.\")\@SinceKotlin("1.1\")\@DeprecratedSinceKotlin(hiddenSince = "1.4\")\*public actual fun ShortArray?.contentHashCode(): Int (\* definedHashCode()\*)\n\n* \* Returns a hash code based on the contents of this array as if it is [List]\.*\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.\")\@SinceKotlin("1.1\")\@DeprecratedSinceKotlin(hiddenSince = "1.4\")\*public actual fun IntArray?.contentHashCode(): Int (\* definedHashCode()\*)\n\n* \* Returns a hash code based on the contents of this array as if it is [List]\.*\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.\")\@SinceKotlin("1.1\")\@DeprecratedSinceKotlin(hiddenSince = "1.4\")\*public actual fun CharArray?.contentHashCode(): Int (\* definedHashCode()\*)\n\n* \* Returns a hash code based on the contents of this array as if it is [List]\.*\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.\")\@SinceKotlin("1.1\")\@DeprecratedSinceKotlin(hiddenSince = "1.4\")\*public actual fun
of this array as if it is [List].

```kotlin
/**
 * Returns a hash code based on the
 * contents of this array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayHashCode")
public actual fun LongArray?.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the
 * contents of this array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayHashCode")
public actual fun FloatArray?.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the
 * contents of this array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayHashCode")
public actual fun DoubleArray?.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the
 * contents of this array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayHashCode")
public actual fun BooleanArray?.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the
 * contents of this array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayHashCode")
public actual fun CharArray?.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a string representation of the
 * contents of the specified array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to
avoid deprecation warning.")
@SinceKotlin("1.1")
public actual fun <T> Array<out T>.contentToString(): String {
    return this.contentToString()
}

/**
 * Returns a string representation of the
 * contents of the specified array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to
avoid deprecation warning.")
@SinceKotlin("1.1")
public actual fun ByteArray.contentToString(): String {
    return this.contentToString()
}

/**
 * Returns a string representation of the
 * contents of the specified array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to
avoid deprecation warning.")
@SinceKotlin("1.1")
public actual fun ShortArray.contentToString(): String {
    return this.contentToString()
}

/**
 * Returns a string representation of the
 * contents of the specified array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to
avoid deprecation warning.")
@SinceKotlin("1.1")
public actual fun IntArray.contentToString(): String {
    return this.contentToString()
}

/**
 * Returns a string representation of the
 * contents of the specified array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to
avoid deprecation warning.")
@SinceKotlin("1.1")
public actual fun LongArray.contentToString(): String {
    return this.contentToString()
}

/**
 * Returns a string representation of the
 * contents of the specified array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to
avoid deprecation warning.")
@SinceKotlin("1.1")
public actual fun FloatArray.contentToString(): String {
    return this.contentToString()
}

/**
 * Returns a string representation of the
 * contents of the specified array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to
avoid deprecation warning.")
@SinceKotlin("1.1")
public actual fun DoubleArray.contentToString(): String {
    return this.contentToString()
}

/**
 * Returns a string representation of the
 * contents of the specified array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to
avoid deprecation warning.")
@SinceKotlin("1.1")
public actual fun BooleanArray.contentToString(): String {
    return this.contentToString()
}

/**
 * Returns a string representation of the
 * contents of the specified array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to
avoid deprecation warning.")
@SinceKotlin("1.1")
public actual fun CharArray.contentToString(): String {
    return this.contentToString()
}
```

---

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/**
 * Returns a string representation of the contents of the specified array as if it is 
 * [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun ByteArray?.contentToString(): String{
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is 
 * [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun ShortArray?.contentToString(): String{
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is 
 * [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun IntArray?.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is 
 * [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun LongArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is 
 * [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun FloatArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is 
 * [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun DoubleArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as 
 * if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun BooleanArray?.contentToString(): String

/**
 * Copies this array or its subrange into the [destination] array and returns that 
 * array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the 
 * subrange so that it overlaps with the destination range.
 * 
 * @param destination the array to copy to
 * @param startIndex the beginning (inclusive) of the subrange to copy. By default, it
 * is 0. 
 * @param endIndex the end (exclusive) of the subrange to copy, size of this 
 * array by default. By default, it
 * is 0.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when 
 * startIndex
 * > endIndex.
 
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * 
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the 
 * [destination] array starting at the specified 
 * [destinationOffset].
 
 * or when that index is out of the [destination] array indices range. 
 * 
 * @return the 
 * [destination] array.

 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size)
    return this.copyOf(selector = CopyIntoSelector(destination, destinationOffset, startIndex, endIndex), size = size)

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size)
    return this.copyOf(selector = CopyIntoSelector(destination, destinationOffset, startIndex, endIndex), size = size)

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size)
    return this.copyOf(selector = CopyIntoSelector(destination, destinationOffset, startIndex, endIndex), size = size)

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size)
    return this.copyOf(selector = CopyIntoSelector(destination, destinationOffset, startIndex, endIndex), size = size)

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun IntArray_copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size)\n    return this.copyOf(selector = CopyIntoSelector(destination, destinationOffset, startIndex, endIndex), size = size)\n*/

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun LongArray_copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size)\n    return this.copyOf(selector = CopyIntoSelector(destination, destinationOffset, startIndex, endIndex), size = size)\n*/

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun ByteArray_copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size)\n    return this.copyOf(selector = CopyIntoSelector(destination, destinationOffset, startIndex, endIndex), size = size)\n*/

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun ShortArray_copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size)\n    return this.copyOf(selector = CopyIntoSelector(destination, destinationOffset, startIndex, endIndex), size = size)\n*/

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun IntArray_copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size)\n    return this.copyOf(selector = CopyIntoSelector(destination, destinationOffset, startIndex, endIndex), size = size)\n*/

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun LongArray_copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size)\n    return this.copyOf(selector = CopyIntoSelector(destination, destinationOffset, startIndex, endIndex), size = size)\n*/
IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. \n * @param destination the array to copy to. \n * @param destinationOffset the position in the [destination] array to copy to. \n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default. \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. \n * @return the [destination] array.

*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS!)")
public actual inline fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = shape.size): FloatArray {
    arrayCopy(this.unsafeCast<Array<Float>>(), destination.unsafeCast<Array<Float>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range. \n * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to. \n * @param startIndex the beginning (inclusive) of the subrange to copy, size of this array by default. \n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default. \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. \n * @return the [destination] array.

*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS!)")
public actual inline fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = shape.size): DoubleArray {
    arrayCopy(this.unsafeCast<Array<Double>>(), destination.unsafeCast<Array<Double>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range. \n * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to. \n * @param startIndex the beginning (inclusive) of the subrange to copy, size of this array by default. \n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default. \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. \n * @return the [destination] array.

*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS!)")
public actual inline fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = shape.size): BooleanArray {
    arrayCopy(this.unsafeCast<Array<Boolean>>(), destination.unsafeCast<Array<Boolean>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range. \n * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to. \n * @param startIndex the beginning (inclusive) of the subrange to copy, size of this array by default. \n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default. \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. \n * @return the [destination] array.

*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS!)")
public actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray {
    arrayCopy(this.unsafeCast<Array<Char>>(), destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)
    return destination
}

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* Returns new array which is a copy of the original array.
* @sample
samples.collections.Arrays.CopyOfOperations.copyOf

public actual inline fun <T> Array<out T>.copyOf(): Array<T> {
    return this.asDynamic().slice()!!.asDynamic().slice()!! * Returns new array which is a copy of the original array.
* @sample
samples.collections.Arrays.CopyOfOperations.copyOf

public actual inline fun ByteArray.copyOf(): ByteArray {
    return this.asDynamic().slice()!!.asDynamic().slice()!! * Returns new array which is a copy of the original array.
* @sample
samples.collections.Arrays.CopyOfOperations.copyWith

public actual inline fun ShortArray.copyOf(): ShortArray {
    return this.asDynamic().slice()!!.asDynamic().slice()!! * Returns new array which is a copy of the original array.
* @sample
samples.collections.Arrays.CopyOfOperations.copyWith

public actual inline fun IntArray.copyOf(): IntArray {
    return this.asDynamic().slice()!!.asDynamic().slice()!! * Returns new array which is a copy of the original array.
* @sample
samples.collections.Arrays.CopyOfOperations.copyWith

public actual fun LongArray.copyOf(): LongArray {
    return withType("LongArray", this.asDynamic().slice()!!.asDynamic().slice()!! * Returns new array which is a copy of the original array.
* @sample
samples.collections.Arrays.CopyOfOperations.copyWith

public actual fun FloatArray.copyOf(): FloatArray {
    return this.asDynamic().slice()!!.asDynamic().slice()!! * Returns new array which is a copy of the original array.
* @sample
samples.collections.Arrays.CopyOfOperations.copyWith

public actual fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice()!!.asDynamic().slice()!! * Returns new array which is a copy of the original array.
* @sample
samples.collections.Arrays.CopyOfOperations.copyWith

public actual fun BooleanArray.copyOf(): BooleanArray {
    return withType("BooleanArray", this.asDynamic().slice()!!.asDynamic().slice()!! * Returns new array which is a copy of the original array.
* @sample
samples.collections.Arrays.CopyOfOperations.copyWith

public actual fun CharArray.copyOf(): CharArray {
    return withType("CharArray", this.asDynamic().slice()!!.asDynamic().slice()!! * Returns new array which is a copy of the original array.
* @sample
samples.collections.Arrays.CopyOfOperations.copyWith

public actual fun ByteArray.copyOf(newSize: Int): ByteArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ByteArray(newSize))!!.asDynamic().slice()!! * Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* @sample
samples.collections.Arrays.CopyOfOperations.copyWith

public actual fun ShortArray.copyOf(newSize: Int): ShortArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ShortArray(newSize))!!.asDynamic().slice()!! * Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* @sample
samples.collections.Arrays.CopyOfOperations.copyWith

public actual fun IntArray.copyOf(newSize: Int): IntArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, IntArray(newSize))!!.asDynamic().slice()!! * Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* @sample
samples.collections.Arrays.CopyOfOperations.copyWith
values.

```kotlin
* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

@public actual fun LongArray.copyOf(newSize: Int): LongArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("LongArray", arrayCopyResize(this, newSize, 0L))
}

@public actual fun FloatArray.copyOf(newSize: Int): FloatArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, FloatArray(newSize))
}

@public actual fun DoubleArray.copyOf(newSize: Int): DoubleArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, DoubleArray(newSize))
}

@public actual fun BooleanArray.copyOf(newSize: Int): BooleanArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("BooleanArray", arrayCopyResize(this, newSize, false))
}

@public actual fun CharArray.copyOf(newSize: Int): CharArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("CharArray", fillFrom(this, CharArray(newSize)))
}

@public actual fun <T> Array<out T>.copyOf(newSize: Int): Array<T?> {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return arrayCopyResize(this, newSize, /*null*/)
}

@public actual fun <T> Array<out T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T> {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}
```

* @Suppress("ACTUAL_WITHOUT_EXPECT")

@Suppress("ACTUAL_WITHOUT_EXPECT")
ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {
AbstractList.checkRangeIndexes(fromIndex, toIndex, size) return this.asDynamic().slice(fromIndex, toIndex)/*
 * Returns a new array which is a copy of the specified range of the original array.*/

*Throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.*/

*Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].*/

abstract fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {
AbstractList.checkRangeIndexes(fromIndex, toIndex, size) return this.asDynamic().slice(fromIndex, toIndex)/*
 * Returns a new array which is a copy of the specified range of the original array.*/

*Throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.*/

*Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].*/

abstract fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {
AbstractList.checkRangeIndexes(fromIndex, toIndex, size) return this.asDynamic().slice(fromIndex, toIndex)/*
 * Returns a new array which is a copy of the specified range of the original array.*/

*Throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.*/

*Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].*/

abstract fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {
AbstractList.checkRangeIndexes(fromIndex, toIndex, size) return withType("LongArray", this.asDynamic().slice(fromIndex, toIndex))/*
 * Returns a new array which is a copy of the specified range of the original array.*/

*Throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.*/

*Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].*/

abstract fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) return this.asDynamic().slice(fromIndex, toIndex)/*
 * Returns a new array which is a copy of the specified range of the original array.*/

*Throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.*/

*Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].*/

abstract fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray {
AbstractList.checkRangeIndexes(fromIndex, toIndex, size) return this.asDynamic().slice(fromIndex, toIndex)/*
 * Returns a new array which is a copy of the specified range of the original array.*/

*Throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.*/

*Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].*/

abstract fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) return withType("BooleanArray", this.asDynamic().slice(fromIndex, toIndex))/*
 * Returns a new array which is a copy of the specified range of the original array.*/

*Throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.*/

*Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].*/

abstract fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) return withType("CharArray", this.asDynamic().slice(fromIndex, toIndex))/*
 * Fills this array or its subrange with the specified [element] value.*/

*Throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.*/

*Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].*/

abstract fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) return withType("CharArray", this.asDynamic().slice(fromIndex, toIndex))/*
 * Fills this array or its subrange with the specified [element] value.*/

*Throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.*/

*Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].*/

abstract fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) return withType("CharArray", this.asDynamic().slice(fromIndex, toIndex))/*
 * Fills this array or its subrange with the specified [element] value.*/

*Throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.*/

*Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].*/

abstract fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) return withType("CharArray", this.asDynamic().slice(fromIndex, toIndex))/*
 * Fills this array or its subrange with the specified [element] value.*/

*Throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.*/

*Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].*/

abstract fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) return withType("CharArray", this.asDynamic().slice(fromIndex, toIndex))/*
 * Fills this array or its subrange with the specified [element] value.*/

*Throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.*/

*Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].*/

abstract fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) return withType("CharArray", this.asDynamic().slice(fromIndex, toIndex))/*
 * Fills this array or its subrange with the specified [element] value.*/

*Throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.*/

*Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].*/

abstract fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) return withType("CharArray", this.asDynamic().slice(fromIndex, toIndex))/*
 * Fills this array or its subrange with the specified [element] value.*/

*Throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.*/

*Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].*
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*\@SinceKotlin("1.3")*\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
```
public actual fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n    \n    *param fromIndex the start of the range (inclusive) to fill, 0 by default.\n    \n    *param toIndex the end of the range (exclusive) to fill, size of this array by default.\n    \n    *param element the value to fill the array with.\n    \n    \@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n    \@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
```

*\@SinceKotlin("1.3")*\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
```
public actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n    \n    *param fromIndex the start of the range (inclusive) to fill, 0 by default.\n    \n    *param toIndex the end of the range (exclusive) to fill, size of this array by default.\n    \n    *param element the value to fill the array with.\n    \n    \@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n    \@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
```

*\@SinceKotlin("1.3")*\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
```
public actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n    \n    *param fromIndex the start of the range (inclusive) to fill, 0 by default.\n    \n    *param toIndex the end of the range (exclusive) to fill, size of this array by default.\n    \n    *param element the value to fill the array with.\n    \n    \@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n    \@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
```

*\@SinceKotlin("1.3")*\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
```
public actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n    \n    *param fromIndex the start of the range (inclusive) to fill, 0 by default.\n    \n    *param toIndex the end of the range (exclusive) to fill, size of this array by default.\n    \n    *param element the value to fill the array with.\n    \n    \@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n    \@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
```

*\@SinceKotlin("1.3")*\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
```
public actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n    \n    *param fromIndex the start of the range (inclusive) to fill, 0 by default.\n    \n    *param toIndex the end of the range (exclusive) to fill, size of this array by default.\n    \n    *param element the value to fill the array with.\n    \n    \@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n    \@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
```

*\@SinceKotlin("1.3")*\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
```
public actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n    \n    *param fromIndex the start of the range (inclusive) to fill, 0 by default.\n    \n    *param toIndex the end of the range (exclusive) to fill, size of this array by default.\n    \n    *param element the value to fill the array with.\n    \n    \@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n    \@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
```

*\@SinceKotlin("1.3")*\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
```
public actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n    \n    *param fromIndex the start of the range (inclusive) to fill, 0 by default.\n    \n    *param toIndex the end of the range (exclusive) to fill, size of this array by default.\n    \n    *param element the value to fill the array with.\n    \n    \@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n    \@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
```

*\@SinceKotlin("1.3")*\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
```
public actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n    \n    *param fromIndex the start of the range (inclusive) to fill, 0 by default.\n    \n    *param toIndex the end of the range (exclusive) to fill, size of this array by default.\n    \n    *param element the value to fill the array with.\n    \n    \@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n    \@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
```

*\@SinceKotlin("1.3")*\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
```
public actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n    \n    *param fromIndex the start of the range (inclusive) to fill, 0 by default.\n    \n    *param toIndex the end of the range (exclusive) to fill, size of this array by default.\n    \n    *param element the value to fill the array with.\n    \n    \@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n    \@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
```

*\@SinceKotlin("1.3")*\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
```
public actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n    \n    *param fromIndex the start of the range (inclusive) to fill, 0 by default.\n    \n    *param toIndex the end of the range (exclusive) to fill, size of this array by default.\n    \n    *param element the value to fill the array with.\n    \n    \@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n    \@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
```
than [toIntIndex].

```kotlin
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgument if [fromIndex] is greater than [toIndex].

@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
    return
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgument if [fromIndex] is greater than [toIndex].

@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
    return
}

/**
 * Returns an array containing all elements of the original array and then the given [element].

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(element: Byte): ByteArray {
    return plus(byteArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(element: Short): ShortArray {
    return plus(shortArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(element: Int): IntArray {
    return plus(intArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(element: Long): LongArray {
    return plus(longArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(element: Float): FloatArray {
    return plus(floatArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(element: Double): DoubleArray {
    return plus(doubleArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(element: Boolean): BooleanArray {
    return plus(booleanArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(element: Char): CharArray {
    return plus(charArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual operator fun <T> Array<out T>.plus(elements: Collection<T>): Array<T> {
    return arrayPlusCollection(this, elements)
}
```

actual operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
} *//

public actual operator fun ShortArray.plus(elements: Collection<Short>): ShortArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
} *//

public actual operator fun IntArray.plus(elements: Collection<Int>): IntArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
} *//

public actual operator fun LongArray.plus(elements: Collection<Long>): LongArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
} *//

public actual operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
} *//

public actual operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
} *//

public actual operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
} *//

public actual operator fun CharArray.plus(elements: Collection<Char>): CharArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
} *//

public actual inline operator fun <T> Array<out T>.plus(elements: Array<out T>): Array<T> {
    return this.asDynamic().concat(elements)
} *//

public actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {
    return primitiveArrayConcat(this, elements)
} *//

public actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return primitiveArrayConcat(this, elements)
} *//

public actual inline operator fun IntArray.plus(elements: IntArray): IntArray {
    return primitiveArrayConcat(this, elements)
} *//

public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements)
} *//

public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return primitiveArrayConcat(this, elements)
} *//

public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements)
} *//

public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements)
} *//

public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements)
} *//
CharArray): CharArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual fun <T> Array<out T>.plusElement(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual fun <T> Array<out T>.plusElement(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun IntArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun LongArray.sort(): Unit {
    if (size > 1) sort {
        a: Long, b: Long -> a.compareTo(b)
    }
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ByteArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ShortArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun DoubleArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun FloatArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun CharArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place according to the natural order
 * of its elements. It is _stable_. It means that equal elements preserve their order relative
to each other after sorting.
 * @sample samples.collections.Arrays.Sorting.sortArrayOfComparable
 */
public actual fun <T : Comparable<T>> Array<out T>.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * The sort is _stable_. It means that equal elements preserve their order relative
to each other after sorting.
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public fun <T> Array<out T>.sort(comparison: (a: T, b: T) -> Int): Unit {
    if (size > 1) sortArrayWith(this, comparison)
}

/**
 * Sorts a range in the array in-place.
 * The sort is _stable_. It means that equal elements preserve their order relative
to each other after sorting.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentOutOfRangeException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun <T : Comparable<T>> Array<out T>.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArrayWith(this, fromIndex, toIndex, naturalOrder())
    definedExternally
}
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val subarray =
    this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<ShortArray>()
    subarray.sort()
}

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun IntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val subarray =
    this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<IntArray>()
    subarray.sort()
}

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun LongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArrayWith(this.unsafeCast<Array<Long>>(),
    fromIndex, toIndex, naturalOrder())
}

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val subarray =
    this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<FloatArray>()
    subarray.sort()
}

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val subarray =
    this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<DoubleArray>()
    subarray.sort()
}

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val subarray =
    this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<CharArray>()
    subarray.sort()
array in-place according to the order specified by the given [comparison] function.

Unit {\n    asDynamic().sort(comparison)\n}/*/un /** * Sorts the array in-place according to the order specified by the given [comparison] function.\n*/un@kotlin.internal.InlineOnly

dynamic fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {\n    asDynamic().sort(comparison)\n}/*/un /** * Sorts the array in-place according to the order specified by the given [comparison] function.\n*/un@kotlin.internal.InlineOnly

dynamic fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {\n    asDynamic().sort(comparison)\n}/*/un /** * Sorts the array in-place according to the order specified by the given [comparison] function.\n*/un@kotlin.internal.InlineOnly

dynamic fun LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int): Unit {\n    asDynamic().sort(comparison)\n}/*/un /** * Sorts the array in-place according to the order specified by the given [comparison] function.\n*/un@kotlin.internal.InlineOnly

dynamic fun FloatArray.sort(noinline comparison: (a: Float, b: Float) -> Int): Unit {\n    asDynamic().sort(comparison)\n}/*/un /** * Sorts the array in-place according to the order specified by the given [comparison] function.\n*/un@kotlin.internal.InlineOnly

dynamic fun DoubleArray.sort(noinline comparison: (a: Double, b: Double) -> Int): Unit {\n    asDynamic().sort(comparison)\n}/*/un /** * Sorts the array in-place according to the order specified by the given [comparison] function.\n*/un@kotlin.internal.InlineOnly

dynamic fun CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int): Unit {\n    asDynamic().sort(comparison)\n}/*/un /** * Sorts the array in-place according to the order specified by the given [comparison] function.\n*/un@kotlin.internal.InlineOnly

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@file:kotlin.jvm.JvmName("ComparisonsKt")
@file:kotlin.jvm.JvmMultifileClass

package
kotlin.comparisons

/* Compares two values using the specified functions [selectors] to calculate the result of the comparison.
 * The functions are called sequentially, receive the given values [a] and [b] and return [Comparable] objects. As soon as the [Comparable] instances returned by a function for [a] and [b] values do not compare as equal, the result of that comparison is returned.
 */

@sample samples.comparisons

/**
 * Compares two values using the specified [selector] function to calculate the result of the comparison.
 * The result of comparison of these [Comparable] instances is returned.
 */

@kotlin.internal.InlineOnly
public fun <T> compareValues(a: T, b: T, selector: (T) -> Comparable<*>?): Int {
    return compareValuesBy(a, b, selector)
}

/**
 * Creates a comparator using the sequence of functions to calculate a result of comparison.
 * The functions are called sequentially, receive the given values `a` and `b` and return [Comparable] objects. As soon as the [Comparable] instances returned by a function for `a` and `b` values do not compare as equal, the result of that comparison is returned from the [Comparator].
 */

@kotlin.internal.InlineOnly
public fun <T> compareBy(vararg selectors: (T) -> Comparable<*>?): Comparator<T> {
    return Comparator { a, b ->
        compareValuesByImpl(a, b, selectors)
    }
}

/**
 * Creates a comparator using the sequence of functions to calculate a result of comparison.
 * The functions are called sequentially, receive the given values `a` and `b` and return [Comparable] objects. As soon as the [Comparable] instances returned by a function for `a` and `b` values do not compare as equal, the result of that comparison is returned from the [Comparator].
 */

@kotlin.internal.InlineOnly
public fun <T> compareByDescending(vararg selectors: (T) -> Comparable<*>?): Comparator<T> {
    return Comparator { a, b ->
        compareValuesByDescendingImpl(a, b, selectors)
    }
}
samples.comparisons.Comparisons.compareByDescendingWithComparator

*/
@kotlin.internal.InlineOnly
public inline fun <T, K> Comparator<T>.thenBy(crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenBy.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(a, b, selector)
    }

/**
 * Creates a descending comparator using the primary comparator and the 
 * selector function to transform values and then compares them with the given 
 * comparator.
 */
@kotlin.internal.InlineOnly
public inline fun <T, K> Comparator<T>.thenByDescending(crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenByDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(b, a, selector)
    }

/**
 * Creates a comparator using the primary comparator and function to calculate a result of comparison.
 */
@kotlin.internal.InlineOnly
public fun <T : Any> nullsFirst(comparator: Comparator<in T>): Comparator<T?> =
    Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> -1
            b == null -> 1
            else -> comparator.compare(a, b)
        }
    }

/**
 * Provides a comparator of nullable [Comparable] values * considering `null` value less than any other value.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Comparable<T>> nullsFirst(): Comparator<T?> =
    Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> -1
            b == null -> 1
            else -> a.compareTo(b)
        }
    }

// Not so useful without type
inference for receiver of expression
/**
 * Extends the given [comparator] of non-nullable values to a comparator
 * of nullable values considering `null` value less than any other value.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> nullsFirstLastWithComparator(*@sample samples.comparisons.Comparisons.nullsFirstLastWithComparator

/* */
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nullsFirst(naturalOrder())\n\n* Extends the given [comparator] of non-nullable values to a comparator of null values
  * considering `null` value greater than any other value.
* @sample samples.comparisons.Comparisons.nullsFirstWithComparator
* \n\npublic fun \n\n* Returns a comparator that compares [Comparable] objects in natural order.
* @sample samples.comparisons.Comparisons.naturalOrderComparator
* \n\n\n\n
private class
ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparator.compare(b, a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<T> = comparator
}

private object NaturalOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = NaturalOrderComparator
}

private object ReverseOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = NaturalOrderComparator
}

/**
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 * LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StandardKt")
package kotlin

import kotlin.contracts.*

/**
 * An exception is thrown to indicate that a method body remains to be implemented.
 */
public class NotImplementedError(message: String = "An operation is not implemented.") : Error(message)

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.
 * @param reason a string
 * explaining why the implementation is missing.
 */
@kotlin.internal.InlineOnly
public inline fun TODO(reason: String): Nothing = throw NotImplementedError("An operation is not implemented: $reason")

/**
 * Calls the specified function [block] and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run).
 */
@kotlin.internal.InlineOnly
public inline fun <R> run(block: () -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    }\n    return block()
}

/**
 * Calls the specified function [block] with the given [receiver] as its receiver and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run).
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> T.run(block: T.() -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    }\n    return block()
}
see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#with).

```kotlin
// Calls the specified function [block] with `this` value as its receiver and returns `this` value.
@kotlin.internal.InlineOnly
public inline fun <T, R> with(receiver: T, block: T.() -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    } return receiver.block()
}
```

```kotlin
/**
 * Calls the specified function [block] with `this` value as its argument and returns `this` value.
 */
@kotlin.internal.InlineOnly
public inline fun <T> T.apply(block: T.() -> Unit): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    } block() return this
}
```

```kotlin
/**
 * Calls the specified function [block] with `this` value as its argument and returns its result.
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.also(block: (T) -> Unit): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    } block(this) return this
}
```

```kotlin
/**
 * Calls the specified function [block] with `this` value as its argument and returns its result.
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> T.let(block: (T) -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    } return block(this)
}
```

```kotlin
/**
 * Returns `this` value if it satisfies the given [predicate] or `null`, if it doesn't.
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.takeIf(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
    } return if (predicate(this)) this else null
}
```

```kotlin
/**
 * Returns `this` value if it _does not_ satisfy the given [predicate] or `null`, if it does.
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.takeUnless(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
    } return if (!predicate(this)) this else null
}
```

```kotlin
/**
 * Executes the given function [action] specified number of [times].
 */
@kotlin.internal.InlineOnly
public inline fun repeat(times: Int, action: (Int) -> Unit) {
    contract { callsInPlace(action) }

    for (index in 0 until times) {
        action(index)
    }
}
```

```kotlin
// NOTE: THIS FILE IS AUTO-GENERATED by the

import kotlin.js.*

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {
    return if (a >= b) a else b
}
```

```kotlin
/**
 * Returns the greater of two values.
 * If either value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
public actual inline fun <T> T.maxOf(b: T): T {
    (T) -> Unit {
        return if (a >= b) a else b
    }
}
```
/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Double, b: Double): Double {
    return Math.max(a, b)
}

/**
 * Returns the greater of three values.
 * 
 * If there are multiple equal maximal values, returns the first of them.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of three values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual
inline fun maxOf(a: Int, b: Int, c: Int): Int {
    return Math.max(a, b, c)
}

/**
 * Returns the greater of three values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
public actual
fun maxOf(a: Long, vararg other: Long): Long {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of three values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
public actual
fun maxOf(a: Float, vararg other: Float): Float {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of three values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
public actual
fun maxOf(a: Double, vararg other: Double): Double {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public actual
fun minOf(a: Byte, b: Byte): Byte {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public actual
fun minOf(a: Int, b: Int): Int {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public actual
fun minOf(a: Short, b: Short): Short {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public actual
fun minOf(a: Long, b: Long): Long {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public actual
fun minOf(a: Float, b: Float): Float {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public actual
fun minOf(a: Double, b: Double): Double {
    return Math.min(a, b)
}
MIN_VALUE: ULong = ULong(0)
/**
 * A constant holding the maximum value an instance of ULong can have.
 * @since 1.0
 */
public const val MAX_VALUE: ULong = ULong(-1)
/**
 * The number of bytes used to represent an instance of ULong in a binary form.
 */
public const val SIZE_BYTES: Int = 8
/**
 * The number of bits used to represent an instance of ULong in a binary form.
 */
public const val SIZE_BITS: Int = 64

/**
 * A constant holding the maximum value an instance of ULong can have.
 */
public const val MAX_VALUE: ULong = ULong(-1)
/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
 */
public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toULong())
/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
 */
public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toULong())
/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
 */
public inline operator fun compareTo(other: UInt): Int = this.compareTo(other.toULong())
/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
 */
public inline operator fun compareTo(other: ULong): Int = this.compareTo(other.toULong())

/**
 * Adds the other value to this value.
 */
public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())
/**
 * Adds the other value to this value.
 */
public inline operator fun plus(other: UShort): ULong = this.plus(other.toULong())
/**
 * Adds the other value to this value.
 */
public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())
/**
 * Adds the other value to this value.
 */
public inline operator fun plus(other: ULong): ULong = ULong(this.data.plus(other.data))

/**
 * Subtracts the other value from this value.
 */
public inline operator fun minus(other: UByte): ULong = this.minus(other.toULong())
/**
 * Subtracts the other value from this value.
 */
public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())
/**
 * Subtracts the other value from this value.
 */
public inline operator fun minus(other: UInt): ULong = this.minus(other.toULong())
/**
 * Subtracts the other value from this value.
 */
public inline operator fun minus(other: ULong): ULong = ULong(this.data.minus(other.data))

/**
 * Multiplies this value by the other value.
 */
public inline operator fun times(other: UByte): ULong = this.times(other.toULong())
/**
 * Multiplies this value by the other value.
 */
public inline operator fun times(other: UShort): ULong = this.times(other.toULong())
/**
 * Multiplies this value by the other value.
 */
public inline operator fun times(other: UInt): ULong = this.times(other.toULong())
/**
 * Multiplies this value by the other value.
 */
public inline operator fun times(other: ULong): ULong = ULong(this.data.times(other.data))

/**
 * Divides this value by the other value.
 */
public inline operator fun div(other: UByte): ULong = this.div(other.toULong())
/**
 * Divides this value by the other value.
 */
public inline operator fun div(other: UShort): ULong = this.div(other.toULong())
/**
 * Divides this value by the other value.
 */
public inline operator fun div(other: UInt): ULong = this.div(other.toULong())
/**
 * Divides this value by the other value.
 */
public inline operator fun div(other: ULong): ULong = ULong(this.data.div(other.data))

/**
 * Calculates the remainder of dividing this value by the other value.
 */
public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())
/**
 * Calculates the remainder of dividing this value by the other value.
 */
public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())
/**
 * Calculates the remainder of dividing this value by the other value.
 */
public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())
/**
 * Calculates the remainder of dividing this value by the other value.
 */
public inline operator fun rem(other: ULong): ULong = this.rem(other.toULong())

/**
 * Calculates the remainder of dividing this value by the other value.
 */
public inline operator fun rem(dividend: UByte, divisor: UByte): Int = this.rem(dividend.toULong(), divisor.toULong())
/**
 * Calculates the remainder of dividing this value by the other value.
 */
public inline operator fun rem(dividend: UShort, divisor: UShort): Int = this.rem(dividend.toULong(), divisor.toULong())
/**
 * Calculates the remainder of dividing this value by the other value.
 */
public inline operator fun rem(dividend: UInt, divisor: UInt): Int = this.rem(dividend.toULong(), divisor.toULong())
/**
 * Calculates the remainder of dividing this value by the other value.
 */
public inline operator fun rem(dividend: ULong, divisor: ULong): Int = this/rem(dividend.toULong(), divisor.toULong())
inline operator fun rem(other: ULong): ULong = this.rem(other.toULong())

/** Calculates the remainder of dividing this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = ulongRemainder(this, other)

/** Increments this value. */

@kotlin.internal.InlineOnly
public inline operator fun inc(): ULong = ULong(data.inc())

/** Increments this value. */

@kotlin.internal.InlineOnly
public inline operator fun dec(): ULong = ULong(data.dec())

/** Creates a range from this value to the specified [other] value. */

@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)

/** Shifts this value left by the [bitCount] number of bits. */

@kotlin.internal.InlineOnly
public inline infix fun shl(bitCount: Int): ULong = ULong(data shl bitCount)

/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */

@kotlin.internal.InlineOnly
public inline infix fun shr(bitCount: Int): ULong = ULong(data ushr bitCount)

/** Performs a bitwise AND operation between the two values. */

@kotlin.internal.InlineOnly
public inline infix fun and(other: ULong): ULong = ULong(data and other.data)

/** Performs a bitwise OR operation between the two values. */

@kotlin.internal.InlineOnly
public inline infix fun or(other: ULong): ULong = ULong(this.data or other.data)

/** Performs a bitwise XOR operation between the two values. */

@kotlin.internal.InlineOnly
public inline infix fun xor(other: ULong): ULong = ULong(this.data xor other.data)

/** Performs a bitwise OR operation between the two values. */

@kotlin.internal.InlineOnly
public inline operator fun or(other: ULong): ULong = ULong(this.data or other.data)

/** pang a set number of bits. */

@kotlin.internal.InlineOnly
public inline operator fun unshiftedOr(bits: Int): ULong = ULong(data or ULong(1).shl(bits))

/** Performs a bitwise AND operation between the two values. */

@kotlin.internal.InlineOnly
public inline infix fun and(other: ULong): ULong = ULong(data and other.data)

/** Performs a bitwise OR operation between the two values. */

@kotlin.internal.InlineOnly
public inline infix fun or(other: ULong): ULong = ULong(this.data or other.data)

/** Performs a bitwise XOR operation between the two values. */

@kotlin.internal.InlineOnly
public inline infix fun xor(other: ULong): ULong = ULong(this.data xor other.data)

/** Performs a bitwise OR operation between the two values. */

@kotlin.internal.InlineOnly
public inline operator fun or(other: ULong): ULong = ULong(this.data or other.data)

/** Performs a bitwise OR operation between the two values. */

@kotlin.internal.InlineOnly
public inline operator fun or(other: ULong): ULong = this.toULong().or(other.toULong())

/** Returns this value. */

@kotlin.internal.InlineOnly
public inline fun toULong(): ULong = this

/** Returns this value. */

@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong()

/** Returns this value. */

@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt()

/** Returns this value. */

@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort()

/** Returns this value. */

@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()

/** Converts this [ULong] value to [Byte]. */

@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()

/** Converts this [ULong] value to [UByte]. */

@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = data.toUInt()

/** Converts this [ULong] value to [UInt]. */

@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = data.toUShort()

/** Converts this [ULong] value to [UShort]. */

@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()

/** Converts this [ULong] value to [UByte]. */

@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong()

/** Converts this [ULong] value to [Long]. */

@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt()

/** Converts this [ULong] value to [Int]. */

@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort()

/** Converts this [ULong] value to [Short]. */

@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()

/** Converts this [ULong] value to [Byte]. */

@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()

/** Converts this [ULong] value to [UByte]. */

@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = data.toUInt()

/** Converts this [ULong] value to [UInt]. */

@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = data.toUShort()

/** Converts this [ULong] value to [UShort]. */

@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()

/** Converts this [ULong] value to [UByte]. */

@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong()

/** Converts this [ULong] value to [Long]. */

@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt()

/** Converts this [ULong] value to [Int]. */

@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort()

/** Converts this [ULong] value to [Short]. */

@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()

/** Converts this [ULong] value to [Byte]. */

@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()

/** Converts this [ULong] value to [UByte]. */

@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = data.toUInt()

/** Converts this [ULong] value to [UInt]. */

@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = data.toUShort()

/** Converts this [ULong] value to [UShort]. */

@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()

/** Converts this [ULong] value to [UByte]. */

@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong()

/** Converts this [ULong] value to [Long]. */

@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt()

/** Converts this [ULong] value to [Int]. */

@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort()

/** Converts this [ULong] value to [Short]. */

@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()

/** Converts this [ULong] value to [Byte]. */

@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()

/** Converts this [ULong] value to [UByte]. */

@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = data.toUInt()

/** Converts this [ULong] value to [UInt]. */

@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = data.toUShort()

/** Converts this [ULong] value to [UShort]. */

@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()

/** Converts this [ULong] value to [UByte]. */

@kotlin.internal.InlineOnly
public inline fun toRangeTo(other: ULong): ULongRange = ULongRange(this, other)

/** Shifts this value left by the [bitCount] number of bits. */

@kotlin.internal.InlineOnly
public inline infix fun shl(bitCount: Int): ULong = ULong(data shl bitCount)

/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */

@kotlin.internal.InlineOnly
public inline infix fun shr(bitCount: Int): ULong = ULong(data ushr bitCount)

/** Performs a bitwise AND operation between the two values. */

@kotlin.internal.InlineOnly
public inline fun and(other: ULong): ULong = ULong(this.data and other.data)

/** Performs a bitwise OR operation between the two values. */

@kotlin.internal.InlineOnly
public inline function or(other: ULong): ULong = ULong(this.data or other.data)

/** Performs a bitwise XOR operation between the two values. */

@kotlin.internal.InlineOnly
public inline function xor(other: ULong): ULong = ULong(this.data xor other.data)

/** Performs a bitwise OR operation between the two values. */

@kotlin.internal.InlineOnly
public inline function or(other: ULong): ULong = this.toULong().or(other.toULong())
/**
 * Converts this [ULong] value to [Double].
 * The resulting value is the closest 'Double' to this 'ULong' value.
 * In case when this 'ULong' value is exactly between two 'Double's, the one with zero at least significant bit of mantissa is selected.
 * @kotlin.internal.InlineOnly
 * public inline fun toDouble(): Double = ulongToDouble(data) // public override fun toString(): String = ulongToString(data)
 */

/**
 * Converts this [Byte] value to [ULong].
 * If this value is positive, the resulting 'ULong' value represents the same numerical value as this 'Byte'.
 * The least significant 8 bits of the resulting 'ULong' value are the same as the bits of this 'Byte' value, whereas the most significant 48 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this [Short] value to [ULong].
 * The least significant 16 bits of the resulting 'ULong' value are the same as the bits of this 'Short' value, whereas the most significant 48 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this [Int] value to [ULong].
 * The least significant 32 bits of the resulting 'ULong' value are the same as the bits of this 'Int' value, whereas the most significant 48 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this [Long] value to [ULong].
 * The resulting 'ULong' value has the same binary representation as this 'Long' value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toULong(): ULong = ULong(this)

/**
 * Converts this [Float] value to [ULong].
 * Returns zero if this 'Float' value is negative or 'NaN', [ULong.MAX_VALUE] if it's bigger than [ULong.MAX_VALUE].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())

/**
 * Converts this [Double] value to [ULong].
 * Returns zero if this 'Double' value is negative or 'NaN', [ULong.MAX_VALUE] if it's bigger than [ULong.MAX_VALUE].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Double.toULong(): ULong = doubleToULong(this)

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt // See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the list.
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 1.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component1(): T {
    return get(0)
}

/**
 * Returns 2nd *element* from the list.
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 2.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component2(): T {
    return get(1)
}

/**
 * Returns 3rd *element* from the list.
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 3.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component3(): T {
    return get(2)
}

/**
 * Returns 4th *element* from the list.
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 4.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component4(): T {
    return get(3)
}

throw an [IndexOutOfBoundsException] if the size of this list is less than 1.

* @kotlin.internal.InlineOnly
* @package kotlin.collections
* @name it
* @return <T>
* @throws IllegalArgumentException
* @throws IndexOutOfBoundsException
*/

/**
 * Converts this [ULong] value to [Double].
 * The resulting value is the closest 'Double' to this 'ULong' value.
 * In case when this 'ULong' value is exactly between two 'Double's, the one with zero at least significant bit of mantissa is selected.
 * @kotlin.internal.InlineOnly
 * public inline fun toDouble(): Double = ulongToDouble(data)
 */

/**
 * Converts this [Byte] value to [ULong].
 * If this value is positive, the resulting 'ULong' value represents the same numerical value as this 'Byte'.
 * The least significant 8 bits of the resulting 'ULong' value are the same as the bits of this 'Byte' value, whereas the most significant 48 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this [Short] value to [ULong].
 * The least significant 16 bits of the resulting 'ULong' value are the same as the bits of this 'Short' value, whereas the most significant 48 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this [Int] value to [ULong].
 * The least significant 32 bits of the resulting 'ULong' value are the same as the bits of this 'Int' value, whereas the most significant 48 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this [Long] value to [ULong].
 * The resulting 'ULong' value has the same binary representation as this 'Long' value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toULong(): ULong = ULong(this)

/**
 * Converts this [Float] value to [ULong].
 * Returns zero if this 'Float' value is negative or 'NaN', [ULong.MAX_VALUE] if it's bigger than [ULong.MAX_VALUE].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())

/**
 * Converts this [Double] value to [ULong].
 * Returns zero if this 'Double' value is negative or 'NaN', [ULong.MAX_VALUE] if it's bigger than [ULong.MAX_VALUE].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Double.toULong(): ULong = doubleToULong(this)
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```kotlin
/**
 * Returns index of the first element matching the given [predicate], or -1 if the collection does not contain such element.
 */
public inline fun <T> Iterable<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        if (predicate(item))
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or the result of calling the [defaultValue] function if the [index] is out of bounds of this list.
 */
public fun <T> List<T>.getOrDefault(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex)
        get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the list does not contain element.
 */
public fun <T> List<T>.getOrNull(index: Int): T? {
    return if (index >= 0 && index <= lastIndex)
        get(index) else null
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this list.
 */
public fun <T> List<T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex)
        get(index) else defaultValue(index)
}

/**
 * Returns the first element matching the given [predicate], or the result of calling the [defaultValue] function if the [index] is out of bounds of this list.
 */
public fun <T> List<T>.firstOrNull(): T? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the list is empty.
 */
public fun <T> List<T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if the list is empty.
 */
public fun <T> List<T>.first(): T? {
    return if (isEmpty()) null else this[0]
}
```

* Returns last index of [element], or -1 if the collection does not contain element.

```kotlin
public fun <T> Iterable<T>.lastIndexOf(element: T): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        if (element == item)
            lastIndex = index
        index++
    }
    return lastIndex
}
```

```kotlin
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int {
    return lastIndexOf(element)
}
```

```kotlin
/**
 * Returns last index of [element], or `null` if the list does not contain element.
 */
public fun <T> List<T>.lastOrNull(): T? {
    return if (isEmpty()) null else this[size - 1]
}
```

```kotlin
/**
 * Returns last index of [element], or `null` if the list does not contain element.
 */
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    val iterator = this.listIterator(size)
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (predicate(element)) return element
    }
    return null
}
```

```kotlin
/**
 * Returns a random element from this collection.
 * 
 * @throws NoSuchElementException if this collection is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.random(): T {
    return random() as T
}
```

```kotlin
/**
 * Returns a random element from this collection using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this collection is empty.
 * @throws NoSuchElementException if this collection contains more than one element.
 */
@SinceKotlin("1.3")
public fun <T> Collection<T>.random(random: Random): T {
    if (isEmpty())
        throw NoSuchElementException("Collection is empty.")
    return elementAt(random.nextInt(size))
}
```

```kotlin
/**
 * Returns a single element, or throws an exception if the collection is empty or has more than one element.
 */
public fun <T> List<T>.single(): T {
    return when (size) {
        0 -> throw NoSuchElementException("List is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("List has more than one element.")
    }
}
```

```kotlin
/**
 * Returns a single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun <T> Iterable<T>.singleOrNull(): T? {
    when (this) {
        is List -> return this.single()
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                throw NoSuchElementException("Collection contains no element matching the predicate.")
            val single = iterator.next()
            if (iterator.hasNext())
                throw IllegalArgumentException("Collection contains more than one matching element.")
            return single
        }
    }
}
```

```kotlin
/**
 * Returns a random element from this collection using the specified source of randomness, or `null` if this collection is empty.
 * 
 * Returns a random element from this collection, or `null` if it has no such element.
 */
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T> Collection<T>.randomOrNull(): T? {
    return randomOrNull() as T
}
```

```kotlin
/**
 * Returns a random element from this collection using the specified source of randomness, or `null` if this collection is empty.
 * 
 * Returns a random element from this collection, or `null` if it has no such element.
 */
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> Collection<T>.randomOrNull(random: Random): T? {
    if (isEmpty())
        return null
    return elementAt(random.nextInt(size))
}
```

```kotlin
/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun <T> Iterable<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var found = false
    for (item in this) {
        if (predicate(item)) {
            if (found) throw IllegalArgumentException("Collection contains more than one matching element.")
            found = true
            return item
        }
    }
    throw NoSuchElementException("Collection contains no element matching the predicate.")
}
```
val iterator = iterator()
if (!iterator.hasNext()) return null
val single = iterator.next()
if (iterator.hasNext()) return null
return single
}

/**
 * Returns single element, or `null` if the list is empty or has more than one element.
 */
public fun <T> List<T>.singleOrNull(): T? {
    return if (size == 1) this[0] else null
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public fun <T> List<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    return if (predicate(null)) null
        else listOf().toInt()
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun <T> List<T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    val list: ArrayList<T>
    if (this is Collection<*>) {
        val resultSize = size - n
        if (resultSize <= 0)
            return emptyList()
        if (resultSize == 1)
            return listOf(last())
        list = ArrayList<T>(resultSize)
        if (this is List<T>) {
            if (this is RandomAccess) {
                for (index in n until size)
                    list.add(this[index])
            } else {
                for (item in listIterator(n))
                    list.add(item)
            }
        }
    }
    else {
        list = ArrayList<T>()
    }
    var count = 0
    for (item in this) {
        if (count >= n) list.add(item) else ++count
    }
    return list
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <T> Iterable<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <T, C : MutableCollection<in T>> Iterable<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 */
public inline fun <reified R> Iterable<T>.filterIsInstance(): List<R> {
    return filterIsInstanceTo(ArrayList<R>())
}

/**
 * Appends all elements that are instances of specified type parameter R to the given [destination].
 */
public inline fun <reified R, C : MutableCollection<in T>> Iterable<T>.filterIsInstanceTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements except first [n] elements that satisfy the given [predicate].
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun <T> List<T>.dropWhile(predicate: (T) -> Boolean): List<T> {
    var yielding = false
    val list = ArrayList<T>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public fun <T> List<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    return if (predicate(null)) null
        else listOf().toInt()
}

/**
 * Returns a list containing only elements matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public fun <T> List<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    return if (predicate(null)) null
        else listOf().toInt()
}

/**
 * Returns a list containing all elements except first [n] elements that satisfy the given [predicate].
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun <T> List<T>.dropWhile(predicate: (T) -> Boolean): List<T> {
    var yielding = false
    val list = ArrayList<T>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public fun <T> List<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    return if (predicate(null)) null
        else listOf().toInt()
}

/**
 * Returns a list containing all elements except first [n] elements that satisfy the given [predicate].
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun <T> List<T>.dropWhile(predicate: (T) -> Boolean): List<T> {
    var yielding = false
    val list = ArrayList<T>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public fun <T> List<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    return if (predicate(null)) null
        else listOf().toInt()
}

/**
 * Returns a list containing all elements except first [n] elements that satisfy the given [predicate].
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun <T> List<T>.dropWhile(predicate: (T) -> Boolean): List<T> {
    var yielding = false
    val list = ArrayList<T>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
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Collection<Int>.toIntArray(): IntArray {
    val result = IntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Long containing all of the elements of this collection.
 */
public fun Collection<Long>.toLongArray(): LongArray {
    val result = LongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function
 */
public fun Collection<in T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given collection.
 */
public inline fun <T, K, M : MutableMap<in K, in T>> Iterable<T>.associateTo(destination: M, keySelector: (T) -> K): M {
    for (element in this)
        destination.put(keySelector(element), element)
    return destination
}

/**
 * Returns a [Map] containing the elements from the given collection indexed by the key
 */
public fun Collection<in T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)
}

/**
 * Returns a [Map] containing the values provided by [valueSelector] function applied to elements of the given collection.
 */
public fun Collection<in T>.associateByTo(destination: M, valueSelector: (T) -> V): M {
    for (element in this)
        destination.put(valueSelector(element), element)
    return destination
}
samples.collections.Collections.Transformations.associateWith

public inline fun <K, V> Iterable<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * A very simple implementation of the [associateWith] function.
 * 
 * @since Kotlin("1.3")
 * @sample samples.collections.Collections.Transformations.associateWith
 */
public inline fun <K, V, M : MutableMap<in K, in V>>
    Iterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <T, C : MutableCollection<in T>>
    Iterable<T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun <T> Iterable<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(collectionSizeOrDefault(12))))
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.
 */
public inline fun <T, R> Iterable<T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.
 */
public inline fun <T, R> Iterable<T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}
[transform] function being invoked on each element\n* and its index in the original collection, to the given
[destination].\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(checkIndexOverflow(index++), element)
        destination.addAll(list)
    }
    return destination\n}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element\n* and its index in the original collection, to the given [destination].\n
 */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedSequenceTo")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(checkIndexOverflow(index++), element)
        destination.addAll(list)
    }
    return destination\n}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original collection, to the given [destination].\n
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapTo")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination\n}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original collection, to the given [destination].\n
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapSequenceTo")\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination\n}

/**
 * Groups elements of the original collection by the key returned by the given [keySelector]
 * function\n* applied to each element and returns a map where each group key is associated with a list of
 * corresponding elements\n* \n* \n* The returned map preserves the entry iteration order of the keys produced from the
 * original collection.\n* \n* \n* @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K> Iterable<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)\n}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original collection\n* by the key returned by the given [keySelector] function applied to the element\n* and returns a map where each group key is associated with a list of corresponding values.\n* \n* \n* The returned map preserves the entry iteration order of the keys produced from the
 * original collection.\n* \n* \n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<V, MutableList<V>>(), keySelector, valueTransform)\n}

// Sample code

val keySelector = { element: T -> element }\nval valueTransform = { element: T -> element.value }\nval groupMap = groupByTo(groupList)\n
valueTransform: (T -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<in V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n} \n
* Creates a [Grouping] source from a collection to be used later with one of group-and-fold operations\n* using the specified [keySelector] function to extract a key from each element.\n
```kotlin
Iterable<T>.groupingBy(keySelector: (T) -> K): Grouping<T, K> {\n    override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()\n    override fun keyOf(element: T): K = keySelector(element)\n    return destination
}
```
samples.collections.Collections.Transformations.distinctAndDistinctBy

/*\npublic fun <T> Iterable<T>.distinct():
List<T> {
    return this.toMutableSet().toList()
}

/**
 * Returns a set containing all elements that are contained by both this collection and the specified collection.

 * @param other
 * @return
 */
public infix fun <T> Iterable<T>.intersect(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by this collection and not contained by the specified collection.

 * @param other
 * @return
 */
public infix fun <T> Iterable<T>.subtract(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

/**
 * Returns `true` if all elements match the given predicate.

 * @param predicate
 * @return
 */
public inline fun <T> Iterable<T>.all(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return true
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if collection has at least one element.

 * @return
 */
public fun <T> Iterable<T>.any(): Boolean {
    if (this is Collection) return !isEmpty()
    return iterator().hasNext()
}

/**
 * Returns `true` if at least one element matches the given predicate.

 * @param predicate
 * @return
 */
public inline fun <T> Iterable<T>.any(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return false
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this collection.

 */
public fun <T> Iterable<T>.count(): Int {
    if (this is Collection) return size
    var count = 0
    for (element in this) checkCountOverflow(++count)
    return count
}

/**
 * Returns the number of elements matching the given predicate.

 * @param predicate
 * @return
 */
public inline fun <T> Iterable<T>.count(predicate: (T) -> Boolean): Int {
    if (this is Collection && isEmpty()) return 0
    var count = 0
    for (element in this) if (predicate(element)) checkCountOverflow(++count)
    return count
}

/**
 * Accumulates value starting with initial value and applying operation from left to right.

 * @param operation
 * @return
 */
public inline fun <T, R> Iterable<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with initial value and applying operation from left to right.

 * @param operation
 * @return
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.count(): Int {
    return size
}

/**
 * Returns the number of elements in this collection.

 */
@kotlin.internal.InlineOnly
public inline fun <T, R> Collection<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
*/
public inline fun <T, R> Iterable<T>.foldIndexed(initial: R, operation: (Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(0, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns the specified [initial] value if the list is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 */
public inline fun <T, R> List<T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var accumulator = initial
    if (isEmpty()) return initial
    val iterator = listIterator(size)
    while (iterator.hasNext()) {
        accumulator = operation(iterator.next(), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original list and current accumulator value.
 * Returns the specified [initial] value if the list is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 */
public inline fun <T, R> List<T>.foldRightIndexed(initial: R, operation: (Int, T, acc: R) -> R): R {
    var accumulator = initial
    if (isEmpty()) return initial
    val iterator = listIterator(size)
    while (iterator.hasNext()) {
        val index = iterator.previousIndex()
        accumulator = operation(index, iterator.next(), accumulator)
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
@kotlin.internal.HidesMembers
public inline fun <T> Iterable<T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element, providing sequential
 * index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
public inline fun <T> Iterable<T>.forEachIndexed(action: (Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(checkIndexOverflow(index++), item)
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Iterable<Double>.max(): Double? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Iterable<Float>.max(): Float? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T : Comparable<T>> Iterable<T>.max(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxElem = iterator.next()
    if (!iterator.hasNext()) return maxElem
    var maxValue = selector(maxElem)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    } while (iterator.hasNext())
    return maxElem
}

/**
 * Returns the largest value among all values produced by
 * [selector] function.
 * @param [selector] function that produces values.
 * @param [captured] object that is captured by the lambda expression.
 * @throws NoSuchElementException if the list is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.maxOf(selector: (T) -> Double): Double {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    do {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    } while (iterator.hasNext())
    return maxValue
if the collection is empty.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.maxOf(selector: (T) -> Float): Float {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Iterable<T>.maxOf(selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.maxOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.maxOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Iterable<T>.maxOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> Iterable<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = comparator.compare(maxValue, v) < 0 {
            maxValue = v
        }
    }
    return maxValue
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> Iterable<T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    val iterator =
iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        var max = iterator.next() var max = maxOf(max, e)\n    }
    return maxValue
}

/**
 * Returns the largest element or `null` if there are no elements.
 * Returns the largest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Iterable<T>.maxOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxElem = iterator.next()
    if (!iterator.hasNext()) return maxElem
    val maxValue = selector(maxElem)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    } while (iterator.hasNext())
    return maxElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the collection.
 * @throws NoSuchElementException if the collection is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minOf(selector: (T) -> Double): Double {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        var minValue = minOf(minValue, v)
    }
    return minValue
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Iterable<T>.maxWith(comparator: Comparator<in T>): T? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Iterable<Double>.min(): Double? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Iterable<Float>.min(): Float? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T : Comparable<T>> Iterable<T>.min(): T? {
    return minOrNull()
}

@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <T, R : Comparable<R>> Iterable<T>.minByOrNull(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()
    do {
        val e = iterator.next()
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minElem
}
/* functor */

fun <T> Iterable<T>.minOf(selector: (T) -> Float): Float {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the collection or 'null' if there are no elements.
 */
fun <T> Iterable<T>.minOf(selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the collection or `null` if there are no elements.
 */
fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the collection or `null` if there are no elements.
 */
fun <T, R : Comparable<R>> Iterable<T>.minOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function * applied to each element in the collection.
 */
fun <T, R> Iterable<T>.minOfWith(comparator: Comparator<R>, selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function * applied to each element in the collection or `null` if there are no elements.
 */
fun <T, R> Iterable<T>.minOfWithOrNull(comparator: Comparator<R>, selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
minValue = \( v \) \n\n...
accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original collection.
 * @param operation\n * bool operation\n * \n * @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceOrNull\n * @param samples.Collections.Aggregates.reduceRightOrNull\n */
public inline fun <S, T : S> Iterable<T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return null
    var index = 1
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original list and current accumulator value.
 * @param operation\n * int operation\n * \n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceRightIndexedOrNull\n * @param samples.Collections.Aggregates.reduceRightOrNull\n */
    val iterator = listIterator(size)
    if (!iterator.hasPrevious())
        return null
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        val index = iterator.previousIndex()
        accumulator = operation(index, iterator.previous(), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param operation\n * int operation\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceRightOrNull\n */
public inline fun <S, T : S> List<T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {
    val iterator = listIterator(size)
    if (!iterator.hasPrevious())
        throw UnsupportedOperationException("Empty list can't be reduced.")
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        accumulator = operation(iterator.previous(), accumulator)
    }
    return accumulator
}
samples.collections.Collections.Aggregates.reduceRightOrNull

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class) val
public inline fun <S, T : S> List<T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {
    val iterator = listIterator(size)
    if (!iterator.hasPrevious()) return null
    var accumulator: S = iterator.previous()
    while (iterator.hasNext()) {
        accumulator = operation(iterator.next(), accumulator)
    }
    return accumulator
}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right *to each element and current accumulator value that starts with [initial] value.*

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

```kotlin
public inline fun <S, T : S> List<T>.runningFold(initial: S, operation: (acc: S, T) -> S): List<S> {
    val estimatedSize = collectionSizeOrDefault(9)
    if (estimatedSize == 0) return listOf(initial)
    val result = ArrayList<S>(estimatedSize + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
```

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

```kotlin
public inline fun <S, T : S> List<T>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return emptyList()
    var accumulator: S = iterator.next()
    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}
```

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

```kotlin
public inline fun <S, T : S> List<T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return emptyList()
    var accumulator: S = iterator.next()
    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
    var index = 1
    while (iterator.hasNext()) {
        accumulator = operation(index++, accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}
```

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

```kotlin
    val iterator = this.iterator()
    if (!iterator.hasNext()) return emptyList()
    var accumulator: S = iterator.next()
    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
    var index = 1
    while (iterator.hasNext()) {
        accumulator = operation(index++, accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}
```

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Iterable<T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element in the collection and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Iterable<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

@Deprecated("Use runningReduce instead.", ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S> Iterable<T>.scanReduce(operation: (acc: S, T) -> S): List<S> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduceIndexed instead.", ReplaceWith("runningReduceIndexed(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S> Iterable<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    return runningReduceIndexed(operation)
}

/**
 * Returns the sum of all values produced by [selector] applied to each element in the collection.
 */
public inline fun <T> Iterable<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] applied to each element in the collection.
 */
public inline fun <T> Iterable<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```
sum of all values produced by [selector] function applied to each element in the collection.

@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType @kotlin.jvm.JvmName("sumOfULong") @ExperimentalUnsignedTypes @kotlin.inter
nal.InlineOnly

public inline fun <T> Iterable<T>.sumOf(selector: (T) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentExce
ption] if there are any `null` elements.
 */
@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType @kotlin.jvm.JvmName("sumOfULong") @ExperimentalUnsignedTypes
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentExce
ption] if there are any `null` elements.
 */
@SinceKotlin("1.2")
public fun <T : Any> Iterable<T>.chunked(size: Int): List<List<T>> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this collection into several lists each not exceeding the given [size] and applies the given [transfo
rm] function to an each.
 * @return list of results of the [transform] applied to an each list.
 * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it. The last list may have less elements than the given [size]. The last list in the resulting list may have less elements than the number of elements in this collection.
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.
 * @sample samples.collections.Collections.Transformations.chunked
 */
@SinceKotlin("1.2")
public fun <T : Any> Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Splits this collection into a list of lists each not exceeding the given [size] and the last list in the result
ning list may have less elements than the given [size]. The last list in the resulting list may have less elements than the number of elements in this collection.
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.
 * @return list of lists each not exceeding the given [size].
 */
@SinceKotlin("1.2")
public fun <T> Iterable<T>.chunked(size: Int): List<List<T>> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given [element].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minus(element: T): List<T> {
    val result = ArrayList<T>(collectionSizeOrDefault(10))
    var removed = false
    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
}

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] array.
 * @param elements the elements to remove from the original collection.
 * @return list of elements of the original collection except the elements contained in the given [elements] array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minus(elements: Array<out T>): List<T> {
    if (elements.isEmpty()) return this.toList()
    val other = elements.toHashSet()
    return this.filterNot { it in other }
}

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] collection.
 * @param elements the elements to remove from the original collection.
 * @return list of elements of the original collection except the elements contained in the given [elements] collection.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minus(elements: Iterable<T>): List<T> {
    val other = elements.convertToSetForSetOperationWith(this) if (other.isEmpty()) return this.filterNot { it in other }
    return this.filterNot { it in other }
}

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] sequence.
 * @param elements the elements to remove from the original collection.
 * @return list of elements of the original collection except the elements contained in the given [elements] sequence.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minus(elements: Sequence<T>): List<T> {
    val other = elements.toHashSet()
    return this.filterNot { it in other }
}

/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given [element].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minusElement(element: T): List<T> {
    return this.filterNot { it == element }
}
return minus(element)\n\n/* Splits the original collection into pair of lists.\n * where *first* list contains elements for which [predicate] yielded `true`.\n * while *second* list contains elements for which [predicate] yielded `false`.\n */\n\nIter<\T>.partition(predicate: (\T) -> Boolean): Pair<List<\T>, List<\T>> \n\nval first = ArrayList<\T>()\nval second = ArrayList<\T>()\nfor (element in this) \n\nif (predicate(element)) \n\n{\n    first.add(element)\n}\n\nelse \n\n{\n    second.add(element)\n}\n\n\nreturn Pair(first, second)\n\n/* Returns a list containing all elements of the original collection and then the given [element].\n */\n\nIterable<\T>.plus(element: \T): List<\T> \n\n\nval result = ArrayList<\T>()\nresult.addAll(this)\nresult.addAll(element)\n\nreturn result\n\n/* Returns a list containing all elements of the original collection and then all elements of the given [elements] array.\n */\n\nIterable<\T>.plus(elements: Array<out \T>): List<\T> \n\n\nval result = ArrayList<\T>()\nresult.addAll(this)\nresult.addAll(elements)\n\nreturn result\n\n/* Returns a list containing all elements of the original collection and then all elements of the given [elements] collection.\n */\n\nIterable<\T>.plus(elements: Iterable<\T>): List<\T> \n\n\nval result = ArrayList<\T>()\nresult.addAll(this)\nresult.addAll(elements)\n\nreturn result\n\n/* Returns a list containing all elements of the original collection and then all elements of the given [elements] sequence.\n */\n\nIterable<\T>.plus(elements: Sequence<\T>): List<\T> \n\n\nval result = ArrayList<\T>()\nresult.addAll(this)\nresult.addAll(elements)\n\nreturn result\n\n/* Returns a list containing all elements of the original collection and then all elements of the given [elements] stream.\n */\n\nIterable<\T>.plus(elements: Stream<\T>): List<\T> \n\n\nval result = ArrayList<\T>()\nresult.addAll(this)\nresult.addAll(elements)\n\nreturn result
result.add(List(windowSize) { this[it + index] })
index += step

val result = ArrayList<List<T>>(windowSize)
for (i in 0 until windowSize) {
    result.add(windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach { it }).
    return result
}

result = ArrayList<List<T>>()
windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
    result.add(it)
}
return result

/**
 * Returns a list of results of applying the given [transform] function to each list representing a view over the window of the given [size].
 * [partialWindows] sliding along this collection with the given [step].
 * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this collection.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step,
 * by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any,
 * by default `false` which means partial windows won't be preserved
 * @sample samples.collections.Sequences.Transformations.averageWindows */
@SinceKotlin("1.2")
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
        val result = ArrayList<R>(resultCapacity)
        val window = MovingSubList(this)
        var index = 0
        while (index in 0 until thisSize) {
            val windowSize = size.coerceAtMost(thisSize - index)
            if (!partialWindows && windowSize < size) break
            window.move(index, index + windowSize)
    result.add(transform(window))
    index += step
}
return result

/**
 * Returns a list of pairs built from the elements of `this` collection and the [other] collection with the same index.
 * The returned list has length of the shortest collection.
 * Returns a list of pairs built from the elements of `this` collection and the [other] collection with the same index.
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <T, R> Iterable<T>.zip(other: Iterable<R>): List<Pair<T, R>> {
    val first = iterator()
    val second = other.iterator()
    val list = ArrayList<Pair<T, R>>(minOf(this.collectionSizeOrDefault(10), other.collectionSizeOrDefault(10)))
    while (first.hasNext() && second.hasNext()) {
        list.add(transform(first.next(), second.next()))
    }
    return list
}

/**
 * Returns a list of pairs of each two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two elements.
 * @sample samples.collections.Collections.Transformations.zipWithNext
 */
@SinceKotlin("1.2")
public fun <T> Iterable<T>.zipWithNext(): List<Pair<T, T>> {
    return zipWithNext { a, b -> a to b }
}

/**
 * Returns a list containing the results of applying the given [transform] function to each pair of two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two elements.
 * @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas
 */
@SinceKotlin("1.2")
public fun <T> Iterable<T>.zipWithNextToFindDeltas(): List<T>

inline fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> R): List<R> {
    val iterator = iterator()
    if (!iterator.hasNext()) return emptyList()
    val result = mutableListOf<R>()
    var current = iterator.next()
    while (iterator.hasNext()) {
        val next = iterator.next()
        result.add(transform(current, next))
        current = next
    }
    return result
}

/**
 * Appends the string from all the elements separated using [separator] and
 * using the given [prefix] and [postfix] if supplied.
 * 
 * If the collection could be huge, you can specify a non-negative value of [limit],
 * in which case only the first [limit] elements will be appended, followed by the
 * [truncated] string (which defaults to "...").
 */
public fun <T, A : Appendable>
Iterable<T>.joinTo(buffer: A, separator: CharSequence = " ", prefix: CharSequence = "", postfix: CharSequence = " ", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Returns this collection as an [Iterable].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.asIterable(): Iterable<T> {
    return this
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if
 * supplied.
 * 
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 */
public fun <T> Iterable<T>.asSequence(): Sequence<T> {
    return Sequence { this.iterator() }
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Iterable<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Iterable<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Iterable<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Iterable<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Iterable<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Iterable<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Iterable<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Iterable<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Iterable<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Iterable<Long>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Iterable<Float>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Iterable<Double>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}
public fun Iterable<Short>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Long>.sum(): Long {
    var sum = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Float>.sum(): Float {
    var sum = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Double>.sum(): Double {
    var sum = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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 */

package kotlin.collections

import kotlin.comparisons.naturalOrder
import kotlin.random.Random

/** Returns the array if it's not `null`, or an empty array otherwise. */
@kotlin.internal.InlineOnly
public actual inline fun <T> Array<out T>?.orEmpty(): Array<out T> = this ?: emptyArray<T>()

@kotlin.internal.InlineOnly
public actual inline fun <T> Collection<T>.toTypedArray(): Array<T> = copyToArray(this)

@JsName("copyToArray")
@PublishedApi
internal fun <T> copyToArray(collection: Collection<T>): Array<T> {
    return if (collection.asDynamic().toArray !== undefined)
        collection.asDynamic().toArray().unsafeCast<Array<T>>()
    else
        copyToArrayImpl(collection).unsafeCast<Array<T>>()
}

@JsName("copyToArrayImpl")
internal actual fun <T> copyToArrayImpl(collection: Collection<*>): Array<Any?> {
    val array = emptyArray<Any?>()
    val iterator = collection.iterator()
    while (iterator.hasNext())
        array.asDynamic().push(iterator.next())
    return array
}

@JsName("copyToExistingArrayImpl")
internal actual fun <T> copyToArrayImpl(collection: Collection<*>, array: Array<T>): Array<T> {
    if (array.size < collection.size)
        return copyToArrayImpl(collection).unsafeCast<Array<T>>()

    val iterator = collection.iterator()
    var index = 0
    while (iterator.hasNext()) {
        array[index++].unsafeCast<T>()
    }
    if (index < array.size) {
        array[index].null.unsafeCast<T>()
    }
    return array
}

/**
 * Returns an immutable list containing only the specified object [element].
 */
public fun <T> listOf(element: T): List<T> = arrayListOf(element)

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal actual inline fun <E> buildListInternal(builderAction: MutableList<E>.() -> Unit): List<E> {
    return ArrayList<E>().apply(builderAction).build()
}

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal actual inline fun <E> buildListInternal(capacity: Int, builderAction: MutableList<E>.() -> Unit): List<E> {
    val list = ArrayList<E>(capacity)
    list().apply(builderAction).build()
    return list
}

/**
 * Returns an immutable set containing only the specified object [element].
 */
public fun <T> setOf(element: T): Set<T> = hashSetOf(element)

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal actual inline fun <E> buildSetInternal(builderAction: MutableSet<E>.() -> Unit): Set<E> {
    return LinkedHashSet<E>().apply(builderAction).build()
}

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal actual inline fun <E> buildSetInternal(capacity: Int, builderAction: MutableSet<E>.() -> Unit): Set<E> {
    val set = LinkedHashSet<E>(capacity)
    set().apply(builderAction).build()
    return set
}

/**
 * Returns an immutable map, mapping the specified key to the specified value.
 */
public fun <K, V> mapOf(pair: Pair<K, V>): Map<K, V> = hashMapOf(pair)

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal actual inline fun <K, V> buildMapInternal(builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
    val map = LinkedHashMap<K, V>()
    map().apply(builderAction).build()
    return map
}
fun <T> Iterator<T>.iterator(): Iterator<T> = this

fun <T> Iterator<T>.withIndex(): IndexingIterator<T>

fun <T> Iterator<T>.forEach(operation: (T) -> Unit): Unit {
    for (element in this) operation(element)
}

internal class IndexingIterator<out T>(private val iterator: Iterator<T>) : Iterator<IndexedValue<T>> {
    private var index = 0
    final override fun hasNext(): Boolean = iterator.hasNext()
    final override fun next(): IndexedValue<T> = IndexedValue(checkIndexOverflow(index++), iterator.next())
}

expect fun <T : Comparable<T>> maxOf(a: T, b: T): T

expect inline fun maxOf(a: Byte, b: Byte): Byte

expect inline fun maxOf(a: Short, b: Short): Short

expect inline fun maxOf(a: Int, b: Int): Int

expect inline fun maxOf(a: Long, b: Long): Long

expect inline fun maxOf(a: Float, b: Float): Float

expect inline fun maxOf(a: Double, b: Double): Double

expect <T> maxOf(a: T, maxOf(b, c, comparator), comparator)

expect <T> maxOf(a: T, comparator<in T>, T)

expect fun <T> maxOf(a: T, Comparator<in T>): T

expect fun <T> maxOf(a: T, vararg other: T): T

expect fun <T> maxOf(a: T, b: T, comparator: Comparator<in T>): T

expect fun <T> maxOf(a: T, b: T, comparator: Comparator<in T>): T

```kotlin
@SinceKotlin("1.4")
public expect fun maxOf(a: Byte, vararg other: Byte): Byte

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public expect fun maxOf(a: Short, vararg other: Short):
    Short

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public expect fun maxOf(a: Int, vararg other: Int):
    Int

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public expect fun maxOf(a: Long, vararg other: Long):
    Long

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public expect fun maxOf(a: Float, vararg other: Float):
    Float

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public expect fun maxOf(a: Double, vararg other: Double):
    Double

/**
 * Returns the greater of the given values according to the order specified by the given [comparator].
 */
@SinceKotlin("1.4")
public fun <T> maxOf(a: T, vararg other: T, comparator: Comparator<in T>):
    T

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public expect fun minOf(a: Byte, b: Byte):
    Byte

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public expect fun minOf(a: Short, b: Short):
    Short

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public expect fun minOf(a: Int, b: Int):
    Int

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public expect fun minOf(a: Long, b: Long):
    Long

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public expect fun minOf(a: Float, b: Float):
    Float

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public expect fun minOf(a: Double, b: Double):
    Double

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
public expect fun minOf(a: Byte, b: Byte, c: Byte):
    Byte

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
public expect fun minOf(a: Short, b: Short, c: Short):
    Short

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
public expect fun minOf(a: Int, b: Int, c: Int):
    Int

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
public expect fun minOf(a: Long, b: Long, c: Long):
    Long

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
public expect fun minOf(a: Float, b: Float, c: Float):
    Float

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
public expect fun minOf(a: Double, b: Double, c: Double):
    Double

/**
 * Returns the smaller of three values according to the order specified by the given [comparator].
 */
@SinceKotlin("1.4")
public expect fun minOf(a: Byte, vararg other: Byte):
    Byte

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.4")
public expect fun minOf(a: Short, vararg other: Short):
    Short

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.4")
public expect fun minOf(a: Int, vararg other: Int):
    Int

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.4")
public expect fun minOf(a: Long, vararg other: Long):
    Long

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.4")
public expect fun minOf(a: Float, vararg other: Float):
    Float

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.4")
public expect fun minOf(a: Double, vararg other: Double):
    Double

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.4")
public expect fun minOf(a: Float, vararg other: Float):
    Float

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.4")
public expect fun minOf(a: Double, vararg other: Double):
    Double
```

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Int, vararg other: Int): Int

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
public expect fun minOf(a: Long, vararg other: Long): Long

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
public expect fun minOf(a: Float, vararg other: Float): Float

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
public expect fun minOf(a: Double, vararg other: Double): Double

/**
 * Returns the smaller of the given values according to the order specified by the given [comparator].
 */
@SinceKotlin("1.4")
public fun <T> minOf(a: T, vararg other: Comparator<T>): T {
    var min = a
    for (e in other) if (comparator.compare(min, e) > 0) min = e
    return min
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.
 * If there are multiple equal minimal values, returns the first of them.
 */
@SinceKotlin("1.4")
public fun <K, V> Map<K, V>.toList(): List<Pair<K, V>> {
    if (size == 0)
        return emptyList()
    val iterator = entries.iterator()
    if (!iterator.hasNext())
        return emptyList()
    val first = iterator.next()
    if (!iterator.hasNext())
        return listOf(first.toPair())
    val result = ArrayList<Pair<K, V>>(size)
    result.add(first.toPair())
    do {
        result.add(iterator.next().toPair())
    } while (iterator.hasNext())
    return result
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.
 * If there are multiple equal minimal values, returns the first of them.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapSequence")
public inline fun <K, V, R> Map<K, V>.flatMap(transform: (Map.Entry<K, V>) -> Sequence<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.
 * If there are multiple equal minimal values, returns the first of them.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapSequenceTo")
public inline fun <K, V, R, C : MutableCollection<in R>> Map<K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function on each entry of original map.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("map")
public inline fun <K, V, R> Map<K, V>.map(transform: (Map.Entry<K, V>) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function on each entry of original map.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("mapNotNull")
public inline fun <K, V, R : Any> Map<K, V>.mapNotNull(transform: (Map.Entry<K, V>) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

"/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.
 * If there are multiple equal minimal values, returns the first of them.
 */
@SinceKotlin("1.4")
public fun <K, V> Map<K, V>.toList(): List<Pair<K, V>> {
    if (size == 0)
        return emptyList()
    val iterator = entries.iterator()
    if (!iterator.hasNext())
        return emptyList()
    val first = iterator.next()
    if (!iterator.hasNext())
        return listOf(first.toPair())
    val result = ArrayList<Pair<K, V>>(size)
    result.add(first.toPair())
    do {
        result.add(iterator.next().toPair())
    } while (iterator.hasNext())
    return result
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.
 * If there are multiple equal minimal values, returns the first of them.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapSequence")
public inline fun <K, V, R> Map<K, V>.flatMap(transform: (Map.Entry<K, V>) -> Sequence<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.
 * If there are multiple equal minimal values, returns the first of them.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapSequenceTo")
public inline fun <K, V, R, C : MutableCollection<in R>> Map<K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function on each entry of original map.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("map")
public inline fun <K, V, R> Map<K, V>.map(transform: (Map.Entry<K, V>) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function on each entry of original map.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("mapNotNull")
public inline fun <K, V, R : Any> Map<K, V>.mapNotNull(transform: (Map.Entry<K, V>) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}
R>> Map<out K, V>.mapNotNullTo(destination: C, transform: (Map.Entry<K, V>) -> R?): C {
    for (item in this) {
        return destination
    }
    return null
}

/**
 * Applies the given [transform] function to each entry of the original map and appends the resulting values to the given [destination].
 */
public inline fun <K, V, R, C : MutableCollection<R>> Map<out K, V>.mapTo(destination: C, transform: (Map.Entry<K, V>) -> R): C {
    forEach {
        transform(it) ?: let { destination.add(it) } } return destination
}

/**
 * Returns `true` if all entries match the given [predicate].
 */
public fun <K, V> Map<out K, V>.all(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return true
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if map has at least one entry.
 */
public fun <K, V> Map<out K, V>.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if at least one entry matches the given [predicate].
 */
public inline fun <K, V> Map<out K, V>.any(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return false
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of entries in this map.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.count(): Int {
    return size
}

/**
 * Returns the number of entries matching the given [predicate].
 */
public inline fun <K, V> Map<out K, V>.count(predicate: (Map.Entry<K, V>) -> Boolean): Int {
    if (isEmpty()) return 0
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Performs the given [action] on each entry.
 */
@kotlin.internal.HidesMembers
public inline fun <K, V> Map<out K, V>.forEach(action: (Map.Entry<K, V>) -> Unit): Unit {
    for (element in this) action(element)
}

@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin("1.4")
@kotlin.internal.InlineOnly
    return maxByOrNull(selector)
}

/**
 * Returns the first entry yielding the largest value of the given function or `null` if there are no entries.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.maxOf(selector: (Map.Entry<K, V>) -> Double): Double {
    return entries.maxOf(selector)
}

/**
 * Performs the given [action] on each entry in the map.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.forEachWithPredicate(action: (Map.Entry<K, V>) -> R?): R {
    for (element in this) if (action(element)) return element
    return null
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each entry in the map.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.maxOf(selector: (Map.Entry<K, V>) -> Float): Float {
    return entries.maxOf(selector)
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each entry in the map.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.maxOf(selector: (Map.Entry<K, V>) -> R): R {
    return entries.maxOf(selector)
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each entry in the map.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.maxOf(selector: (Map.Entry<K, V>) -> Double): Double {
    return entries.maxOf(selector)
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each entry in the map.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.maxOf(selector: (Map.Entry<K, V>) -> Float): Float {
    return entries.maxOf(selector)
}
V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> Double): Double? {
    return entries.maxOfOrNull(selector)??null
}

/**
 * Returns the largest value among all values produced by [selector] 
 * functionn* applied to each entry in the map or `null` if there are no entries.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution 
ByLambdaReturnType@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly fun <K, V> Map<k out K, 
V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> Float): Float? {
    return entries.maxOfOrNull(selector)??null
}

/**
 * Returns the largest value among all values produced by [selector] 
 * functionn* applied to each entry in the map or `null` if there are no entries.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution 
ByLambdaReturnType@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly fun <K, V, R : Comparable<R>> Map<k out K, 
V>.maxOfWith(comparator: Comparator<R>, selector: (Map.Entry<K, V>) -> R): R? {
    return entries.maxOfWith(comparator, selector)??null
}

/**
 * Returns the largest value according to the provided [comparator]n* among all values produced by [selector] function applied to each entry in the map.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution 
ByLambdaReturnType@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly fun <K, V, R : Comparable<R>> Map<k out K, 
V>.maxOfWithOrNull(comparator: Comparator<R>, selector: (Map.Entry<K, V>) -> R): R? {
    return entries.maxOfWithOrNull(comparator, selector)??null
}

@Deprecated("Use maxWithOrNull instead.", 
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution 
ByLambdaReturnType@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly fun <K, V> Map<k out K, 
    return maxWithOrNull(comparator)
}

/**
 * Returns the smallest value according to the provided [comparator] or `null` if there are no entries.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution 
ByLambdaReturnType@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly fun <K, V, R : Comparable<R>> Map<k out K, 
    return minByOrNull(selector)
}

/**
 * Returns the smallest value among all values produced by [selector] functionn* applied to each entry in the map.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution 
ByLambdaReturnType@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly fun <K, V> Map<k out K, 
V>.minOf(selector: (Map.Entry<K, V>) -> Double): Double? {
    return entries.minOf(selector)??null
}
(Map.Entry<K, V>) -> Float): Float { return entries.minOf(selector) * Returns the smallest value among all values produced by [selector] function applied to each entry in the map.

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly@kotlin.experimental.InlineFun fun <K, V, R : Comparable<R>> Map<out K, V>.minOf(selector: (Map.Entry<K, V>) -> R): R? * If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly@kotlin.experimental.InlineFun fun <K, V> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> Double): Double? * Returns the smallest value among all values produced by [selector] function applied to each entry in the map or 'null' if there are no entries.

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly@kotlin.experimental.InlineFun fun <K, V, R : Comparable<R>> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> R): R? * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each entry in the map or 'null' if there are no entries.

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly@kotlin.experimental.InlineFun fun <K, V, R> Map<out K, V>.minOfWith(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R? * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each entry in the map or 'null' if there are no entries.

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly@kotlin.experimental.InlineFun fun <K, V, R> Map<out K, V>.minOfWithOrNull(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): Map.Entry<K, V>? * Returns the first entry having the smallest value according to the provided [comparator] or 'null' if there are no entries.

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly@kotlin.experimental.InlineFun fun <K, V> Map<out K, V>.none(): Boolean * Returns `true` if the map has no entries.

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly@kotlin.experimental.InlineFun fun <K, V> Map<out K, V>.none(predicate: (Map.Entry<K, V>) -> Boolean): Boolean * Performs the given [action] on each entry and returns the map itself afterwards.
```kotlin
/**
 * Performs the given [action] on each entry, providing sequential index with the entry.
 * @param [action] function that takes the index of an entry and the entry itself
 * and performs the action on the entry.
 * @return [Map] or [List] wrapping the original map returning its entries when being iterated.
 */
@SinceKotlin("1.4")
public inline fun <K, V, M : Map<out K, V>>
M.onEachIndexed(action: (index: Int, Map.Entry<K, V>) -> Unit): M {
    return apply {
        entries.forEachIndexed(action)
    }
}

/**
 * Creates an [Iterable] instance that wraps the original map returning its entries when being iterated.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.asIterable(): Iterable<Map.Entry<K, V>> {
    return entries
}

/**
 * Creates a [Sequence] instance that wraps the original map returning its entries when being iterated.
 */
public fun <K, V> Map<out K, V>.asSequence(): Sequence<Map.Entry<K, V>> {
    return entries.asSequence()
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package kotlin.sequences

/*
 * NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt// See:
 * https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
 */

import kotlin.random.*

/**
 * Returns `true` if [element] is found in the sequence.
 * @throws [NoSuchElementException] if the sequence is empty.
 */
public operator fun <T> Sequence<T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this sequence.
 * @throws [NoSuchElementException] if the sequence is empty.
 */
public fun <T> Sequence<T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Sequence doesn't contain element at index $index.") }
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this sequence.
 * @throws [NoSuchElementException] if the sequence is empty.
 */
public fun <T> Sequence<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (index < 0)
        return defaultValue(index)
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return defaultValue(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @throws [NoSuchElementException] if the sequence is empty.
 */
public fun <T> Sequence<T>.find(predicate: (T) -> Boolean): T? {
    return findLast(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @throws [NoSuchElementException] if the sequence is empty.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.find(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Sequence contains no element matching the predicate.")
}

/**
 * Returns the first element, or `null` if the sequence is empty.
 */
public fun <T> Sequence<T>.firstOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    return iterator.next()
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @throws [NoSuchElementException] if the sequence is empty.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.first(predicate: (T) -> Boolean): T? {
    return firstOrNull().find { predicate(it) }
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.firstOrDefault(predicate: (T) -> Boolean): T? {
    return firstOrNull().find { predicate(it) }
}
```

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Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        } else if (found) return null
    }
    return single
}

/**
 * Returns a sequence containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @param predicate function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public fun <T> Sequence<T>.drop(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.drop(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 * @param predicate function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public fun <T> Sequence<T>.filterIndexedTo(destination: Collection<T>, predicate: (index: Int, T) -> Boolean): Collection<T> {
    forEachIndexed {
        index, element ->
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a sequence containing only elements matching the given [predicate].
 * The operation is intermediate and stateless.
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun <R, C : Collection<R>> Sequence<R>.filterIsInstanceTo(destination: Collection<R>): Collection<R> {
    for (element in this) if (element is R) destination.add(element)
    return destination
}

/**
 * Returns a sequence containing all elements not matching the given [predicate].
 * @param predicate function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public fun <T> Sequence<T>.filterNot(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, false, predicate)
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * The operation is intermediate and stateless.
 * @param predicate function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public fun <R, C : Collection<R>> Sequence<R>.filterNotNullTo(destination: Collection<R>): Collection<R> {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * The operation is intermediate and stateless.
 */
public fun <T, C : Collection<T>> Sequence<T>.filterTo(destination: Collection<T>, predicate: (T) -> Boolean): Collection<T> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
Sequence<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {\n    for (element in this) if (!predicate(element)) destination.add(element)\n    return destination\n} \n
The operation is _terminal_ \n* \n* \n* @sample \n* \n samples.collections.Collections.Filtering.filterTo\n* \n\n
Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {\n    for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n} \n
The operation is _intermediate_ and _stateful_ \n* \n* \n* @sample \n samples.collections.Collections.Tranformations.take\n* \n\n
/**
 * Appends all elements matching the given [predicate] to the given [destination]. \n* \nThe operation is _terminal_ \n* \n* @sample \n samples.collections.Collections\n* \n\n**
 * Returns a sequence containing first \n* \nThe operation is _intermediate_ and _stateful_ \n* \n* @sample \n samples.collections.Collections\n* \n\n/**
 * Returns a sequence containing first elements satisfying the given [predicate]. \n* \nThe operation is _intermediate_ and _stateful_ \n* \n* @sample \n samples.collections.Collections\n* \n\n/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order. \n* \nThe operation is _intermediate_ and _stateful_ \n* \n* @sample \n samples.collections.Collections\n* \n\n/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order of the value returned by specified [selector] function. \n* \nThe operation is _intermediate_ and _stateful_ \n* \n* @sample \n samples.collections.Collections\n* \n\n/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order. \n* \nThe operation is _intermediate_ and _stateful_ \n* \n* @sample \n samples.collections.Collections\n* \n\n/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator]. \n* \nThe operation is _intermediate_ and _stateful_ \n* \n* @sample \n samples.collections.Collections\n* \n\n/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator]. \n* \nThe operation is _intermediate_ and _stateful_ \n* \n* @sample \n samples.collections.Collections\n* \n\n/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [transform] function. \n* \nThe operation is _intermediate_ and _stateful_ \n* \n* @sample \n samples.collections.Collections\n* \n\n**
MutableList<T> {
    return toCollection(ArrayList<T>())
}

/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original sequence.
 * The operation is _terminal_ and _stateless_.
 */
public fun <T> Sequence<T>.toSet(): Set<T> {
    return toCollection(LinkedHashSet<T>()).optimizeReadOnlySet()
}

/**
 * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIterable")
public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element in the original sequence, to the given [destination].
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedTo")
public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapIndexedTo(destination: C, transform: (T, Int) -> Sequence<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element in the original sequence, to the given [destination].
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedSequenceTo")
@kotlin.internal.InlineOnly
public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapIndexedSequenceTo(destination: C, transform: (T, Int) -> Sequence<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return
}
destination

* Appends all elements yielded from results of [transform] function being invoked on each element of original sequence, to the given [destination].

The operation is _terminal_.

Clear inline fun <T, R, C> Sequence<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original sequence, to the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The operation is _terminal_.
 * The returned map preserves the entry iteration order of the keys produced from the original sequence.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, C : MutableCollection<R>> Sequence<T>.groupBy(keySelector: (T) -> K, C): Map<K, List<T>> {
    return groupByTo(destination=LinkedHashMap<K, MutableList<T>>(), keySelector, valueTransform)
}

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, M : MutableMap<K, MutableList<T>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}

/**
 * Creates a [Grouping] source from a sequence to be used later with one of group-and-fold
 * operations
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Grouping.groupingByEachCount
 */
@SinceKotlin("1.1")
public inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a sequence containing the results of applying the given [transform] function
 * to each element in the original sequence.
 * @sample samples.collections.Collections.Transformations.map
 */
public fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {
    return TransformingSequence(this, transform)
}

/**
 * Returns a sequence containing
 * the results of applying the given [transform] function
 * to each element and its index in the original sequence.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of applying the transform to the element.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Transformations.mapIndexed
 */
public fun <T, R> Sequence<T>.mapIndexed(transform: (index: Int, T) -> R): Sequence<R> {
    return TransformingIndexedSequence(this, transform)
}
@param [transform] function that takes the index of an element and the element itself
* and returns the result of the transform applied to the element.
* The operation is _intermediate_ and _stateless_.

**public fun <T, R : Any> Sequence<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): Sequence<R> {**

    var sequence = doubleBufferedTransformingIndexedSequence镛(target: R)
    [:] sequence.
    filterNotNull().toListOrNull()
    * Applies the given [transform] function to each element and its index in the original sequence
    * and appends only the non-null results to the given destination.
    * The operation is _terminal_ and _stateful_.

**public inline fun <T, R : Any, C : MutableCollection<R>> Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {**

    var sequence = doubleBufferedTransformingIndexedSequence镛(target: C)
    [:] sequence.
    filterNotNull().toListOrNull()
    * Applies the given [transform] function to each element and the element itself
    * and returns the result of the transform applied to the element.
    * The operation is _terminal_ and _stateful_.

**public fun <T> Sequence<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {**

    var sequence = doubleBufferedTransformingIndexedSequence镛(target: C)
    [:] sequence.
    filterNotNull().toListOrNull()
    * Applies the given [transform] function to each element and the element itself
    * and returns the result of the transform applied to the element.
    * The operation is _terminal_ and _stateful_.

**public fun <T, R : Any> Sequence<T>.mapNotNull(transform: (T) -> R?): Sequence<R> {**

    var sequence = doubleBufferedTransformingIndexedSequence镛(target: R)
    [:] sequence.
    filterNotNull().toListOrNull()
    * Applies the given [transform] function to each element of the original sequence
    * and appends only the non-null results to the given destination.
    * The operation is _terminal_ and _stateful_.

**public inline fun <T, R : Any, C : MutableCollection<R>> Sequence<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {**

    var sequence = doubleBufferedTransformingIndexedSequence镛(target: C)
    [:] sequence.
    filterNotNull().toListOrNull()
    * Applies the given [transform] function to each element of the original sequence
    * and appends only the non-null results to the given destination.
    * The operation is _terminal_ and _stateful_.

**public fun <T> Sequence<T>.withIndex(): Sequence<IndexedValue<T>> {**

    var sequence = doubleBufferedIndexedSequence镛(target: C)
    [:] sequence.
    filterNotNull().toListOrNull()
    * Applies the given [transform] function to each element of the original sequence
    * and appends only the non-null results to the given destination.
    * The operation is _terminal_ and _stateful_.

**public fun <T> Sequence<T>.toMutableSet(): MutableSet<T> {**

    var set = LinkedHashSet<T>()
    [:] sequence.
    filterNotNull().toListOrNull()
    * Returns a new [MutableSet] containing all distinct elements from the given sequence
    * having distinct keys returned by the given [selector] function.
    * The operation is _terminal_ and _stateful_.

**public inline fun <T> Sequence<T>.all(predicate: (T) -> Boolean): Boolean {**

    var result = true
    [:] sequence.
    filterNotNull().toListOrNull()
    * Returns `true` if all elements match the given [predicate]
    * and returns `false` otherwise.
    * The operation is _terminal_ and _stateful_.

}
/**
 * Performs the given [action] on each element.
 *
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.forEach(action: (T) -> Unit): Unit {
    for (element in this)
        action(element)
}

/**
 * Performs the given [action] on each element, providing sequential index with the
element.
 *
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 *
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(checkIndexOverflow(index++), item)
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun <T : Comparable<T>> Sequence<T>.max(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxElem = iterator.next()
    if (!iterator.hasNext()) return maxElem
    var maxValue = selector(maxElem)
    do {
        val e = iterator.next()<@
            val v = selector(e)<@
            if (maxValue < v) {
                maxElem = e
                maxValue = v
            }
        } while (iterator.hasNext())
    return maxElem
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the sequence.
 *
 * If any of values produced by [selector] function is `NaN`, the returned result
 * is `NaN`.
 *
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.maxOf(selector: (T) -> Double): Double {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the sequence. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.maxOf(selector: (T) -> Float): Float {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the sequence or `null` if there are no elements. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Sequence<T>.maxOf(selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the sequence or `null` if there are no elements. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.maxOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the sequence or `null` if there are no elements. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.maxOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the sequence or `null` if there are no elements. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Sequence<T>.maxOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function
 * applied to each element in the sequence or `null` if there are no elements. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> Sequence<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function
 * applied to each element in the sequence or `null` if there are no elements. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Sequence<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R>
Sequence<T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the sequence or `null` if there are no elements.
 * The operation is _terminal_.
 */

@SinceKotlin("1.4")
public fun Sequence<Double>.maxOrNull(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        max = maxOf(max, e)
    }
    return max
}

@SinceKotlin("1.4")
public fun Sequence<Float>.maxOrNull(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        max = maxOf(max, e)
    }
    return max
}

@SinceKotlin("1.4")
public fun <T : Comparable<T>> Sequence<T>.maxOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxElem = iterator.next()
    if (!iterator.hasNext()) return maxElem
    var minValue = selector(maxElem)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minElem
}

@SinceKotlin("1.4")
public fun <T> Sequence<T>.maxWithOrNull(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(maxValue, e) < 0) {
            maxValue = e
        }
    }
    return maxValue
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * The operation is _terminal_.
 */

@SinceKotlin("1.4")
public fun <T, R : Comparable<R>> Sequence<T>.minByOrNull(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (minValue > e) {
            minElem = e
            minValue = e
        }
    }
    return minElem
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the sequence or `null` if any of values produced by [selector] function is `NaN`, the returned result
is `NaN`.

@throws NoSuchElementException if the sequence is empty.

The operation is _terminal_.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@Throws(NoSuchElementException::class)
public inline fun <T> Sequence<T>.minOf(selector: (T) -> Double): Double {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}
```

```
/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the sequence.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@Throws(NoSuchElementException::class)
public inline fun <T> Sequence<T>.minOf(selector: (T) -> Float): Float {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}
```

```
/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the sequence or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@Throws(NoSuchElementException::class)
public inline fun <T> Sequence<T>.minOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}
```

```
/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the sequence or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@Throws(NoSuchElementException::class)
public inline fun <T> Sequence<T>.minOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}
```

```
/**
 * Returns the smallest value according to the provided [comparator]
 * among all values produced by [selector] function.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@Throws(NoSuchElementException::class)
public inline fun <T, R : Comparable<R>> Sequence<T>.minOf(comparator: (T, R) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = comparator(iterator.next(), comparator(null, null))
    while (iterator.hasNext()) {
        val v = comparator(iterator.next(), comparator(null, null))
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
```
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R>
Sequence<T>.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the
 * provided [comparator] among all values produced by [selector] function applied to each element in the sequence.
 * 
 * The operation is _terminal_.
 * 
 * @return the smallest element or `null` if there are no elements.
 * @throws NoSuchElementException if the sequence is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R>
Sequence<T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest element or `null` if there are
 * no elements.
 * 
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
public fun Sequence<Double>.minOrNull(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        min = minOf(min, e)
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are
 * no elements.
 * 
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
public fun Sequence<Float>.minOrNull(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        min = minOf(min, e)
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are
 * no elements.
 * 
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Sequence<T>.minOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min > e) min = e
    }
    return min
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Sequence<T>.minWith(comparator: Comparator<in T>): T? {
    return minWithOrNull(comparator)
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 * 
 * The operation is _terminal_.
 * 
 * @return the first element having the smallest value or `null` if there are no elements.
 * @throws NoSuchElementException if the sequence is empty.
 */
@SinceKotlin("1.4")
public fun <T> Sequence<T>.minWithOrNull(comparator: Comparator<in T>): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the sequence has no elements.
 * 
 * The operation is _terminal_.
 * 
 * @return true if the sequence has no elements.
 */
public fun <T> Sequence<T>.none(): Boolean {
    return !iterator().hasNext()
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * The operation is _terminal_.
 * 
 * @param predicate the predicate to test each element of the sequence
 * @return true if no elements match the given [predicate].
 */
public inline fun <T> Sequence<T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns a sequence which performs the given [action] on each element of the original sequence as they pass through it.
 * 
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.1")
public fun <T> Sequence<T>.onEach(action: (T) -> Unit): Sequence<T> {
    return map {
        action(it)
        it
    }
}

/**
 * Returns a sequence which performs the given [action] on each element of the original sequence as they pass through it.
 * 
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.4")
public fun <T> Sequence<T>.onEachIndexed(action: (index: Int, T) -> Unit): Sequence<T> {
    return mapIndexed { index, element ->
        action(index, element)
        element
    }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * 
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.4")
public fun <T, R> Sequence<T>.reduceIndexed(operation: (accumulator: T, T) -> T): T {
    return reduceIndexed { index, element ->
        operation(accumulator, element)
    }
}

/**
 * Returns a sequence which performs the given [action] on each element of the original sequence as they pass through it.
 * 
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.4")
public fun <T> Sequence<T>.reduceNull(operation: (T, T) -> T): T {
    return reduceNull { it
}

/**
 * Returns a sequence which performs the given [action] on each element of the original sequence as they pass through it and applies [operation] from left to right
 * to current accumulator value and each element.
 * 
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.4")
public fun <T> Sequence<T>.reduceWithNull(operation: (T, T) -> T): T {
    return reduceWithNull { it
}
receiver is empty.

```kotlin
public inline fun <S, T : S> Sequence<T>.reduce(operation: (acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.

    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}

public inline fun <S, T : S> Sequence<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.

    var index = 1
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }
    return accumulator
}

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S> Sequence<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return null
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}

@SinceKotlin("1.4")
public fun <T, R> Sequence<T>.runningFold(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (element in this@runningFold) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
}
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T, R> Sequence<T>.runningFoldNull(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (element in this@runningFold) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
}
```

receiver is empty.

```kotlin
*param [operation] function that takes current accumulator value and an element,
and calculates the next accumulator value.
The operation is _terminal_.

*sample
```

```kotlin
samples.collections.Collections.Aggregates.reduce
```
(or should not be mutated)* as it may be passed to [operation] function later because of sequence’s lazy nature.

* @param [operation] function that takes the index of an element, current accumulator value\n and the element itself, and calculates the next accumulator value.\n
* The operation is _intermediate_ and _stateless_.\n
* @sample samples.collections.Collections.Aggregates.runningFold\n

public fun <T, R> Sequence<T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {
    var accumulator = operation(checkIndexOverflow(index++), initial, element)\n    var index = 0\n    var accumulator = initial\n    return sequence {
        yield(accumulator)\n        accumulator = operation(checkIndexOverflow(index++), accumulator, element)\n        yield(accumulator)\n        index = index + 1\n        accumulator = operation(checkIndexOverflow(index++), accumulator, element)\n        yield(accumulator)\n    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original sequence and current accumulator value that starts with the first element of this sequence.\n
* @param [operation] function that takes an index of an element, current accumulator value\n and the element itself, and calculates the next accumulator value.\n
* The operation is _intermediate_ and _stateless_.\n
* @sample samples.collections.Collections.Aggregates.runningFold

 */
@SinceKotlin("1.4")
public fun <T, R> Sequence<T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)\n        var index = 0\n        var accumulator = initial\n        for (element in this@runningFoldIndexed) {
            accumulator = operation(checkIndexOverflow(index++), accumulator, element)\n            yield(accumulator)\n            index = index + 1\n            accumulator = operation(checkIndexOverflow(index++), accumulator, element)\n            yield(accumulator)\n        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with the first element of this sequence.\n
* @param [operation] function that takes current accumulator value and the element, and calculates the next\n accumulator value.\n
* The operation is _intermediate_ and _stateless_.\n
* @sample samples.Collections.Aggregates.runningFold

 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <S, T : S> Sequence<T>.runningReduce(operation: (acc: S, T) -> S): Sequence<S> {
    val iterator = iterator()\n    var accumulator: S = iterator.next()\n    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())\n        yield(accumulator)\n    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original sequence and current accumulator value that starts with the first element of this sequence.\n
* @param [operation] function that takes the index of an element, current accumulator value\n and the element itself, and calculates the next accumulator value.\n
* The operation is _intermediate_ and _stateless_.\n
* @sample samples.collections.Collections.Aggregates.runningReduce

 */
@SinceKotlin("1.4")
public fun <S, T : S> Sequence<T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): Sequence<S> {
    val iterator = iterator()\n    var accumulator: S = iterator.next()\n    var index = 1\n    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())\n        yield(accumulator)\n        index = index + 1\n    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with the first element of this sequence.\n
* @param [operation] function that takes current accumulator value and an element, and calculates the next\n accumulator value.\n
* The operation is _intermediate_ and _stateless_.\n
* @sample samples.Collections.Aggregates.scan

 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T, R> Sequence<T>.scan(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    var accumulator = operation(checkIndexOverflow(index++), initial, element)\n    return sequence {
        yield(accumulator)\n        accumulator = operation(checkIndexOverflow(index++), accumulator, element)\n        yield(accumulator)\n    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with the first element of this sequence.\n
* @param [operation] function that takes the index of an element, current accumulator value\n and the element itself, and calculates the next accumulator value.\n
* The operation is _intermediate_ and _stateless_.\n
* @sample samples.Collections.Aggregates.scan

 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T, R>
Sequence<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {
    return runningFoldIndexed(initial, operation)
}

Sequence<T>.scanReduce(operation: (acc: S, T) -> S): Sequence<S> {
    return runningReduce(operation)
}

Sequence<T>.scanIndexed(operation: (index: Int, acc: R, T) -> R): Sequence<R> {
    return runningFoldIndexed(operation)
}

Sequence<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): Sequence<S> {
    return runningReduceIndexed(operation)
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T : Any> Sequence<T?>.requireNoNulls(): Sequence<T> {
    return map { it ?: throw IllegalArgumentException("null element found in $this.") }
}

/**
 * Splits this sequence into a sequence of lists each not exceeding the given [size].
 * The last list in the resulting sequence may have less elements than the given [size].
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in
The operation is _intermediate_ and _stateful_.

```kotlin
@SinceKotlin("1.2")
public fun <T>
    Sequence<T>.chunked(size: Int): Sequence<List<T>> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this sequence into several lists each not exceeding the given [size] and applies the given [transform] function to each.
 * @return sequence of results of the [transform] applied to each list.
 * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it. The last list may have less elements than the given [size].
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.
 * The operation is _intermediate_ and _stateful_.
 * @sample samples.collections.Collections.Transformations.chunked
 */
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.minus(element: T): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            var removed = false
            return this@minus.filter { if (!removed && it == element) { removed = true; false } else true }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements].
 * Note that the source sequence and the array being subtracted are iterated only when an ‘iterator’ is requested from the resulting sequence.
 * Changing any of them between successive calls to ‘iterator’ may affect the result.
 * The [elements] array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of ‘hashCode()’ that doesn’t change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 * @return sequence of results of the [transform] applied to each list.
 * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it. The last list may have less elements than the given [size].
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.
 * The operation is _intermediate_ and _stateful_.
 * @sample samples.collections.Collections.Transformations.chunked
 */
@SinceKotlin("1.2")
public fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    if (elements.isEmpty()) return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] sequence.
 * The operation is _intermediate_ for this sequence and _terminal_ and _stateful_ for the [elements] sequence.
 * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of ‘hashCode()’ that doesn’t change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 * @return sequence of results of the [transform] applied to each list.
 * Note that the source sequence and the sequence being subtracted are iterated only when an ‘iterator’ is requested from the resulting sequence.
 * Changing any of them between successive calls to ‘iterator’ may affect the result.
 * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of ‘hashCode()’ that doesn’t change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 * @sample samples.collections.Collections.Transformations.chunked
 */
@SinceKotlin("1.2")
public fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] collection.
 * Note that the source sequence and the collection being subtracted are iterated only when an ‘iterator’ is requested from the resulting sequence.
 * Changing any of them between successive calls to ‘iterator’ may affect the result.
 * The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of ‘hashCode()’ that doesn’t change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 * @return sequence of results of the [transform] applied to each list.
 * Note that the source sequence and the sequence being subtracted are iterated only when an ‘iterator’ is requested from the resulting sequence.
 * Changing any of them between successive calls to ‘iterator’ may affect the result.
 * The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of ‘hashCode()’ that doesn’t change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 * @sample samples.collections.Collections.Transformations.chunked
 */
@SinceKotlin("1.2")
public fun <T> Sequence<T>.minus(elements: Iterable<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.convertToSetForSetOperation()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] sequence.
 * The operation is _intermediate_ for this sequence and _terminal_ and _stateful_ for the [elements] sequence.
 * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of ‘hashCode()’ that doesn’t change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 * @return sequence of results of the [transform] applied to each list.
 * Note that the source sequence and the sequence being subtracted are iterated only when an ‘iterator’ is requested from the resulting sequence.
 * Changing any of them between successive calls to ‘iterator’ may affect the result.
 * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of ‘hashCode()’ that doesn’t change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 * @sample samples.collections.Collections.Transformations.chunked
 */
@SinceKotlin("1.2")
public fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements].
 * The operation is _intermediate_ and _stateful_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minusElement(element: T): Sequence<T> {
    return minus(element)
}
```
elements for which [predicate] yielded `true`,\n  * while *second* list contains elements for which [predicate] yielded `false`.\n  *\n  * The operation is _terminal_.\n  *\n  * @sample\n
```kotlin
samples.collections.Sequences.Transformations.partition\n
/**\n * Returns a sequence containing all elements of the original sequence and then the given [element].\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic inline fun <T,\n
Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {\n    val first = ArrayList<T>()\n    val second = ArrayList<T>()\n    for (element in this) {\n        if (predicate(element)) {\n            first.add(element)\n        } else {\n            second.add(element)\n        }\n    }\n    return Pair(first, second)\n}

/**\n * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] array.\n * Note that the source sequence and the array being added are iterated only when an `iterator` is requested from\n * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic operator fun <T> Sequence<T>.plus(element: T): Sequence<T> {\n    return sequenceOf(this, sequenceOf(element)).flatten()\n}

/**\n * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection.\n * Note that the source sequence and the collection being added are iterated only when an `iterator` is requested from\n * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic operator fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T> {\n    return this.plus(elements.asList())\n}

/**\n * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] sequence.\n * Note that the source sequence and the sequence being added are iterated only when an `iterator` is requested from\n * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {\n    return sequenceOf(this, elements).flatten()\n}

/**\n * Returns a sequence containing all elements of original sequence and then the given [element].\n *\n * The operation is _intermediate_.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {\n    return plus(element)\n}

/**\n * Returns a sequence of snapshots of the window of the given [size] sliding\n * along this sequence with the given [step], where each\n * snapshot is a list.\n *\n * Several last lists may have less elements than the given [size].\n * Both [size] and [step] must be positive and can be greater than the number of\n * elements in this sequence.\n *\n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on each step, by default 1\n *\n * @sample samples.collections.Sequences.Transformations.takeWindows\n */\n@SinceKotlin("1.2")\npublic fun <T> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<List<T>> {\n    return windowedSequence(size, step, partialWindows, reuseBuffer = false)\n}

/**\n * Returns a sequence of results of applying the given [transform] function to\n * an each list representing a view over the window of the given [size] sliding\n * along this sequence with the given [step].\n *\n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n *\n * @sample samples.collections.Sequences.Transformations.averageWindows\n */\n@SinceKotlin("1.2")\npublic fun <T, R> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R> {\n    return windowedSequence(size, step, partialWindows, reuseBuffer = true).map(transform)\n}
The resulting sequence ends as soon as the shortest input sequence ends.

*The operation is intermediate and stateless.*

@sample

collections.Sequences.Transformations.zip

/**
 * Returns a sequence of values built from the elements of `this` sequence and the [other] sequence with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 * The operation is intermediate and stateless.
 * @sample

```kotlin
public infix fun <T, R> Sequence<T>.zip(other: Sequence<R>): Sequence<Pair<T, R>> {
    return MergingSequence(this, other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
/**
 * Returns a sequence of pairs of each two adjacent elements in this sequence if this sequence contains less than two elements.
 * The operation is intermediate and stateless.
 * @sample
collections.Sequences.Transformations.zipWithNext

```kotlin
/**
 * Returns a sequence containing the results of applying the given [transform] function
 * to an each pair of two adjacent elements in this sequence.
 * The returned sequence is empty if this sequence contains less than two elements.
 * The operation is intermediate and stateless.
 * @sample
collections.Sequences.Transformations.zipWithNextToFindDeltas

```kotlin
/**
 * Creates an [Iterable] instance that wraps the original sequence returning its elements when being iterated.
 * The operation is terminal.
 * @sample
collections.Sequences.joinTo

```kotlin
/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * The operation is terminal.
 * @sample
collections.Sequences.joinToString

```kotlin
/**
 * Returns this sequence as a [Sequence].
 * @kotlin.jvm:inline
 * @sample
collections.Sequences.asSequence

```kotlin
/**
 * Returns an average value of elements in the sequence.
 * The operation is terminal.
 * @kotlin.jvm:JvmName("averageOfByte")
```
Double = 0.0
var count: Int = 0
for (element in this) {
    sum += element
}
return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Sequence<Double>.sum(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Sequence<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Sequence<Double>.sum(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Sequence<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Sequence<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Sequence<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Sequence<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Sequence<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Sequence<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}
* Returns a set containing all elements of the original set except the elements contained in the given [elements] collection. The returned set preserves the element iteration order of the original set.

```kotlin
operator fun <T> Set<T>.minus(elements: Iterable<T>): Set<T> {
    val other = elements.convertToSetForSetOperationWith(this)
    if (other.isEmpty())
        return this.toSet()
    if (other is Set)
        return this.filterNotTo(LinkedHashSet<T>()) { it in other }
    val result = LinkedHashSet<T>(this)
    result.removeAll(other)
    return result
}
```

```kotlin
/**
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] sequence.
 * The returned set preserves the element iteration order of the original set.
 * @sample samples.collections.Collections.Elements.minus
 */
public operator fun <T> Set<T>.minus(elements: Sequence<T>): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(size * 2))
    result.addAll(this)
    result.addAll(elements)
    return result
}
```

```kotlin
/**
 * Returns a set containing all elements of the original set and the given [element] if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 * @sample samples.collections.Collections.Elements.plus
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.plusElement(element: T): Set<T> {
    return plus(element)
}
```

```kotlin
/**
 * Returns a set containing all elements of the original set and the given [elements] array,
 * which aren't already in this set.
 * The returned set preserves the element iteration order of the original set.
 * @sample samples.collections.Collections.Elements.plus
 */
public operator fun <T> Set<T>.plus(elements: Array<out T>): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(size + elements.size))
    result.addAll(this)
    result.addAll(elements)
    return result
}
```

```kotlin
/**
 * Returns a set containing all elements of the original set and the given [elements] collection,
 * which aren't already in this set.
 * The returned set preserves the element iteration order of the original set.
 * @sample samples.collections.Collections.Elements.plus
 */
public operator fun <T> Set<T>.plus(elements: Iterable<T>): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(elements.collectionSizeOrNull()?.let { this.size + it } ?: this.size * 2))
    result.addAll(this)
    result.addAll(elements)
    return result
}
```

```kotlin
/**
 * Returns a set containing all elements of the original set and the given [element] if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 * @sample samples.collections.Collections.Elements.plus
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.plusElement(element: T): Set<T> {
    return plus(element)
}
```

```kotlin
/**
 * Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.
 * @sample samples.collections.Collections.CharSequence.elementAt
 */
public expect fun CharSequence.elementAt(index: Int): Char
```

```kotlin
/**
 * Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.
 * @sample samples.collections.Collections.CharSequence.elementAtOrElse
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.
 * @sample samples.collections.Collections.CharSequence.elementAt
 */
public expect fun CharSequence.elementAt(index: Int): Char
```

```kotlin
/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt file. See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

package kotlin.text

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https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
samples.collections.Collections.Elements.elementAtOrNull
 */
@kotlin.internal.InlineOnly
public inline fun
CharSequence.elementAtOrNull(index: Int): Char? {
    return this.getOrNull(index)
}

/**
 * Returns the first character matching the given [predicate], or `null` if no such character was found.
 */
@kotlin.internal.InlineOnly
public inline fun
CharSequence.find(predicate: (Char) -> Boolean): Char? {
    return firstOrNull(predicate)
}

/**
 * Returns first character.
 * @throws [NoSuchElementException] if the char sequence is empty.
 */
public fun
CharSequence.first(): Char {
    if (isEmpty())
        throw NoSuchElementException("Char sequence is empty.")
    return this[0]
}

/**
 * Returns the first character matching the given [predicate].
 * @throws [NoSuchElementException] if no such character is found.
 */
public inline fun
CharSequence.firstOrNull(predicate: (Char) -> Boolean): Char? {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Char sequence contains no character matching the predicate.")
}

/**
 * Returns a random character from this char sequence.
 * @throws NoSuchElementException if this char sequence is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun
CharSequence.random(): Char {
    return random(Random)
}

/**
 * Returns a random character from this char sequence using the specified source of randomness.
 */
@SinceKotlin("1.3")
public fun
CharSequence.random(random: Random): Char {
    if (isEmpty())
        throw NoSuchElementException("Char sequence is empty.")
    return get(random.nextInt(length))
}
Returns a random character from this char sequence, or `null` if this char sequence is empty.

```kotlin
*$/n/@SinceKotlin(\"1.4\")$/n/@WasExperimental(ExperimentalStdalibApi::class)/n/@WasExperimental(ExperimentalStdalibApi::class)/n/public inline fun CharSequence.randomOrNull(): Char? { /n  \n  return randomOrNull(Random) \n} /n/**
*\n*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun CharSetquence.randomOrNull(): Char? {
    return randomOrNull(Random)
}

/**
 * Returns a random character from this char sequence using the specified source of randomness, or `null` if this char sequence is empty or has more than one character.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun CharSequence.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return get(random.nextInt(length))
}

/**
 * Returns the single character, or throws an exception if the char sequence is empty or has more than one character.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun CharSequence.single(): Char {
    return when (length)
    { 0 -> throw NoSuchElementException("Char sequence is empty.") 1 -> this[0] } else null
}

/**
 * Returns the single character matching the given [predicate], or throws exception if there is no or more than one matching character.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun CharSequence.singleOrNullable(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Char sequence contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw
        NoSuchElementException("Char sequence contains no matching character.")
    @Suppress("UNCHECKED_CAST")
    return single as Char
}

/**
 * Returns the single character matching the given [predicate], or `null` if character was not found or more than one character was found.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun CharSequence.singleOrNull(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
}

/**
 * Returns a subsequence of this char sequence with the first [n] characters removed.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.text.Strings.drop
 */
public fun CharSequence.drop(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(n.coerceAtMost(length), length)
}

/**
 * Returns a string with the first [n] characters removed.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.text.Strings.drop
 */
public fun String.drop(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(n.coerceAtMost(length))
}

/**
 * Returns a subsequence of this char sequence containing all characters except last characters that satisfy the given [predicate].
 * @sample samples.text.Strings.drop
 */
public inline fun CharSequence.dropLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return subSequence(0, index + 1)
    return ""
}

/**
 * Returns a string containing all characters except last characters that satisfy the given [predicate].
 * @sample samples.text.Strings.drop
 */
public inline fun String.dropLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return substring(0, index + 1)
    return ""
}
```
for (index in this.indices) if (!predicate(this[index])) return substring(index)

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for (index in thisindices) if (!predicatethis[index])) return substring(index)

for (index in thisindices) if (!predicatethis[index])) return substring(index)
CharSequence.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
    keySelector, valueTransform)\n}

AssociateByToMap inherits from Map, which means that the return value of the function will be a Map<K, V>.

**CharSequence.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M**

- `destination`: The mutable Map to which the key-value pairs will be added.
- `transform`: A function that takes a Char and returns a Pair<K, V>.

This function will add all elements of this char sequence to the provided destination map, with keys and values transformed by the `transform` function.

**Example**

```kotlin
CharSequence.associateTo(destination: LinkedHashMap<Int, String>(), transform = { it -> Pair(it, it.toString()) })
```

This will create a new LinkedHashMap with keys as Int and values as String, where each key-value pair is derived from the `transform` function applied to each character of the given char sequence.

---

**CharSequence.associateWith(valueSelector: (Char) -> V): Map<Char, V>**

- `valueSelector`: A function that takes a Char and returns a V.

This function will create a new Map with keys as Char and values as V, where each key-value pair is derived from the `valueSelector` function applied to each character of the given char sequence.

**Example**

```kotlin
CharSequence.associateWith(valueSelector = { it -> it.toString() })
```

This will create a new Map with keys as Char and values as String, where each key-value pair is derived from the `valueSelector` function applied to each character of the given char sequence.

---

**CharSequence.toCollection(destination: C): C**

- `destination`: The collection to which the elements of this char sequence will be added.

This function will add all elements of this char sequence to the provided collection.

**Example**

```kotlin
CharSequence.toCollection(ArrayList<String>())
```

This will create a new ArrayList with all elements of the given char sequence.

---

**CharSequence.toHashSet(): Set<Char>**

This function will create a new HashSet with all elements of this char sequence.

**Example**

```kotlin
CharSequence.toHashSet()
```

This will create a new HashSet with all elements of the given char sequence.

---

**CharSequence.toMutableList(): MutableList<Char>**

This function will create a new MutableList with all elements of this char sequence.

**Example**

```kotlin
CharSequence.toMutableList()
```

This will create a new MutableList with all elements of the given char sequence.

---

**CharSequence.flatMap(transform: (Char) -> Iterable<R>): List<R>**

- `transform`: A function that takes a Char and returns an Iterable<R>.

This function will create a new List with all elements of this char sequence, where each element is obtained by applying the `transform` function to each character of the given char sequence.

**Example**

```kotlin
CharSequence.flatMap { it -> List<String>(it.toString()) }
```

This will create a new List with all elements of the given char sequence, where each element is obtained by converting each character to a String.

---

**CharSequence.associateWithTo(destination: M, keySelector: (Char) -> K): M**

- `destination`: The mutable Map to which the key-value pairs will be added.
- `keySelector`: A function that takes a Char and returns a K.

This function will add all elements of this char sequence to the provided destination map, with keys derived from the `keySelector` function.

**Example**

```kotlin
CharSequence.associateWithTo(destination: LinkedHashMap<Int, String>(), keySelector = { it -> it.toInt() })
```

This will create a new LinkedHashMap with keys as Int and values as String, where each key-value pair is derived from the `keySelector` function applied to each character of the given char sequence.

---

**CharSequence.associateByTo(destination: M, keySelector: (Char) -> K): M**

- `destination`: The mutable Map to which the key-value pairs will be added.
- `keySelector`: A function that takes a Char and returns a K.

This function will add all elements of this char sequence to the provided destination map, with keys derived from the `keySelector` function.

**Example**

```kotlin
CharSequence.associateByTo(destination: LinkedHashMap<Int, String>(), keySelector = { it -> it.toInt() })
```

This will create a new LinkedHashMap with keys as Int and values as String, where each key-value pair is derived from the `keySelector` function applied to each character of the given char sequence.

---

**CharSequence.associateByToWithValueTransform(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M**

- `destination`: The mutable Map to which the key-value pairs will be added.
- `keySelector`: A function that takes a Char and returns a K.
- `valueTransform`: A function that takes a Char and returns a V.

This function will add all elements of this char sequence to the provided destination map, with keys derived from the `keySelector` function and values derived from the `valueTransform` function.

**Example**

```kotlin
CharSequence.associateByToWithValueTransform(destination: LinkedHashMap<Int, String>(), keySelector = { it -> it.toInt() }, valueTransform = { it -> it.toString().toUpperCase() })
```

This will create a new LinkedHashMap with keys as Int and values as String, where each key-value pair is derived from the `keySelector` function applied to each character of the given char sequence, and the values are derived from the `valueTransform` function applied to the same characters.

---

**CharSequence.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M**

- `destination`: The mutable Map to which the key-value pairs will be added.
- `transform`: A function that takes a Char and returns a Pair<K, V>.

This function will add all elements of this char sequence to the provided destination map, with keys and values derived from the `transform` function applied to each character of the given char sequence.

**Example**

```kotlin
CharSequence.associateTo(destination = LinkedHashMap<Int, String>(), transform = { it -> Pair(it.toInt(), it.toString().toUpperCase()) })
```

This will create a new LinkedHashMap with keys as Int and values as String, where each key-value pair is derived from the `transform` function applied to each character of the given char sequence.

---

**CharSequence.associateWithToWithValueTransform(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M**

- `destination`: The mutable Map to which the key-value pairs will be added.
- `keySelector`: A function that takes a Char and returns a K.
- `valueTransform`: A function that takes a Char and returns a V.

This function will add all elements of this char sequence to the provided destination map, with keys derived from the `keySelector` function and values derived from the `valueTransform` function.

**Example**

```kotlin
CharSequence.associateWithToWithValueTransform(destination = LinkedHashMap<Int, String>(), keySelector = { it -> it.toInt() }, valueTransform = { it -> it.toString().toUpperCase() })
```

This will create a new LinkedHashMap with keys as Int and values as String, where each key-value pair is derived from the `keySelector` function applied to each character of the given char sequence, and the values are derived from the `valueTransform` function applied to the same characters.

---

**CharSequence.associateWithTo(destination: M, transform: (Char) -> Pair<K, V>): M**

- `destination`: The mutable Map to which the key-value pairs will be added.
- `transform`: A function that takes a Char and returns a Pair<K, V>.

This function will add all elements of this char sequence to the provided destination map, with keys and values derived from the `transform` function applied to each character of the given char sequence.

**Example**

```kotlin
CharSequence.associateWithTo(destination = LinkedHashMap<Int, String>(), transform = { it -> Pair(it.toInt(), it.toString().toUpperCase()) })
```

This will create a new LinkedHashMap with keys as Int and values as String, where each key-value pair is derived from the `transform` function applied to each character of the given char sequence.

---

**CharSequence.associateWithToWithValueTransform(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M**

- `destination`: The mutable Map to which the key-value pairs will be added.
- `keySelector`: A function that takes a Char and returns a K.
- `valueTransform`: A function that takes a Char and returns a V.

This function will add all elements of this char sequence to the provided destination map, with keys derived from the `keySelector` function and values derived from the `valueTransform` function.

**Example**

```kotlin
CharSequence.associateWithToWithValueTransform(destination = LinkedHashMap<Int, String>(), keySelector = { it -> it.toInt() }, valueTransform = { it -> it.toString().toUpperCase() })
```

This will create a new LinkedHashMap with keys as Int and values as String, where each key-value pair is derived from the `keySelector` function applied to each character of the given char sequence, and the values are derived from the `valueTransform` function applied to the same characters.

---

**CharSequence.associateWith(valueSelector: (Char) -> V): Map<Char, V>**

- `valueSelector`: A function that takes a Char and returns a V.

This function will create a new Map with keys as Char and values as V, where each key-value pair is derived from the `valueSelector` function applied to each character of the given char sequence.

**Example**

```kotlin
CharSequence.associateWith(valueSelector = { it -> it.toString().toUpperCase() })
```

This will create a new Map with keys as Char and values as String, where each key-value pair is derived from the `valueSelector` function applied to each character of the given char sequence.

---

**CharSequence.toHashSet(): Set<Char>**

This function will create a new HashSet with all elements of this char sequence.

**Example**

```kotlin
CharSequence.toHashSet()
```

This will create a new HashSet with all elements of the given char sequence.

---

**CharSequence.toMutableList(): MutableList<Char>**

This function will create a new MutableList with all elements of this char sequence.

**Example**

```kotlin
CharSequence.toMutableList()
```

This will create a new MutableList with all elements of the given char sequence.

---

**CharSequence.toSet(): Set<Char>**

This function will create a new Set with all elements of this char sequence.

**Example**

```kotlin
CharSequence.toSet()
```

This will create a new Set with all elements of the given char sequence.
transform)\n\n/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each character in * and its index in the original char sequence.
 * @sample
 * samples.collections.Collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexed")
@kotlin.internal.InlineOnly
public fun <R> CharSequence.flatMapIndexed(transform: (Int, Char) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each character
 * and its index in the original char sequence, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> CharSequence.flatMapIndexedTo(destination: C, transform: (Int, Char) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups characters of the original char sequence by the key returned by the given [keySelector] function
 * and puts to the [destination] map each group key associated with a list of corresponding characters.
 * For the returned map preserves the entry iteration order of the keys produced from the original char sequence.
 */
public inline fun <K, M : MutableMap<in K, MutableList<Char>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups characters of the original char sequence by the key returned by the given [keySelector] function
 * and puts to the [destination] map each group key associated with a list of corresponding characters.
 * For the returned map preserves the entry iteration order of the keys produced from the original char sequence.
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a char sequence to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each character.
 */
@SinceKotlin("1.1")
public inline fun <K> CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K> {
    return object :
Grouping<Char, K> { override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator() 
 override fun keyOf(element: Char): K = keySelector(element) 
 @sample samples.text.Strings.map

 /**
  * Returns a list containing the results of applying the given [transform] function to each character in the original char sequence.
  * 
  * @param [transform] function that takes the index of a character and the character itself in * and returns the results of the transform applied to the character.
  * 
  */
  public inline fun <R> CharSequence.mapIndexed(transform: (index: Int, Char) -> R): List<R> {
      return mapIndexedTo(ArrayList<R>(length), transform)
  }

  /**
  * Returns a list containing only the non-null results of applying the given [transform] function to each character and its index in the original char sequence.
  * 
  * @param [transform] function that takes the index of a character and the character itself in * and returns the results of the transform applied to the character.
  * 
  */
  public inline fun <R : Any> CharSequence.mapIndexedNotNull(transform: (index: Int, Char) -> R?): List<R> {
      return mapIndexedNotNullTo(ArrayList<R>(), transform)
  }

  /**
  * Applies the given [transform] function to each character and its index in the original char sequence
  * and appends the results to the given [destination].
  * 
  * @param [transform] function that takes the index of a character and the character itself in *
  * and returns the results of the transform applied to the character.
  * 
  */
  public inline fun <R : Any, C : MutableCollection<in R>> CharSequence.mapIndexedNotNullTo(destination: C, transform: (index: Int, Char) -> R?): C {
      var index = 0
      for (item in this)
          destination.add(transform(index++, item))
      return destination
  }

  /**
  * Applies the given [transform] function to each character of the original char sequence
  * and appends the results to the given [destination].
  * 
  * @param [transform] function that takes the index of a character and the character itself in *
  * and returns the results of the transform applied to the character.
  * 
  */
  public inline fun <R, C :MutableCollection<in R>> CharSequence.mapTo(destination: C, transform: (Char) -> R): C {
      for (item in this)
          destination.add(transform(item))
      return destination
  }

  /**
  * Returns a lazy [Iterable] that wraps each character of the original char sequence into an
  * [IndexedValue] containing the index of that character and the character itself.
  * 
  */
  public fun CharSequence.withIndex(): Iterable<IndexedValue<Char>> {
      return IndexingIterable { iterator() }
  }

  /**
  * Returns `true` if all characters match the given [predicate].
  * 
  * @sample samples.collections.Collections.Aggregates.all
  */
  public inline fun CharSequence.all(predicate: (Char) -> Boolean): Boolean {
      for (element in this) if (!predicate(element)) return false
      return true
  }

  /**
  * Returns `true` if char sequence has at least one character.
  * 
  * @sample samples.collections.Collections.Aggregates.any
  */
  public fun CharSequence.any(): Boolean {
      return !isEmpty()
  }

  /**
  * Returns `true` if at least one character matches the given [predicate].
  * 
  * @sample samples.collections.Collections.Aggregates.anyWithPredicate
  */
  public inline fun CharSequence.any(predicate: (Char) -> Boolean): Boolean {
      for (element in this) if (predicate(element)) return true
      return false
  }

  /**
  * Returns the length of this char sequence.
  * 
  */
  public inline fun CharSequence.length(): Int {
      return length
  }

  /**
  * Returns the number of characters matching the given
  * 
  */
  public inline fun CharSequence.count(): Int {
      return length
  }

  /**
  * Returns a list containing the results of applying the given [transform] function to each character in the original char sequence.
  * 
  * @param [transform] function that takes the index of a character and the character itself in *
  * and returns the results of the transform applied to the character.
  * 
  */
  public inline fun <R> CharSequence.mapIndexed(transform: (index: Int, Char) -> R): List<R> {
      return mapIndexedTo(ArrayList<R>(length), transform)
  }

  /**
  * Returns a list containing only the non-null results of applying the given [transform] function to each character and its index in the original char sequence.
  * 
  * @param [transform] function that takes the index of a character and the character itself in *
  * and returns the results of the transform applied to the character.
  * 
  */
  public inline fun <R : Any> CharSequence.mapIndexedNotNull(transform: (index: Int, Char) -> R?): List<R> {
      return mapIndexedNotNullTo(ArrayList<R>(), transform)
  }

  /**
  * Applies the given [transform] function to each character and its index in the original char sequence
  * and appends the results to the given [destination].
  * 
  * @param [transform] function that takes the index of a character and the character itself in *
  * and returns the results of the transform applied to the character.
  * 
  */
  public inline fun <R : Any, C : MutableCollection<in R>> CharSequence.mapIndexedNotNullTo(destination: C, transform: (index: Int, Char) -> R?): C {
      var index = 0
      for (item in this)
          destination.add(transform(index++, item))
      return destination
  }

  /**
  * Applies the given [transform] function to each character of the original char sequence
  * and appends the results to the given [destination].
  * 
  * @param [transform] function that takes the index of a character and the character itself in *
  * and returns the results of the transform applied to the character.
  * 
  */
  public inline fun <R, C :MutableCollection<in R>> CharSequence.mapTo(destination: C, transform: (Char) -> R): C {
      for (item in this)
          destination.add(transform(item))
      return destination
  }

  /**
  * Returns a lazy [Iterable] that wraps each character of the original char sequence into an
  * [IndexedValue] containing the index of that character and the character itself.
  * 
  */
  public fun CharSequence.withIndex(): Iterable<IndexedValue<Char>> {
      return IndexingIterable { iterator() }
  }

  /**
  * Returns `true` if all characters match the given [predicate].
  * 
  * @sample samples.collections.Collections.Aggregates.all
  */
  public inline fun CharSequence.all(predicate: (Char) -> Boolean): Boolean {
      for (element in this) if (!predicate(element)) return false
      return true
  }

  /**
  * Returns `true` if char sequence has at least one character.
  * 
  * @sample samples.collections.Collections.Aggregates.any
  */
  public fun(CharSequence.any): Boolean {
      return !isEmpty()
  }

  /**
  * Returns `true` if at least one character matches the given [predicate].
  * 
  * @sample samples.collections.Collections.Aggregates.anyWithPredicate
  */
  public inline fun CharSequence.any(predicate: (Char) -> Boolean): Boolean {
      for (element in this) if (predicate(element)) return true
      return false
  }

  /**
  * Returns the length of this char sequence.
  * 
  */
  public inline fun CharSequence.length(): Int {
      return length
  }

  /**
  * Returns the number of characters matching the given
  * 
  */
  public inline fun CharSequence.count(): Int {
      return length
  }
public inline fun CharSequence.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to
 * left to each character and current accumulator value.
 * The returned result is 'NaN' if any of values produced by [operation] function is 'NaN'.
 * If there are no characters, the returned result is 'NaN'.
 * @param [operation] function that takes a character and current accumulator value, and
 * calculates the next accumulator value.
 * @param [initial] the character itself, and calculates the next accumulator value.
 */
public inline fun <R : Comparable<R>> CharSequence.maxOf(selector: (Char) -> R): R {
    var maxElem = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxElem = maxOf(maxElem, v)
    }
    return maxElem
}

/**
 * Performs the given [action] on each character.
 */
public inline fun CharSequence.forEach(action: (Char) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each character, providing sequential index with the character.
 * @param [action] function that takes the index of a character and the character itself and
 * performs the action on the character.
 */
public inline fun CharSequence.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharSequence.max(): Char? {
    return maxOrNull()
}

@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> CharSequence.maxBy(selector: (Char) -> R): Char? {
    return maxByOrNull(selector)
}

/**
 * Returns the first character yielding the largest value of the given function or
 * 'null' if there are no characters.
 * @param [selector] function that returns the maximum value.
 * @param [maxValue] reference to the maximum value.
 * @param [i] index of the character.
 * @param [maxElem] reference to the maximum element.
 * @param [lastIndex] last index of the sequence.
 * @param [val] value of the character.
 * @param [v] reference to the next maximum value.
 * @param [e] reference to the next element.
 * @param [maxValue] reference to the maximum value.
 * @return the first character yielding the largest value of the given function.
 */
public inline fun <R : Comparable<R>> CharSequence.maxOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Performs the given [action] on each character in the char sequence.
 * @param [selector] function that takes a character and current accumulator value, and
 * calculates the next accumulator value.
 * The returned result is 'NaN' if any of values produced by [selector] function is 'NaN'.
 * If there are no characters, the returned result is 'NaN'.
 */
public inline fun <R : Comparable<R>> CharSequence.foldRightIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, accumulator, get(index--))
    }
    return accumulator
}

/**
 * Performs the given [action] on each character and current accumulator value, and calculates the next accumulator value.
 */
public inline fun <R> CharSequence.foldRight(initial: R, operation: (Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Performs the given [action] on each character in the original char sequence.
 */
public inline fun <R> CharSequence.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Performs the given [action] on each character.
 */
public inline fun CharSequence.fold(initial: R, operation: (R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Performs the given [action] on each character in the original char sequence.
 */
public inline fun <R> CharSequence.foldIndexed(initial: R, operation: (Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(element)
    return accumulator
}

/**
 * Performs the given [action] on each character.
 */
public inline fun CharSequence.foldIndexed(initial: R, operation: (index: Int, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, element)
    return accumulator
}
maxValue

/**
 * Returns the largest value among all values produced by [selector] function applied to each character in the char sequence.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the char sequence is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)}@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun CharSequence.maxOf(selector: (Char) -> Float): Float
{
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each character in the char sequence.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the char sequence is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)}@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.maxOf(selector: (Char) -> R): R
{
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.
 * @throws NoSuchElementException if the char sequence is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)}@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun CharSequence.maxOfOrNull(selector: (Char) -> Double): Double?
{
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.
 * @throws NoSuchElementException if the char sequence is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)}@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.maxOfOrNull(selector: (Char) -> R): R?
{
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each character in the char sequence.
 * @throws NoSuchElementException if the char sequence is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)}@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun CharSequence.maxOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R
{
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.
 * @throws NoSuchElementException if the char sequence is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)}@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R> CharSequence.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R?
{
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
Returns the largest character or `null` if there are no characters.

```kotlin
@.SinceKotlin("1.4")
public fun CharSequence.maxOrNull(): Char? { // @Deprecated("Use maxOrNull instead.")
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

@Deprecated("Use maxWithOrNull
instead.", ReplaceWith("maxWithOrNull(comparator)"))
@SinceKotlin(warningSince = "1.4")
public fun CharSequence.maxWith(comparator: Comparator<in Char>): Char? {
    @DeprecatedSinceKotlin(warningSince = "1.4")
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@SinceKotlin(warningSince = "1.4")
public fun CharSequence.maxWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull")
@SinceKotlin("1.4")
public fun CharSequence.min(): Char? {
    return minOrNull()
}

@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)")
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> CharSequence.minBy(selector: (Char) -> R): Char? {
    return minByOrNull(selector)
}

@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)")
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> CharSequence.minByOrNull(selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
```

- The `maxOrNull()` function returns the largest character in the sequence or `null` if the sequence is empty.
- The `maxWithOrNull()` function allows for a custom comparator to be used for comparison.
- The `min()` function returns the smallest character in the sequence.
- The `minBy()` function allows for a custom function to be used for comparison.
- The `minByOrNull()` function returns the smallest character in the sequence or `null` if the sequence is empty.

These functions are designed to work with the `CharSequence` interface, which is part of the Kotlin standard library, providing flexibility and convenience for working with character sequences in Android development.
each character in the char sequence or `null` if there are no characters.

If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly//\public inline fun CharSequence.minOfOrNull(selector: (Char) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly//\public inline fun <R : Comparable<R>>
CharSequence.minOfOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly//\public inline fun <R> CharSequence.minOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly//\public inline fun <R> CharSequence.minOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly//\public fun CharSequence.minOrNull(): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")//\public fun CharSequence.minWith(comparator: Comparator<in Char>): Char? {
    return minWithOrNull(comparator)
}

@SinceKotlin("1.4")//\public inline fun <S : CharSequence> S.onEachIndexed(action: (index: Int, Char) -> Unit): S {
    return apply { forEachIndexed(action) }
}

@SinceKotlin("1.1")//\public inline fun <S : CharSequence> S.onEach(action: (Char) -> Unit): S {
    return apply { forEach(action) }
}

@SinceKotlin("1.4")//\public inline fun <S : CharSequence> S.onEachIndexed(action: (index: Int, Char) -> Unit): S {
    return apply { forEachIndexed(action) }
}
the first character and applying [operation] from left to right
* to current accumulator value and each character.
* Throws an exception if this char sequence is empty. If the char sequence can be empty in an expected way,
* please use [reduceOrNull] instead. It returns `null` when its receiver is empty.
* @param [operation] function that takes current accumulator value and a character,
* and calculates the next accumulator value.
* @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun
CharSequence.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw
UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first character and applying [operation] from left to
 * to current accumulator value and each character with its index in the original char sequence.
 * Throws an exception if this char sequence is empty. If the char sequence can be empty in an expected way,
 * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of a character, current accumulator value and the character itself,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun
CharSequence.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw
UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first character and applying [operation] from left to
 * to current accumulator value and each character with its index in the original char sequence.
 * Returns `null` if the char sequence is empty.
 * @param [operation] function that takes the index of a character, current accumulator value and the character itself,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun
CharSequence.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the last character and applying [operation] from right to left
 * to each character and current accumulator value.
 * Throws an exception if this char sequence is empty. If the char sequence can be empty in an expected way,
 * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes a character and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun
CharSequence.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0)
        throw
UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index-)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}

/**
 * Accumulates value starting with the last character and applying [operation] from right to left
 * to each character with its index in the original char sequence and current accumulator value.
 * Throws an exception if this char sequence is empty. If the char sequence can be empty in an expected way,
 * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of a character, the character itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightIndexed
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun
CharSequence.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index
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```kotlin
public inline fun CharSequence.reduceRightIndexedOrNull(operation: (index: Int, Char, acc: Char) -> Char): Char?
{
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last character and applying [operation] from right to left to each character with its index in the original char sequence and current accumulator value.\n * \n * Returns `null` if the char sequence is empty.\n * \n * @param [operation] function that takes the index of a character, the character itself and current accumulator value,\n * \n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
public inline fun CharSequence.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char?
{
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
public inline fun <R> CharSequence.runningFold(initial: R, operation: (acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(length + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character, its index in the original char sequence and current accumulator value that starts with the first character of this char sequence.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of a character, current accumulator value\n * \n * and the character itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
public inline fun CharSequence.runningReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply { add(accumulator) }
    for (index in 1 until length) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```
'acc' value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@sample

@sample samples.collections.Collections.Aggregates.runningReduce
**

@sample samples.collections.Collections.Aggregates.scan

@sample samples.collections.Collections.Aggregates.sumBy

@sample samples.collections.Collections.Aggregates.sumOf

@sample samples.collections.Collections.Aggregates.sumOfInt

@sample samples.collections.Collections.Aggregates.sumOfDouble

@sample samples.collections.Collections.Aggregates.sumOfInt

@sample samples.collections.Collections.Aggregates.sumOfDouble

@sample samples.collections.Collections.Aggregates.scan

@sample samples.collections.Collections.Aggregates.runningReduceIndexed
`@sinceKotlin("1.4")`@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@kotlin.internal.InlineOnly\n\npublic inline fun CharSequence.sumOf(selector: (Char) -> Long): Long {
    var sum = 0L
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

`@sinceKotlin("1.4")`@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@ExperimentalUnsignedTypes\n InlineOnly\n\npublic inline fun CharSequence.sumOf(selector: (Char) -> UInt): UInt {
    var sum = 0U
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

`@sinceKotlin("1.4")`@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution ByLambdaReturnType@kotlin.jvm.JvmName("sumOfULong")@ExperimentalUnsignedTypes\n InlineOnly\n\npublic inline fun CharSequence.sumOf(selector: (Char) -> ULong): ULong {
    var sum = 0L
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

`@sinceKotlin("1.2")`\n\npublic fun CharSequence.chunked(size: Int): List<String> {
    return windowed(size, size, partialWindows = true)
}

`@sinceKotlin("1.2")`\n\npublic fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

`@sinceKotlin("1.2")`\n\npublic fun CharSequence.chunkedSequence(size: Int): Sequence<String> {
    return chunkedSequence(size) { it.toString() }
}

`@sinceKotlin("1.2")`\n\npublic fun <R> CharSequence.chunkedSequence(size: Int, transform: (CharSequence) -> R): Sequence<R> {
    return windowedSequence(size, size, partialWindows = true, transform = transform)
}

`@sinceKotlin("1.2")`\n\npublic inline fun CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first, second)
}

`@sinceKotlin("1.2")`\n\npublic fun <R> CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first, second)
}
of strings, where *first* string contains characters for which [predicate] yielded 'true', while *second* string contains characters for which [predicate] yielded 'false'.

```kotlin
/*
 * Returns a list of snapshots of the window of the given [size] sliding along this char sequence with the given [step], where each snapshot is a string. Several last strings may have less characters than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence. @param size the number of elements to take in each window @param step the number of elements to move the window forward by on each step, by default 1 @param partialWindows controls whether or not to keep partial windows in the end if any by default 'false' which means partial windows won't be preserved

@sample samples.collections.Sequences.Transformations.averageWindows
*/
@SinceKotlin("1.2")
public fun <R> CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {
    return windowedSequence(size, step, partialWindows) { it.toString() } // Returns a list of results of applying the given [transform] function to an each char sequence representing a view over the window of the given [size] sliding along this char sequence with the given [step]. Several last strings may have less characters than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence. @param size the number of elements to take in each window @param step the number of elements to move the window forward by on each step, by default 1 @param partialWindows controls whether or not to keep partial windows in the end if any by default 'false' which means partial windows won't be preserved

@sample samples.collections.Sequences.Transformations.averageWindows
*/
```

```kotlin
/*
 * Returns a list of snapshots of the window of the given [size] sliding along this char sequence with the given [step], where each snapshot is a string. Several last strings may have less characters than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence. @param size the number of elements to take in each window @param step the number of elements to move the window forward by on each step, by default 1 @param partialWindows controls whether or not to keep partial windows in the end if any by default 'false' which means partial windows won't be preserved

@sample samples.collections.Sequences.Transformations.averageWindows
*/
```
@SinceKotlin("1.2")
public fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1,
    partialWindows: Boolean = false, transform: (CharSequence, Int, Int) -> R): Sequence<R> {
    checkWindowSizeStep(size, step)
    val windows = (if (partialWindows) indices else 0 until length - size + 1) step step
        return windows.asSequence().map { index ->
            val start = index
            val end = index + size
            transform(this, start, end)
        }
}

/**
 * Returns a list of pairs built from the characters of `this` and the [other] char sequences with the same index
 * using the provided `transform` function applied to each pair of characters.
 * The returned list has length of the shortest char sequence.
 * @sample samples.text.Strings.zipWithTransform
 */
public inline fun <V> CharSequence.zipWithTransform(other: CharSequence, transform: (CharSequence, V) -> V): List<Pair<Char, V>> {
    val length = minOf(this.length, other.length)
    val list = ArrayList<Pair<Char, V>>(length)
    for (i in 0 until length) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Creates an [Iterable] instance that wraps the original char sequence
 * returning its characters when being iterated.
 * @sample samples.collections.CollectionsITERABLE
 */
public fun CharSequence.asIterable(): Iterable<Char> {
    if (this is String && isEmpty()) return emptyList()
    return
}

/**
 * Creates a [Sequence] instance that wraps the original char sequence
 * returning its characters when being iterated.
 * @sample samples.collections.CollectionsSEQUENCE
 */
public fun CharSequence.asSequence(): Sequence<Char> {
    if (this is String && isEmpty()) return emptySequence()
    return
}

/**
 * Returns a sub sequence of this char sequence having
 * leading and trailing characters matching the [predicate] removed.
 */
public fun CharSequence.trim(predicate: (Char) -> Boolean): CharSequence {
    var startIndex = 0
    var endIndex = length
    var startFound = false

    while (startIndex <= endIndex) {
        val index = if (!startFound) startIndex
        else endIndex - 1
        val match = predicate(this[index])

        if (!startFound) {
            if (!match)
                startFound = true
            else
                startIndex += 1
        } else {
            if (!match)
                break
            else
                endIndex -= 1
        }
    }
    return subSequence(startIndex, endIndex)
}

/**
 * Returns a string having leading and trailing characters matching the [predicate] removed.
 */
public fun String.trim(predicate: (Char) -> Boolean): String {
    return (this as CharSequence).trim(predicate).toString()
}

/**
 * Returns a sub sequence of this char sequence having leading characters matching the [predicate] removed.
 */
public fun CharSequence.trimStart(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)
    return"
}

/**
 * Returns a string having leading characters matching the [predicate] removed.
 */
public fun String.trimStart(predicate: (Char) -> Boolean): String {
    return (this as CharSequence).trimStart(predicate).toString()
}

/**
 * Returns a sub sequence of this char sequence having trailing characters matching the [predicate] removed.
 */
public fun CharSequence.trimEnd(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)
    return"
}

/**
 * Returns a string having trailing characters matching the [predicate] removed.
 */
public fun String.trimEnd(predicate: (Char) -> Boolean): String {
    return (this as CharSequence).trimEnd(predicate).toString()
}
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```kotlin
(Char) -> Boolean): CharSequence {\n    for (index in this.indices.reversed())\n        if (!predicate(this[index]))\n            return subSequence(0, index + 1)\n\n    return ""\n}

/**
 * Returns a string having trailing characters matching the [predicate] removed.\n */
public inline fun String.trim(predicate: (Char) -> Boolean): String =\n              trim { it in chars }\n
/**
 * Returns a string having leading and trailing characters from the [chars] array removed.\n */
public inline fun CharSequence.trimStart(vararg chars: Char): CharSequence =\n              trimStart { it in chars }\n
/**
 * Returns a string having leading characters from the [chars] array removed.\n */
public fun CharSequence.trimStart(vararg chars: Char):CharSequence =\n              trimStart { it in chars }\n
/**
 * Returns a string having trailing characters from the [chars] array removed.\n */
public fun CharSequence.trimEnd(vararg chars: Char):CharSequence =\n              trimEnd { it in chars }\n
/**
 * Returns a string having trailing whitespace removed.\n */
public fun CharSequence.trim(): CharSequence =\n              trim(Char::isWhitespace)\n
/**
 * Pads the string to the specified [length] with the specified character or space. Space is used by default.\n */
public fun String.padStart(length: Int, padChar: Char = ' '): String =\n              (this as CharSequence).padStart(length, padChar).toString()\n
/**
 * Pads the string to the specified [length] with the specified character or space.\n */
public fun CharSequence.padStart(length: Int, padChar: Char = ' '): CharSequence {
    if (length < 0)
        throw IllegalArgumentException("Desired length $length is less than zero.")\n    if (length <= this.length)
        return this.subSequence(0, this.length)\n
    val sb = StringBuilder(length)\n    for (i in 1..(length - this.length))
        sb.append(padChar)\n    sb.append(this)\n    return sb\n}
```

---

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@param length the desired string length.
* @param padChar the character to pad string with, if it has length less than the [length] specified. Space is used by default.
* @return Returns a string of length at least [length] consisting of `this` string appended with [padChar] as many times as are necessary to reach that length.
* @sample samples.text.Strings.padEnd

```kotlin
@public fun String.padEnd(length: Int, padChar: Char = ' '): String =
    (this as CharSequence).padEnd(length, padChar).toString()
```

```kotlin
/**
 * Returns `true` if this char sequence is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotEmpty(): Boolean = length > 0
```
[startIndex] and ending right before the [endIndex].

* @param startIndex the start index (inclusive).

* @param endIndex the end index (exclusive).

If not specified, the length of the char sequence is used.

@kotlin.internal.InlineOnly
public inline fun CharSequence.substring(startIndex: Int, endIndex: Int = length): String = subSequence(startIndex, endIndex).toString()

* @kotlin.internal.InlineOnly
public inline fun CharSequence.substring(startIndex: Int, endIndex: Int = length): String = subSequence(startIndex, endIndex).toString()

* @kotlin.internal.InlineOnly
public fun CharSequence.substring(range: IntRange): String = subSequence(range.start, range.endInclusive + 1).toString()

*public fun String.substringBefore(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}

*public fun String.substringBefore(delimiter: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}

*public fun String.substringAfter(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + 1, length)
}

*public fun String.substringAfter(delimiter: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index, length)
}

*public fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): CharSequence {
    if (endIndex < startIndex)
        throw IndexOutOfBoundsException("End index ($endIndex) is less than start index ($startIndex).")
    val sb = StringBuilder()
    sb.appendRange(this, 0, startIndex)
    sb.append(replacement)
    sb.appendRange(this, endIndex, length)
    return sb
}

*public fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): String =
    (this as CharSequence).replaceRange(startIndex, endIndex, replacement).toString()
given [range] in * is replaced with the [replacement] char sequence. \n * The end index of the [range] is included in the part to be replaced. \n * @param firstIndex the index of the first character to be removed. \n * @param endIndex the index of the first character after the removed part to keep in the string. \n * is not included in the removed part. \n */

```kotlin
@OptIn(ExperimentalStdlibApi::class)
public fun CharSequence.removeRange(startIndex: Int, endIndex: Int): CharSequence {
    if (endIndex < startIndex)
        throw IndexOutOfBoundsException("End index ($endIndex) is less than start index ($startIndex).")

    if (endIndex == startIndex)
        return this.subSequence(0, length)

    val sb = StringBuilder(length - (endIndex - startIndex))
    sb.appendRange(this, 0, startIndex)
    sb.appendRange(this, endIndex, length)
    return sb.toString()
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun String.removeRange(startIndex: Int, endIndex: Int): String =
    (this as CharSequence).removeRange(startIndex, endIndex).toString()
```

```kotlin
/**
 * When this char sequence starts with the given [prefix] and ends with the given [suffix],
 * returns a new char sequence having both the given [prefix] and [suffix] removed.
 * Otherwise returns a new char sequence with the same characters. \n */
public fun CharSequence.removeSurrounding(prefix: CharSequence, suffix: CharSequence): CharSequence {
    if ((length >= prefix.length + suffix.length) && startsWith(prefix) && endsWith(suffix)) {
        return subSequence(prefix.length, length - suffix.length)
    }
    return subSequence(0, length)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun String.removeSurrounding(prefix: CharSequence, suffix: CharSequence): String {
    if ((length >= prefix.length + suffix.length) && startsWith(prefix) && endsWith(suffix)) {
        return substring(prefix.length, length - suffix.length)
    }
    return this
}
```

```kotlin
@OptIn(ExperimentalStdlibApi::class)
public fun CharSequence.removeSurrounding(delimiter: CharSequence): CharSequence {
    if ((length >= delimiter.length + prefix.length + suffix.length) && startsWith(prefix) && endsWith(suffix)) {
        return subSequence(delimiter.length, length - suffix.length - delimiter.length)
    }
    return subSequence(0, length)
}
```

```kotlin
@OptIn(ExperimentalStdlibApi::class)
public fun String.removeSurrounding(delimiter: CharSequence): String {
    if ((length >= delimiter.length + prefix.length + suffix.length) && startsWith(delimiter) && endsWith(delimiter)) {
        return this
    }
    return subSequence(0, length)
}
```
CharSequence = removeSurrounding(delimiter, delimiter) // Removes the given [delimiter] string from both the start and the end of this string
* If and only if it starts with and ends with the [delimiter].
* Otherwise returns this string unchanged.

//public fun String.removeSurrounding(delimiter: CharSequence): String
 = removeSurrounding(delimiter, delimiter) // Replace part of string before the first occurrence of given delimiter with the [replacement] string
*
* If the string does not contain the delimiter, returns
[missingDelimiterValue] which defaults to the original string.

/**
 * Removes the given [delimiter] string from both the start and the end of this string
 * if and only if it starts with and ends with the [delimiter].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: CharSequence): String =
    removeSurrounding(delimiter, delimiter)

/**
 * Removes the given [delimiter] string from both the start and the end of this string
 * if and only if it starts with and ends with the [delimiter].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: CharSequence): String =
    removeSurrounding(delimiter, delimiter) // Replace part of string before the first occurrence of given delimiter with the [replacement] string
*
* If the string does not contain the delimiter, returns
[missingDelimiterValue] which defaults to the original string.

/**
 * Removes the given [delimiter] string from both the start and the end of this string
 * if and only if it starts with and ends with the [delimiter].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: CharSequence): String =
    removeSurrounding(delimiter, delimiter) // Replace part of string before the first occurrence of given delimiter with the [replacement] string
*
* If the string does not contain the delimiter, returns
[missingDelimiterValue] which defaults to the original string.

/**
 * Removes the given [delimiter] string from both the start and the end of this string
 * if and only if it starts with and ends with the [delimiter].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: CharSequence): String =
    removeSurrounding(delimiter, delimiter) // Replace part of string before the first occurrence of given delimiter with the [replacement] string
*
* If the string does not contain the delimiter, returns
[missingDelimiterValue] which defaults to the original string.

/**
 * Removes the given [delimiter] string from both the start and the end of this string
 * if and only if it starts with and ends with the [delimiter].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: CharSequence): String =
    removeSurrounding(delimiter, delimiter) // Replace part of string before the first occurrence of given delimiter with the [replacement] string
*
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, noinline transform: (MatchResult) -> CharSequence): String =
    regex.replace(this, transform)$n/*@param replacement A replacement expression that can include substitutions. See [Regex.replaceFirst] for
details.*/n/*@n*/@kotlin.internal.InlineOnly
public inline fun CharSequence.replaceFirst(regex: Regex, replacement: String): Boolean =
    regex.matches(this)$n/*Implementation of [regionMatches] for CharSequences.*/n/*Invoked when it's already known that arguments are not Strings, so that no additional type checks are performed.*/n/*Aninline fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean =
    if (!ignoreCase && this is String && other is String)
        return this.regionMatches(other, 0, this.length - length, ignoreCase)
    else
        return regionMatchesImpl(0, other, 0, length, ignoreCase)$n/*public fun CharSequence.startsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this[0].equals(char, ignoreCase)$n/*Returns `true` if this char sequence starts with the specified character.*/n/*unpublic fun CharSequence.endsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this[this.length - 1].equals(char, ignoreCase)$n/*Returns `true` if this char sequence ends with the specified character.*/n/*public fun CharSequence.startsWith(prefix: CharSequence, ignoreCase: Boolean = false): Boolean =
    if (!ignoreCase && this is String && prefix is String)
        return this.startsWith(prefix, ignoreCase)$n/*else return*/n/*unpublic fun CharSequence.startsWith(prefix: CharSequence, startIndex: Int, ignoreCase: Boolean = false): Boolean =
    if (!ignoreCase && this is String && prefix is String)
        return this.startsWith(prefix, startIndex, ignoreCase)$n/*else return*/n/*public fun CharSequence.endsWith(suffix: CharSequence, ignoreCase: Boolean = false): Boolean =
    if (!ignoreCase && this is String && suffix is String)
        return this.endsWith(suffix, ignoreCase)$n/*else return*/n/*public fun CharSequence.commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val shortestLength = minOf(this.length, other.length)$n/*var i = 0 while (i < shortestLength &&
this[i].equals(other[i], ignoreCase = ignoreCase)) {*/n/*@param ignoreCase `true` to ignore character case when matching a character. By default `false`.*/n/*@sample samples.text.Strings.commonPrefixWith
*nunpublic fun CharSequence.commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val val shortestLength = minOf(this.length, other.length)$n/*var i = 0 while (i < shortestLength &&
this[i].equals(other[i], ignoreCase = ignoreCase)) {*/n/*@param ignoreCase `true` to ignore character case when matching a character. By default `false`.*/n/*@sample samples.text.Strings.commonPrefixWith
*nunpublic fun CharSequence.commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val val thisLength = this.length$nlval otherLength = other.length$nlval shortestLength = minOf(thisLength, otherLength)$n/*var i = 0 while (i < shortestLength &&
this[i].equals(other[i], ignoreCase = ignoreCase)) {*/n/*@param ignoreCase `true` to ignore character case when matching a character. By default `false`.*/n/*@sample samples.text.Strings.commonPrefixWith
*
string from [strings] or -1 if none of [strings] are found.

* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from last to the beginning of this string, and finds at each position the first element in [strings] that matches this string at that position.

public fun CharSequence.indexOfAny(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = false)?: -1

* @param ignoreCase `true` to ignore character case when matching a string. By default `false`.

* @return An index of the last occurrence of matched string from [strings] or -1 if none of [strings] are found.

* @param ignoreCase `true` to avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from the end toward the beginning of this string, and finds at each position the first element in [strings] that matches this string at that position.

public fun CharSequence.lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = true)?: -1

* @param ignoreCase `true` to ignore character case when matching a string. By default `false`.

* @return An index of the first occurrence of [char] or -1 if none is found.

* Anpublic fun CharSequence.indexOf(char: Char, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this is String)
        indexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
        nativeIndexOf(char, startIndex)
}

* Anpublic fun CharSequence.lastIndexOf(char: Char, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this is String)
        lastIndexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
        nativeLastIndexOf(char, startIndex)
}

* Anpublic fun CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
    if (other is String)
        indexOf(other, ignoreCase) >= 0
    else
        indexOf(other, 0, length, ignoreCase) >= 0

* An@Suppress("INAPPLICABLE_OPERATOR_MODIFIER") public operator fun CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
    indexOf(other, ignoreCase) >= 0

* An@Suppress("INAPPLICABLE_OPERATOR_MODIFIER") public operator fun CharSequence.contains(char: Char, ignoreCase: Boolean = false): Boolean =
    indexOf(char, ignoreCase) >= 0
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rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }

/**
 * Splits this char sequence to a list of strings around occurrences of the specified [delimiters].
 * @param delimiters One or more strings to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param * A to avoid ambiguous results when strings in [delimiters] have characters in common, this
 * method proceeds from the beginning to the end of this string, and matches at each position the first element in
 * [delimiters] that is equal to a delimiter in this instance at that position.
 * @return
 * @see
 */
public fun CharSequence.split(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
    if (delimiters.size == 1) {
        val delimiter = delimiters[0]
        return split(delimiter, ignoreCase, limit)
    }

    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }
}

/**
 * Splits this char sequence to a sequence of strings around occurrences of the specified [delimiters].
 * @param delimiters One or more characters to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return.
 */
public fun CharSequence.splitToSequence(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0):
    Sequence<String> =
    rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }

/**
 * Splits this char sequence to a list of strings around occurrences of the specified [delimiters].
 * @param delimiters One or more characters to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return.
 */
public fun CharSequence.split(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0):
    if (delimiters.size == 1) {
        return split(delimiters[0].toString(), ignoreCase, limit)
    }

    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }

/**
 * Splits this char sequence to a list of strings around occurrences of the specified [delimiter].
 * This is specialized version of split which receives single non-empty delimiter and offers better performance.
 * @param delimiter String used as delimiter
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return.
 */
private fun CharSequence.split(delimiter: String, ignoreCase: Boolean, limit: Int): List<String> {
    require(limit >= 0, "Limit must be non-negative, but was $limit." )

    var currentOffset = 0
    var nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
    if (nextIndex == -1 || limit == 1) {
        return listOf(this.toString())
    }

    val isLimited = limit > 0
    val result = ArrayList<String>(if (isLimited) limit.coerceAtMost(10) else 10)
    do {
        result.add(substring(currentOffset, nextIndex))
        currentOffset = nextIndex + delimiter.length
        // Do not search for next occurrence if we're reaching limit.
        if (isLimited && result.size == limit - 1) break
        nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
    } while (nextIndex != -1)

    result.add(substring(currentOffset, length))
    return result
}

/**
 * Splits this char sequence around matches of the given regular expression.
 * @param limit Non-negative value specifying the maximum number of substrings to return.
 * @return Zero by default means no limit is set.
 */
* An@kotlin.internal.InlineOnly
* public inline fun CharSequence.split(regex: RegExp, limit: Int = 0): List<String> =
* regex.split(this, limit).map { $1 }

* An@package kotlin.text
* public fun String.splitToSequence(regex: RegExp, limit: Int = 0): List<String> =
* regex.splitToSequence(this, limit)

*/

package kotlin.text

import kotlin.js.RegExp

/**
 * Converts the characters in the specified array to a string.
 * @param * A to avoid ambiguous results when strings in [delimiters] have characters in common, this
 * method proceeds from the beginning to the end of this string, and matches at each position the first element in
 * [delimiters] that is equal to a delimiter in this instance at that position.
 * @return
 */
@SinceKotlin("1.2")
@Deprecated("Use String.concatToString() instead", ReplaceWith("chars.concatToString()"))
@kotlin.internal.InlineOnly
public actual fun String(chars: CharArray): String {
    var result = ""
    for (char in chars) {
        result += char
    }
    return result
}
result

```kotlin
/**
 * Converts the characters from a portion of the specified array to a string.
 * @throws IndexOutOfBoundsException if either [offset] or [length] are less than zero
 * or `offset + length` is out of [chars] array bounds.
 * @throws IllegalArgumentException if [chars] is null.
 * @throws NullPointerException if [chars] is null.
 */
public actual fun String(chars: CharArray, offset: Int, length: Int): String {
    if (offset < 0 || length < 0 || offset + length > chars.size)
        throw IndexOutOfBoundsException("size: $chars.size; offset: $offset; length: $length")
    var result = ""
    for (index in offset until offset + length) {
        result += chars[index]
    }
    return result
}

/**
 * Concatenates characters in this [CharArray] into a String.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.
 */
public actual fun CharArray.concatToString(): String {
    var result = ""
    for (char in this) {
        result += char
    }
    return result
}

/**
 * Concatenates characters in this [CharArray] or its subrange into a String.
 * @param startIndex the beginning (inclusive) of the subrange of characters, 0 by default.
 * @param endIndex the end (exclusive) of the subrange of characters, size of this array by default.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.
 */
public actual fun CharArray.concatToString(startIndex: Int = 0, endIndex: Int = size): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, size)
    return CharArray(endIndex - startIndex) { get(startIndex + it) }
}

/**
 * Returns a [CharArray] containing characters of this string.
 */
public actual fun String.toCharArray(): CharArray {
    return CharArray(length) { get(it) }
}

/**
 * Returns a [CharArray] containing characters of this string or its substring.
 * @param startIndex the beginning (inclusive) of the substring, 0 by default.
 * @param endIndex the end (exclusive) of the substring, length of this string by default.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.
 */
public actual fun String.toCharArray(startIndex: Int = 0, endIndex: Int = this.length): CharArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return CharArray(endIndex - startIndex) { get(startIndex + it) }
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array.
 * @throws CharacterCodingException if the byte array contains malformed UTF-8 byte sequence.
 */
public actual fun ByteArray.decodeToString(): String {
    return decodeUtf8(this, 0, size)
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array or its subrange.
 * @param startIndex the beginning (inclusive) of the subrange, 0 by default.
 * @param endIndex the end (exclusive) of the subrange, size of this array by default.
 * @param throwOnInvalidSequence specifies whether to throw an exception on malformed byte sequence or replace it by the replacement character \uFFFD.
 */
public actual fun ByteArray.decodeToString(startIndex: Int = 0, endIndex: Int = this.size, throwOnInvalidSequence: Boolean = false): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    return decodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}

/**
 * Encodes this string to an array of bytes in UTF-8 encoding.
 * @throws IllegalFormatException if the string contains malformed characters.
 */
public actual fun String.encodeToByteArray(): ByteArray {
    return encodeUtf8(this, 0, length)
}

/**
 * Encodes this string to an array of bytes in UTF-8 encoding in this array or its subrange.
 * @param startIndex the beginning (inclusive) of the subrange, 0 by default.
 * @param endIndex the end (exclusive) of the subrange, size of this array by default.
 * @param throwOnInvalidSequence specifies whether to throw an exception on malformed byte sequence or replace it by the replacement character \uFFFD.
 */
public actual fun String.encodeToByteArray(startIndex: Int = 0, endIndex: Int = this.length, throwOnInvalidSequence: Boolean = false): ByteArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    return encodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}
```

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/*
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 */
//auto-generated file. do not edit.

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UByteArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: ByteArray) : Collection<UByte> {
    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) {
    }
}

string or its substring to an array of bytes in UTF-8 encoding.

/* * @param startIndex the beginning (inclusive) of the substring to encode, 0 by default. * @param endIndex the end (exclusive) of the substring to encode, length of this string by default. * @param throwOnInvalidSequence specifies whether to throw an exception on malformed char sequence or replace. */

* @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.
* @throws IllegalArgumentEx ception if [startIndex] is greater than [endIndex].
* @throws CharacterCodingException if this string contains malformed char sequence and [throwOnInvalidSequence] is true.
*/

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.encodeToByteArray(
    startIndex: Int = 0,
    endIndex: Int = this.length,
    throwOnInvalidSequence: Boolean = false
): ByteArray {
    return encodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}

/**
 * Returns a copy of this string converted to upper case using the rules of the default locale.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toUpperCase(): String = asDynamic().toUpperCase()

/**
 * Returns a copy of this string converted to lower case using the rules of the default locale.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toLowerCase(): String = asDynamic().toLowerCase()

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeIndexOf(str: String, fromIndex: Int): Int = asDynamic().indexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeLastIndexOf(str: String, fromIndex: Int): Int = asDynamic().lastIndexOf(str, fromIndex)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int): String = asDynamic().substring(startIndex)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int, endIndex: Int): String = asDynamic().substring(startIndex, endIndex)

@kotlin.internal.InlineOnly
public inline fun String.concat(str: String): String = asDynamic().concat(str)

@kotlin.internal.InlineOnly
public inline fun String.match(regex: String): Array<String>? = asDynamic().match(regex)

@kotlin.internal.InlineOnly
internal inline fun String.nativeReplace(pattern: RegExp, replacement: String): String = asDynamic().replace(pattern, replacement)

@SinceKotlin("1.2")
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
public actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {
    if (ignoreCase) {
        val n1 = this.length
        val n2 = other.length
        val min = minOf(n1, n2)
        var start = 0
        while (true) {
            var end = minOf(start + 16, min)
            var s1 = this.substring(start, end)
            var s2 = other.substring(start, end)
            if (s1 != s2) {
                s1 = s1.toUpperCase()
                s2 = s2.toUpperCase()
                if (s1 != s2) {
                    s1 = s1.toLowerCase()
                    s2 = s2.toLowerCase()
                    return s1.compareTo(s2)
                }
            }
            if (end == min) break
            var s1 = s1.toUpperC ase()
            var s2 = s2.toUpperC ase()
            if (s1 != s2) {
                s1 = s1.toLowerCase()
                s2 = s2.toLowerCase()
                return s1.compareTo(s2)
            }
        }
    } else {
        return compareTo(other)
    }
}

//native public fun String.trim(): String
//TODO: String.replace to implement effective trimLeading and trimTrailing

@kotlin.internal.InlineOnly
internal inline fun String.nativeReplace(pattern: RegExp, replacement: String): String = asDynamic().replace(pattern, replacement)

@SinceKotlin("1.2")
public actual val String.Companion.CASE_INSENSITIVE_ORDER: Comparator<String> = STRING_CASE_INSENSITIVE_ORDER

//native public fun String.trim(): String
//TODO: String.replace to implement effective trimLeading and trimTrailing

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//native public fun String.trim(): String
//TODO: String.replace to implement effective trimLeading and trimTrailing

@kotlin.internal.InlineOnly
internal inline func
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this(ByteArray(size))

/**
 * Returns the array element at the given [index]. This method can be called using the index operator.
 * * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
public operator fun get(index: Int): UByte = storage[index].toUByte()

/**
 * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.
 * * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
public operator fun set(index: Int, value: UByte) {
    storage[index] = value.toByte()
}

/** Returns the number of elements in the array. */
public override val size: Int get() = storage.size

/** Creates an iterator over the elements of the array. */
public override operator fun iterator(): UByteIterator =

private class Iterator(private val array: ByteArray) : UByteIterator() {
    private var index = 0
    override fun hasNext() = index < array.size
    override fun nextUByte() = if (index < array.size)
        array[index++].toUByte() else throw NoSuchElementException(index.toString())
}

override fun contains(element: UByte): Boolean {
    // TODO: Eliminate this check after KT-30016 gets fixed.
    // Currently JS BE does not generate special bridge method for this method.
    if ((element as Any?) !is UByte)
        return false
    return storage.contains(element.toByte())
}

override fun containsAll(elements: Collection<UByte>): Boolean {
    return (elements as Collection<*>).all { it is UByte &&
        storage.contains(it.toByte()) }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray(size: Int, init: (Int) -> UByte): UByteArray {
    return UByteArray(ByteArray(size) { index ->
        init(index).toByte()
    })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ubyteArrayOf(vararg elements: UByte): UByteArray = elements

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UIntArray

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi internal constructor(@PublishedApi internal val storage: IntArray) : Collection<UInt> {

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) :
        this(IntArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator.
     * * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
     * where the behavior is unspecified.
     */
    public operator fun get(index: Int): UInt = storage[index].toUInt()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.
     * * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
     * where the behavior is unspecified.
     */
    public operator fun set(index: Int, value: UInt) {
        storage[index] = value.toInt()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): UIntIterator =

    private class Iterator(private val array: IntArray) : UIntIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUInt() = if (index < array.size)
            array[index++].toUInt() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UInt): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is UInt)
            return false
        return storage.contains(element.toInt())
    }

    override fun containsAll(elements: Collection<UInt>): Boolean {
        return (elements as Collection<*>).all { it is UInt &&
            storage.contains(it.toInt()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}
Creates a new array of the specified [size], where each element is calculated by calling the specified
function.

The function [init] is called for each array element sequentially starting from the first one. It should return the value for an array element given its index.

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 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index -> init(index).toInt() })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun uintArrayOf(vararg elements: UInt): UIntArray = elements
```

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 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index -> init(index).toLong() })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements
```

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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index -> init(index).toLong() })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements
```

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 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray(size: Int, init: (Int) -> UShort): UShortArray {
    return UShortArray(ShortArray(size) { index -> init(index).toInt() })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ushortArrayOf(vararg elements: UShort): UShortArray = elements
```

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```

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}

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}

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public inline fun UShortArray(size: Int, init: (Int) -> UShort): UShortArray {
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}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ushortArrayOf(vararg elements: UShort): UShortArray = elements
```
operator fun get(index: Int): UShort = storage[index].toUShort() /* Sets the element at the given [index] to the given [value]. This method can be called using the index operator. */

    */

    /**
     * Sets the element at the given index to the given value. This method can be called using the index operator.
     *
     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
     * where the behavior is unspecified. * 
     */
    public operator fun set(index: Int, value: UShort) {
        storage[index] = value.toShort()
    }

    /**
     * Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): UShortIterator = Iterator(storage)

    private class Iterator(private val array: ShortArray) : UShortIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUShort() = if (index < array.size) array[index++].toUShort() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UShort): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed. Currently JS BE does not generate special bridge method for this method.
        // if ((element as Any?) != UShort)
        return false
    }

    override fun containsAll(elements: Collection<UShort>): Boolean {
        return (elements as Collection<*>).all { it is UShort && 
            storage.contains(it.toUShort()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified [init] function.
 * The function [init] is called for each array element sequentially starting from the first one. * 
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray(size: Int, init: (Int) -> UShort): UShortArray {
    return UShortArray(ShortArray(size) { index ->
        init(index).toShort()
    })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ushortArrayOf(vararg elements: UShort): UShortArray = elements
/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component1(): UInt {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component1(): ULong {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component1(): UByte {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component1(): UShort {
    return get(0)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component2(): UInt {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component2(): ULong {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component2(): UByte {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component2(): UShort {
    return get(1)
}
the size of this array is less than 2, throws an [IllegalArgumentException] except in Kotlin/JS

/*
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IllegalArgumentException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component2(): ULong {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IllegalArgumentException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component2(): UByte {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IllegalArgumentException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component2(): UShort {
    return get(1)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an [IllegalArgumentException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component3(): UInt {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an [IllegalArgumentException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component3(): ULong {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an [IllegalArgumentException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component3(): UByte {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an [IllegalArgumentException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component3(): UShort {
    return get(2)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an [IllegalArgumentException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component4(): UInt {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an [IllegalArgumentException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component4(): ULong {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an [IllegalArgumentException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component4(): UByte {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an [IllegalArgumentException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component4(): UShort {
    return get(3)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an [IllegalArgumentException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component5(): UInt {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an [IllegalArgumentException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component5(): ULong {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an [IllegalArgumentException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component5(): UByte {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an [IllegalArgumentException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component5(): UShort {
    return get(4)
}
is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component5(): ULong { return get(4) }\n```
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samples.collections.Collections.Elements.elementAtOrNull

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.elementAtOrNull(index: Int): ULong? { return this.getOrNull(index) } /* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAtOrNull

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.elementAtOrNull(index: Int): UByte? { return this.getOrNull(index) } /* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAtOrNull

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.elementAtOrNull(index: Int): UShort? { return this.getOrNull(index) } /* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAtOrNull

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.find(predicate: (UInt) -> Boolean): UInt? { return firstOrNull(predicate) } /* Returns the first element matching the given [predicate], or `null` if no such element was found.

@sample samples.collections.Collections.Elements.find

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.find(predicate: (ULong) -> Boolean): ULong? { return firstOrNull(predicate) } /* Returns the first element matching the given [predicate], or `null` if no such element was found.

@sample samples.collections.Collections.Elements.find

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.find(predicate: (UByte) -> Boolean): UByte? { return firstOrNull(predicate) } /* Returns the first element matching the given [predicate], or `null` if no such element was found.

@sample samples.collections.Collections.Elements.find

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.find(predicate: (UShort) -> Boolean): UShort? { return firstOrNull(predicate) } /* Returns the first element matching the given [predicate], or `null` if no such element was found.

@sample samples.collections.Collections.Elements.find

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(): UInt { return storage.first().toUInt() } /* Returns first element.

@throws [NoSuchElementException] if the array is empty.

@sample samples.collections.Collections.Elements.first

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(): ULong { return storage.first().toUInt() } /* Returns first element.

@throws [NoSuchElementException] if the array is empty.

@sample samples.collections.Collections.Elements.first

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(): UByte { return storage.first().toUByte() } /* Returns first element.

@throws [NoSuchElementException] if the array is empty.

@sample samples.collections.Collections.Elements.first

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(): UShort { return storage.first().toUShort() } /* Returns first element.

@throws [NoSuchElementException] if the array is empty.

@sample samples.collections.Collections.Elements.first

*/
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ULongArray.first(): ULong {n
    return storage.first().toULong();n
}n/*
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypes
public inline fun UByteArray.first(): UByte {n
    return storage.first().toUByte();n
}n/*
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypes
public inline fun UShortArray.first(): UShort {n
    return storage.first().toUShort();n
}n/*
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypes
public inline fun UIntArray.first(predicate: (UInt) -> Boolean): UInt {n
    for (element in this) if (predicate(element)) return
    throw NoSuchElementException("Array contains no element matching the predicate.");n
}n/*
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypes
public inline fun ULongArray.first(predicate: (ULong) -> Boolean): ULong {n
    for (element in this) if (predicate(element)) return
    throw NoSuchElementException("Array contains no element matching the predicate.");n
}n/*
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypes
public inline fun UByteArray.first(predicate: (UByte) -> Boolean): UByte {n
    for (element in this) if (predicate(element)) return
    throw NoSuchElementException("Array contains no element matching the predicate.");n
}n/*
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypes
public inline fun UShortArray.firstOrNull(): Nullable<UInt> {n
    return if (isEmpty()) null else this[0];n
}n/*
 * Returns the first element, or `null` if the array is empty.
 */

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypes
public inline fun ULongArray.firstOrNull(): Nullable<ULong> {n
    return if (isEmpty()) null else this[0];n
}n/*
 * Returns the first element, or `null` if the array is empty.
 */

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypes
public inline fun UByteArray.firstOrNull(): Nullable<UByte> {n
    return if (isEmpty()) null else this[0];n
}n/*
 * Returns the first element, or `null` if the array is empty.
 */

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypes
public inline fun UShortArray.firstOrNull(): Nullable<UShort> {n
    return if (isEmpty()) null else this[0];n
}n/*
 * Returns the first element, or `null` if the array is not found.
 */

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypes
public Nullable<Nullable<UInt>> firstOrNull(predicate: (UInt) -> Boolean): Nullable<UInt> {n
    return if (isEmpty()) null else this[0];n
}n/*
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypes
public Nullable<Nullable<ULong>> firstOrNull(predicate: (ULong) -> Boolean): Nullable<ULong> {n
    return if (isEmpty()) null else this[0];n
}n/*
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypes
public Nullable<Nullable<UByte>> firstOrNull(predicate: (UByte) -> Boolean): Nullable<UByte> {n
    return if (isEmpty()) null else this[0];n
}n/*
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypes
public Nullable<Nullable<UShort>> firstOrNull(predicate: (UShort) -> Boolean): Nullable<UShort> {n
    return if (isEmpty()) null else this[0];n
}n/*
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? { 
    for (element in this) if (predicate(element)) return element
    return null
}  

/**
 * Returns an element at the given [index] or the result of calling the 
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the 
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the 
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the 
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.indexOfFirst(predicate: (UInt) -> Boolean): Int {
    for (index in 0 until size) if (predicate(get(index))) return index
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {
    for (index in 0 until size) if (predicate(get(index))) return index
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {
    for (index in 0 until size) if (predicate(get(index))) return index
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {
    for (index in 0 until size) if (predicate(get(index))) return index
    return -1
}
Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int |
\nreturn storage.indexOfFirst {
\npredicate(it.toULong()) }\n\n*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int |
\nreturn storage.indexOfFirst {
\npredicate(it.toUByte()) }\n\n*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int |
\nreturn storage.indexOfFirst {
\npredicate(it.toUShort()) }\n\n*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int |
\nreturn storage.indexOfLast {
\npredicate(it.toUInt()) }\n\n*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.indexOfLast(predicate: (ULong) -> Boolean): Int |
\nreturn storage.indexOfLast {
\npredicate(it.toULong()) }\n\n*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int |
\nreturn storage.indexOfLast {
\npredicate(it.toUByte()) }\n\n*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int |
\nreturn storage.indexOfLast {
\npredicate(it.toUShort()) }\n\n*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.last(): UInt |
\nreturn storage.last().toUInt()\n\n*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.last(): ULong |
\nreturn storage.last().toULong()\n\n*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.last(): UByte |
\nreturn storage.last().toUByte()\n\n*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.last(): UShort |
\nreturn storage.last().toUShort()\n\n*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.last(predicate: (UInt) -> Boolean): UInt |
\nfor (index in this.indices.reversed()) {
\nval element = this[index]
\nif (predicate(element)) return element
\n\nthrow NoSuchElementException("Array contains no element matching the predicate.")\n\n*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.last(predicate: (ULong) -> Boolean): ULong |
\nfor (index in this.indices.reversed()) {
\nval element = this[index]
\nif (predicate(element)) return element
\n\nthrow NoSuchElementException("Array contains no element matching the predicate.")\n\n*/
element matching the given \[predicate\].

* @throws [NoSuchElementException] if no such element is found.

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.last(predicate: (UByte) -> Boolean): UByte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.last(predicate: (USHort) -> Boolean): UShort {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf(element.toInt())
}

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.lastIndexOf(element: ULong): Int {
    return storage.lastIndexOf(element.toLong())
}

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf(element.toByte())
}

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.lastIndexOf(element: USHort): Int {
    return storage.lastIndexOf(element.toShort())
}

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.lastOrNull(): UInt? {
    return if (isEmpty()) null else this[size - 1]
}

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.lastOrNull(): ULong? {
    return if (isEmpty()) null else this[size - 1]
}

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.lastOrNull(): UByte? {
    return if (isEmpty()) null else this[size - 1]
}

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.lastOrNull(): USHort? {
    return if (isEmpty()) null else this[size - 1]
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.randomOrNull(): UInt? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.randomOrNull(): UByte? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.randomOrNull(): UShort? {
    return randomOrNull(Random)
}
fun UByteArray.randomOrNull(random: Random): UByte? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or 'null' if this array is empty.
 */
fun UShortArray.randomOrNull(random: Random): UShort? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
fun UIntArray.single(): UInt {
    return storage.single().toUInt()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
fun ULongArray.single(): ULong {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as ULong
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
fun UByteArray.single(predicate: (UByte) -> Boolean): UByte {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as UByte
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as UShort
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.singleOrNull(): UInt? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.singleOrNull(): ULong? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.singleOrNull(predicate: (UByte) -> Boolean): UByte? {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.drop(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.drop(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.drop(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.drop(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
n).coerceAtLeast(0))\n\n\n* Returns a list containing all elements except last [n] elements.

samples.Collections.Transformation.dropLast(n: Int): List<UInt>
{
    require(n > 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n\n* Returns a list containing all elements except last [n] elements.

samples.Collections.Transformation.dropLast(n: Int): List<ULong>
{
    require(n > 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n\n* Returns a list containing all elements except last [n] elements.

samples.Collections.Transformation.dropLast(n: Int): List<UByteArray>
{
    require(n > 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n\n* Returns a list containing all elements except last [n] elements.

{
    require(n > 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n\n* Returns a list containing all elements except last [n] elements.

samples.Collections.Transformation.dropWhile(predicate: (UInt) -> Boolean): List<UInt>
{
    var yielding = false
    val list = ArrayList<UInt>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

samples.Collections.Transformation.dropWhile(predicate: (UInt) -> Boolean): List<ULongArray>
{
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    return emptyList()
}

samples.Collections.Transformation.dropWhile(predicate: (ULong) -> Boolean): List<UByteArray>
{
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    return emptyList()
}

samples.Collections.Transformation.dropWhile(predicate: (UByteArray) -> Boolean): List<UByteArray>
{
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    return emptyList()
}

samples.Collections.Transformation.dropWhile(predicate: (UShortArray) -> Boolean): List<UShortArray>
{
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    return emptyList()
}

samples.Collections.Transformation.dropWhile(predicate: (List<UInt>) -> Boolean): List<UInt>
{
    var yielding = false
    val list = ArrayList<UInt>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

samples.Collections.Transformation.dropWhile(predicate: (List<ULong>) -> Boolean): List<ULong>
{
    var yielding = false
    val list = ArrayList<ULong>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

samples.Collections.Transformation.dropWhile(predicate: (List<UByteArray>) -> Boolean): List<UByteArray>
{
    var yielding = false
    val list = ArrayList<UByteArray>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

samples.Collections.Transformation.dropWhile(predicate: (List<UByteArray>) -> Boolean): List<UByteArray>
{
    var yielding = false
    val list = ArrayList<UByteArray>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

samples.Collections.Transformation.dropWhile(predicate: (List<UShortArray>) -> Boolean): List<UShortArray>
{
    var yielding = false
    val list = ArrayList<UShortArray>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
public inline fun ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> {
    var yielding = false
    val list = ArrayList<ULong>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)){
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.Collections.Transformations.drop
 */
public inline fun UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> {
    var yielding = false
    val list = ArrayList<UByte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)){
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.Collections.Transformations.drop
 */
public inline fun UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {
    var yielding = false
    val list = ArrayList<UShort>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)){
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.Collections.Filtering.filter
 */
public inline fun UIntArray.filter(predicate: (UInt) -> Boolean): List<UInt> {
    return filterTo(ArrayList<UInt>(),
    predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.Collections.Filtering.filter
 */
public inline fun ULongArray.filter(predicate: (ULong) -> Boolean): List<ULong> {
    return filterTo(ArrayList<ULong>(),
    predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.Collections.Filtering.filter
 */
public inline fun UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {
    return filterTo(ArrayList<UByte>(),
    predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.Collections.Filtering.filter
 */
public inline fun UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort> {
    return filterTo(ArrayList<UShort>(),
    predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * 
 * @sample samples.Collections.Filtering.filterIndexed
 */
public inline fun UIntArray.filterIndexed(predicate: (index: Int, UInt) -> Boolean): List<UInt> {
    return filterIndexedTo(ArrayList<UInt>(),
    predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * 
 * @sample samples.Collections.Filtering.filterIndexed
 */
public inline fun ULongArray.filterIndexed(predicate: (index: Int, ULong) -> Boolean): List<ULong> {
    return filterIndexedTo(ArrayList<ULong>(),
    predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * 
 * @sample samples.Collections.Filtering.filterIndexed
 */
public inline fun UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> {
    return filterIndexedTo(ArrayList<UByte>(),
    predicate)
}
filterIndexedTo(ArrayList<UByte>(), predicate)\n\n\nReturns a list containing only elements matching the given [predicate].\n\n\n@param [predicate] function that takes the index of an element and the element itself\n\n\nand returns the result of predicate evaluation on the element.\n\n\n@sample samples.collections.Collections.Filtering.filterIndexed\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UShortArray.filterIndexedTo(predicate: (index: Int, UShort) -> Boolean): List<UInt> {\n\n    return filterIndexedTo(ArrayList<UInt>(), predicate)\n\n    // Adds all elements matching the given [predicate] to the given [destination].\n    // @param [predicate] function that takes the index of an element and the element itself\n    // and returns the result of predicate evaluation on the element.\n    // \n    // @sample samples.collections.Collections.Filtering.filterIndexedTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun <C : MutableCollection<in UInt>> UIntArray.filterIndexedTo(destination: C, predicate: (index: Int, UInt) -> Boolean): C {\n\n    forEachIndexed { index, element ->\n        if (predicate(index, element)) destination.add(element)\n    }\n\n    return destination\n}

\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun <C : MutableCollection<in ULong>> ULongArray.filterIndexedTo(destination: C, predicate: (index: Int, ULong) -> Boolean): C {\n\n    forEachIndexed { index, element ->\n        if (predicate(index, element)) destination.add(element)\n    }\n\n    return destination\n}

\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun <C : MutableCollection<in UByte>> UByteArray.filterIndexedTo(destination: C, predicate: (index: Int, UByte) -> Boolean): C {\n\n    forEachIndexed { index, element ->\n        if (predicate(index, element)) destination.add(element)\n    }\n\n    return destination\n}

\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun \n
// Adds all elements matching the given [predicate] to the given [destination].\n// @param [predicate] function that takes the index of an element and the element itself\n// and returns the result of predicate evaluation on the element.\n// \n// @sample samples.collections.Collections.Filtering.filterIndexedTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UIntArray.filterNot(predicate: (UInt) -> Boolean): List<UInt> {\n\n    return filterNotTo(ArrayList<UInt>(), predicate)\n\n    // Returns a list containing all elements not matching the given [predicate].\n    // \n    // @sample samples.collections.Collections.Filtering.filterNot\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {\n\n    return filterNotTo(ArrayList<ULong>(), predicate)\n\n    // Returns a list containing all elements not matching the given [predicate].\n    // \n    // @sample samples.collections.Collections.Filtering.filterNot\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {\n\n    return filterNotTo(ArrayList<UByte>(), predicate)\n\n    // Returns a list containing all elements not matching the given [predicate].\n    // \n    // @sample samples.collections.Collections.Filtering.filterNot\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {\n\n    return filterNotTo(ArrayList<UShort>(), predicate)\n\n    // Returns a list containing all elements not matching the given [predicate].\n    // \n    // @sample samples.collections.Collections.Filtering.filterNot\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun
UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {
    return filterNotToArrayList<UInt>(UShortArray()(predicate))
    \n    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * @sample samples.collections.Collections.Filtering.filterNot
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public fun UShortArray.filterNotTo(destination: Collection<UShort>, predicate: (UShort) -> Boolean): Collection<UShort> {
 *    return filterNotToArrayList<UInt>(UShortArray()(predicate))
 *    for (element in this) if (!predicate(element)) destination.add(element)
 *    return destination
 *}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * @sample samples.collections.Collections.Filtering.filterNot
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public fun UIntArray.filterNotTo(destination: Collection<UInt>, predicate: (UInt) -> Boolean): Collection<UInt> {
 *    for (element in this) if (!predicate(element)) destination.add(element)
 *    return destination
 *}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * @sample samples.collections.Collections.Filtering.filterNot
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public fun ULongArray.filterNotTo(destination: Collection<ULong>, predicate: (ULong) -> Boolean): Collection<ULong> {
 *    for (element in this) if (!predicate(element)) destination.add(element)
 *    return destination
 *}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * @sample samples.collections.Collections.Filtering.filterNot
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public fun UByteArray.filterNotTo(destination: Collection<UByte>, predicate: (UByte) -> Boolean): Collection<UByte> {
 *    for (element in this) if (!predicate(element)) destination.add(element)
 *    return destination
 *}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * @sample samples.collections.Collections.Filtering.filterNot
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public fun UShortArray.filterNotTo(destination: Collection<UShort>, predicate: (UShort) -> Boolean): Collection<UShort> {
 *    for (element in this) if (!predicate(element)) destination.add(element)
 *    return destination
 *}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.slice(indices: IntRange): List<UByte> {
    if (!indices.isEmpty()) return listOff()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList(null)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.slice(indices: IntRange): List<UShort> {
    if (!indices.isEmpty()) return listOff()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList(null)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.slice(indices: Iterable<Int>): List<UInt> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UInt>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.slice(indices: Iterable<Int>): List<ULong> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<ULong>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.slice(indices: Iterable<Int>): List<UByte> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UByte>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.slice(indices: Iterable<Int>): List<UShort> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UShort>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray {
    return UIntArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceArray(indices: IntRange): UIntArray {
    return UIntArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: IntRange): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: IntRange): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: IntRange): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.take(n: Int): List<UInt> {

/*@

*/
require(n >= 0) { "Requested element count $n is less than zero." }
if (n == 0) return emptyList()
if (n >= size) return toList()
if (n == 1) return listOf(this[0])
if (n == size) return list
for (item in this) {
    list.add(item)
    if (++count == n)
        break
}
return list

/**
 * Returns a list containing first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.take(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<ULong>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.takeLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<UByte>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.takeLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<UShort>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun
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```kotlin
UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList().toList()//

*i *samples.Collections.Transformations.take

*\@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun

UIntArray.reverse(): Unit {
    storage.reverse()
}
```

This page contains code snippets related to the `takeLastWhile` and `reverse` methods in the `kotlin.collections` package. The `takeLastWhile` method is used to return a list containing last elements satisfying a given predicate. The `reverse` method reverses the elements in an array in-place.

The code is written in Kotlin and demonstrates the usage of these methods with various array types such as `UIntArray`, `ULongArray`, `UByteArray`, `UShortArray`, `ULongArray`, and `UByteArray`. Each method is accompanied by a brief description of its functionality and usage examples.
or [toIndex] is greater than the size of this array.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

/*@ Since Kotlin("1.4")*/ n@ExperimentalUnsignedTypes n@kotlin.internal.InlineOnly
public inline fun UIntArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    storage.reverse(fromIndex, toIndex)n
}Reverses elements of the array in the specified range in-place.
* @param fromIndex the start of the range (inclusive) to reverse.
* @param toIndex the end of the range (exclusive) to reverse.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentExce...
```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sorted(): List<UInt> {
    return copyOf().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sorted(): List<ULong> {
    return copyOf().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sorted(): List<UByte> {
    return copyOf().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sorted(): List<UShort> {
    return copyOf().apply { sort() }.asList()
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortedArray(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortedArray(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

---

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/*
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortedArray(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortedArray(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortedArrayDescending(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortedArrayDescending(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.asByteArray(): ByteArray {
    return storage
}

/**
 * Returns an array of type [IntArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.asIntArray(): IntArray {
    return storage
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.asList(): List<UInt>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.asList(): List<ULong>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.asList(): List<UByte>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UShortArray.asList(): List<UShort>

/**
 * Returns an array of type [LongArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.asLongArray(): LongArray {
    return storage
}

/**
 * Returns an array of type [IntArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.asIntArray(): IntArray {
    return storage
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.asList(): List<UInt>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.asList(): List<ULong>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.asList(): List<UByte>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UShortArray.asList(): List<UShort>

/**
 * Returns an array of type [LongArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.asLongArray(): LongArray {
    return storage
}

/**
 * Returns an array of type [IntArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.asIntArray(): IntArray {
    return storage
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 * Returns a [List] that wraps the original array.
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@ExperimentalUnsignedTypes
public expect fun UIntArray.asList(): List<UInt>

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 * Returns a [List] that wraps the original array.
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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.asList(): List<ULong>

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 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.asList(): List<UByte>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UShortArray.asList(): List<UShort>

/**
 * Returns an array of type [LongArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.asLongArray(): LongArray {
    return storage
}

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 * Returns an array of type [IntArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
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@SinceKotlin("1.3")
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public expect fun UIntArray.asIntArray(): IntArray {
    return storage
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.asList(): List<UInt>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.asList(): List<ULong>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.asList(): List<UByte>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UShortArray.asList(): List<UShort>

/**
 * Returns an array of type [LongArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.asLongArray(): LongArray {
    return storage
}

/**
 * Returns an array of type [IntArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.asIntArray(): IntArray {
    return storage
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.asList(): List<UInt>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.asList(): List<ULong>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.asList(): List<UByte>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UShortArray.asList(): List<UShort>

/**
 * Returns an array of type [LongArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.asLongArray(): LongArray {
    return storage
}

/**
 * Returns an array of type [IntArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.asIntArray(): IntArray {
    return storage
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.asList(): List<UInt>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.asList(): List<ULong>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.asList(): List<UByte>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UShortArray.asList(): List<UShort>
a signed reinterpretation\n* of the corresponding element of this array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.asLongArray(): LongArray {\n    return storage\n}

/**
 * Returns an array of type [ShortArray], which is a view of this array where each element is a signed reinterpretation\n* of the corresponding element of this array.\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.asShortArray(): ShortArray {\n    return storage\n}

/**
 * Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation\n* of the corresponding element of this array.\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ByteArray.asUByteArray(): UByteArray {
    return UByteArray(this)\n}

/**
 * Returns an array of type [UIntArray], which is a view of this array where each element is an unsigned reinterpretation\n* of the corresponding element of this array.\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
IntArray.asUIntArray(): UIntArray {
    return UIntArray(this)\n}

/**
 * Returns an array of type [ULongArray], which is a view of this array where each element is an unsigned reinterpretation\n* of the corresponding element of this array.\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
LongArray.asULongArray(): ULongArray {\n    return storage\n}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n*\n@SinceKotlin("1.3")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic infix fun UIntArray.contentEquals(other: UIntArray): Boolean {\n    return this.contentEquals(other)\n}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n*\n@SinceKotlin("1.3")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic infix fun ULongArray.contentEquals(other: ULongArray): Boolean {\n    return this.contentEquals(other)\n}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n*\n@SinceKotlin("1.3")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic infix fun UByteArray.contentEquals(other: UByteArray): Boolean {\n    return this.contentEquals(other)\n}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n*\n@SinceKotlin("1.3")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic infix fun UShortArray.contentEquals(other: UShortArray): Boolean {\n    return this.contentEquals(other)\n}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n*\n@SinceKotlin("1.3")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic infix fun UIntArray?.contentEquals(other: UIntArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)\n}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n*\n@SinceKotlin("1.3")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic infix fun ULongArray?.contentEquals(other: ULongArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)\n}
equal to one another, i.e. contain the same number of the same elements in the same order.

@SinceKotlin("1.4")@ExperimentalUnsignedTypes@public infix fun UByteArray?.contentEquals(other: UByteArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)??true if the two specified arrays are structurally equal to one another, i.e. contain the same number of the same elements in the same order.

@SinceKotlin("1.4")@ExperimentalUnsignedTypes@public infix fun UShortArray?.contentEquals(other: UShortArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)??true
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes@public fun UIntArray.contentHashCode(): Int {
    return this.contentHashCode()??true
}

/**
 * Returns a hash code based on the contents of this array as if it is `List<*>`.
 */
@SinceKotlin("1.3")@DeprecatedSinceKotlin(hiddenSince = "1.4")@ExperimentalUnsignedTypes@public fun UIntArray.contentHashCode(): Int {
    return this.contentHashCode()??true
}

/**
 * Returns a hash code based on the contents of this array as if it is `List<*>`.
 */
@SinceKotlin("1.3")@DeprecatedSinceKotlin(hiddenSince = "1.4")@ExperimentalUnsignedTypes@public fun UIntArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()??true
}

/**
 * Returns a hash code based on the contents of this array as if it is `List<*>`.
 */
@SinceKotlin("1.3")@ DeprecatedSinceKotlin(hiddenSince = "1.4")@ExperimentalUnsignedTypes@public fun ULongArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()??true
}

/**
 * Returns a hash code based on the contents of this array as if it is `List<*>`.
 */
@SinceKotlin("1.3")@DeprecatedSinceKotlin(hiddenSince = "1.4")@ExperimentalUnsignedTypes@public fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()??true
}

/**
 * Returns a hash code based on the contents of this array as if it is `List<*>`.
 */
@SinceKotlin("1.3")@DeprecatedSinceKotlin(hiddenSince = "1.4")@ExperimentalUnsignedTypes@public fun UShortArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()??true
}

/**
 * Returns a string representation of the contents of the specified array as if it is `List<*>`.
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.3")@ DeprecatedSinceKotlin(hiddenSince = "1.4")@ExperimentalUnsignedTypes@public fun UByteArray?.contentToString(): String {
    return this.contentToString()??true
}

/**
 * Returns a string representation of the contents of the specified array as if it is `List<*>`.
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.3")@ DeprecatedSinceKotlin(hiddenSince = "1.4")@ExperimentalUnsignedTypes@public fun UShortArray?.contentToString(): String {
    return this.contentToString()??true
}

/**
 * Returns a string representation of the contents of the specified array as if it is `List<*>`.
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.3")@ DeprecatedSinceKotlin(hiddenSince = "1.4")@ExperimentalUnsignedTypes@public fun UIntArray.contentToString(): String {
    return this.contentToString()??true
}

/**
 * Returns a string representation of the contents of the specified array as if it is `List<*>`.
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.3")@ DeprecatedSinceKotlin(hiddenSince = "1.4")@ExperimentalUnsignedTypes@public fun UIntArray?.contentToString(): String {
    return this?.storage.contentToString()??true
}

/**
 * Returns a string representation of the contents of the specified array as if it is `List<*>`.
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.3")@ DeprecatedSinceKotlin(hiddenSince = "1.4")@ExperimentalUnsignedTypes@public fun ULongArray?.contentToString(): String {
    return this?.storage.contentToString()??true
}
Kotlin compiler 1.4 to avoid deprecation
warning.

@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.contentToString(): String {
    return this.contentToString() ?: "null"
} * Returns a string representation of the contents of the specified array as if it is [List].

@SinceKotlin("1.4")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public fun UShortArray?.contentToString(): String {
    return this?.contentToString() ?: "null"
} * Returns a string representation of the contents of the specified array as if it is [List].

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray?.contentToString(): String {
    return this?.joinToString(", ", "[", "]") ?: "null"
} * Returns a string representation of the contents of the specified array as if it is [List].

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray?.contentToString(): String {
    return this?.joinToString(", ", "[", "]") ?: "null"
} * Returns a string representation of the contents of the specified array as if it is [List].

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentToString(): String {
    return this?.joinToString(", ", "[", "]") ?: "null"
} * Returns a string representation of the contents of the specified array as if it is [List].

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray?.contentToString(): String {
    return this?.joinToString(", ", "[", "]") ?: "null"
} * Returns a string representation of the contents of the specified array as if it is [List].

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * 
 * @param destination the array to copy to, 0 by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.copyInto(destination: UIntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UIntArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ULongArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UByteArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}
@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @returns the [destination] array.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @returns the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @returns the [destination] array.

* @returns the array.

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* @returns the [destination] array.

* @returns the [destination] array.

* @returns the [destination] array.
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyOf(newSize: Int): UByteArray {
    return UByteArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @param element the value to fill the copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray {
    return ULongArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UintArray.fill(element: UInt, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toInt(), fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toLong(), fromIndex, toIndex)
}
Fills this array or its subrange with the specified [element] value. This method fills the range from [fromIndex] to [toIndex]. If [fromIndex] is greater than [toIndex], this method fills from [fromIndex] to the end of the array. If [fromIndex] is less than zero or [toIndex] is greater than the size of this array, this method throws an exception.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toByte(), fromIndex, toIndex)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toShort(), fromIndex, toIndex)
}

Returns the range of valid indices for the array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UIntArray.indices: IntRange
    get() = storage.indices

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.indices: IntRange
    get() = storage.indices

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UByteArray.indices: IntRange
    get() = storage.indices

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UShortArray.indices: IntRange
    get() = storage.indices

Returns the last valid index for the array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UIntArray.lastIndex: Int
    get() = storage.lastIndex

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.lastIndex: Int
    get() = storage.lastIndex

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UByteArray.lastIndex: Int
    get() = storage.lastIndex

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UShortArray.lastIndex: Int
    get() = storage.lastIndex

Returns an array containing all elements of the original array and then the given [element].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.plus(element: UInt): UIntArray {
    return UIntArray(storage + element.toInt())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.plus(element: ULong): ULongArray {
    return ULongArray(storage + element.toLong())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.plus(element: UByte): UByteArray {
    return UByteArray(storage + element.toByte())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return UShortArray(storage + element.toShort())
}

Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntArray.plus(elements: Collection<UInt>): UIntArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toInt()
    return UIntArray(result)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongArray.plus(elements: Collection<ULong>): ULongArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toLong()
    return ULongArray(result)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte()
    return UByteArray(result)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toShort()
    return UShortArray(result)
}
range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array
by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater
than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater
than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * @sample samplesollections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.sort(fromIndex: Int = 0,
toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this,
fromIndex, toIndex)
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array
by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater
than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * 
 * @sample samplesollections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.sort(fromIndex: Int = 0,
toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this,
fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.\n * 
 * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater
than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.sortDescending(fromIndex: Int,
toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.\n * 
 * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater
than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.sortDescending(fromIndex: Int,
toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Returns an array of type [ByteArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [IntArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.toIntArray(): IntArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [LongArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.toByteArray(): ULongArray.sortDescending(fromIndex: Int,
toIndex: Int): Unit {
    return storage.copyOf()
}

/**
 * Returns an array of type [ByteArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.toByteArray(): UByteArray.sort(fromIndex: Int = 0,
toIndex: Int = size): Unit {
    return storage.copyOf()
}

/**
 * Returns an array of type [IntArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.toIntArray(): UIntArray.sort(fromIndex: Int = 0,
toIndex: Int = size): Unit {
    return storage.copyOf()
}

/**
 * Returns an array of type [LongArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.toByteArray(): UByteArray.sort(fromIndex: Int = 0,
toIndex: Int = size): Unit {
    return storage.copyOf()
}

/**
 * Returns an array of type [ByteArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.toByteArray(): UByteArray.sort(fromIndex: Int = 0,
toIndex: Int = size): Unit {
    return storage.copyOf()
}
ULongArray.toLongArray(): LongArray {
    return storage.copyOf()
} /* Returns an array of type [ShortArray], which is a copy of this array where each element is a signed reinterpretation * of the corresponding element of this array. */

*U@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun UShortArray.toShortArray(): ShortArray {
    return storage.copyOf()
} /* Returns a *typed* object array containing all of the elements of this primitive array. */

*U@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@public fun UIntArray.toTypedArray(): Array<UInt> {
    return Array(size) { index -> this[index] } /* Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned reinterpretation * of the corresponding element of this array. */

*U@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun UByteArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())
} /* Returns an array of UByteArray containing all of the elements of this generic array. */

*U@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@public fun UIntArray.toUIntArray(): UIntArray {
    return UIntArray(size) { index -> this[index] } /* Returns an array of type [ULongArray], which is a copy of this array where each element is an unsigned reinterpretation * of the corresponding element of this array. */

*U@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun ULongArray.toULongArray(): ULongArray {
    return ULongArray(size) { index -> this[index] } /* Returns an array of type [ULongArray], which is a copy of this array where each element is an unsigned reinterpretation * of the corresponding element of this array. */

*U@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun UShortArray.toUShortArray(): UShortArray {
    return UShortArray(this.copyOf())
} /* Returns an array of UShortArray containing all of the elements of this generic array. */

*U@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@public fun UByteArray.toUByteArray(): UByteArray {
    return UByteArray(size) { index -> this[index] } /* Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned reinterpretation * of the corresponding element of this array. */

*U@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun IntArray.toIntArray(): IntArray {
    return IntArray(size) { index -> this[index] } /* Returns an array of type [IntArray], which is a copy of this array where each element is an unsigned reinterpretation * of the corresponding element of this array. */

*U@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun ShortArray.toShortArray(): ShortArray {
    return ShortArray(size) { index -> this[index] } /* Returns an array of type [ShortArray], which is a copy of this array where each element is an unsigned reinterpretation * of the corresponding element of this array. */

*U@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun ShortArray.toShortArray(): ShortArray {
    return ShortArray(this.copyOf())
} /* Returns a *Map* where keys are elements from the given array and values are *n* produced by the [valueSelector] function applied to each element. *n* *n* *n* If any two elements are equal, the last one gets added to the map. *n* *n* *n* The returned map preserves the entry iteration order of the original array. *n* *n* *n* *n* *n* *n* @sample samples.collections.Collections.Transformations.associateWith

*U@SinceKotlin("1.4")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun <V> UIntArray.associateWith(valueSelector: (UInt) -> V): Map<UInt, V> {
    return result = LinkedHashMap<UInt,
V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are
 * produced by the [valueSelector] function applied to each element.\n * * * * If any two elements are equal, the last one gets added to the map.\n * * * * The returned map preserves the entry iteration order of the original array.\n * * * * @sample samples.collections.Collections.Transformations.associateWith
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V> ULongArray.associateWith(valueSelector: (ULong) -> V): Map<ULong, V> {
    val result =
    LinkedHashMap<ULong, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are
 * produced by the [valueSelector] function applied to each element.\n * * * * If any two elements are equal, the last one gets added to the map.\n * * * * The returned map preserves the entry iteration order of the original array.\n * * * * @sample samples.collections.Collections.Transformations.associateWith
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V> UByteArray.associateWith(valueSelector: (UByte) -> V): Map<UByte, V> {
    val result =
    LinkedHashMap<UByte, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are
 * produced by the [valueSelector] function applied to each element.\n * * * * If any two elements are equal, the last one gets added to the map.\n * * * * The returned map preserves the entry iteration order of the original array.\n * * * * @sample samples.collections.Collections.Transformations.associateWith
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V> UShortArray.associateWith(valueSelector: (UShort) -> V): Map<UShort, V> {
    val result =
    LinkedHashMap<UShort, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each
 * element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function
 * applied to that key.\n * * * * If any two elements are equal, the last one overwrites the former value in the map.\n * * * * @sample samples.collections.Collections.Transformations.associateWithTo
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in UInt, in V>> UIntArray.associateWithTo(destination: M, valueSelector: (UInt) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * * * * If any two elements are equal, the last one overwrites the former value in the map.\n * * * * @sample samples.collections.Collections.Transformations.associateWithTo
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in ULong, in V>> ULongArray.associateWithTo(destination: M, valueSelector: (ULong) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * * * * If any two elements are equal, the last one overwrites the former value in the map.\n * * * * @sample samples.collections.Collections.Transformations.associateWithTo
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in UByte, in V>> UByteArray.associateWithTo(destination: M, valueSelector: (UByte) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * * * * If any two elements are equal, the last one overwrites the former value in the map.\n * * * * @sample samples.collections.Collections.Transformations.associateWithTo
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V, M :
Open Source Used In DNAC Platform Arica 9730

```kotlin
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UIntArray.flatMapIndexedTo(destination: C, transform: (Int, UInt) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of
 * and its index in the original array, to the given [destination].
 */
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> ULongArray.flatMapIndexedTo(destination: C, transform: (Int, ULong) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element
 * and its index in the original array, to the given [destination].
 */
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UByteArray.flatMapIndexedTo(destination: C, transform: (Int, UByte) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element
 * and its index in the original array, to the given [destination].
 */
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UShortArray.flatMapIndexedTo(destination: C, transform: (Int, UShort) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector]
 * function
 */
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : Map<in Short, in List<R>>> UShortArray.flatMapTo(destination: C, keySelector: (UShort) -> Short): C {
    for (element in this) {
        val key = keySelector(element)
        val list = transform(key, element)
        destination.add(list)
    }
    return destination
}
```

*Groups elements of the original array by the key returned by the given [keySelector] function* applied to each element and returns a map where each group key is associated with a list of
The returned map preserves the entry iteration order of the keys produced from the original array.

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* The returned map preserves the entry iteration order of the keys produced from the original array.
returned by the \[\text{valueTransform}\] function applied to each element of the original array
* by the key returned by the given \[\text{keySelector}\] function applied to the element
* and returns a map where each key is associated with a list of corresponding values.
* The returned map preserves the entry iteration order of the keys produced from the original array.
* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

*\[@\text{Since}\text{Kotlin}\("1.3\)\]*\text{\@ExperimentalUnsignedTypes}@\text{@kotlin.internal.InlineOnly}\text{@public inline fun <K, V> UShortArray.groupBy(keySelector: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>> {\}} \text{return groupByKeyTo(LinkedListHashMap<K, MutableList<V>>(), keySelector, valueTransform)}\text{\n\n\n**Groups elements of the original array by the key returned by the given \[keySelector\] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n* \n\n\n* @sample samples.collections.Collections.Transformations.groupBy

*\[@\text{Since}\text{Kotlin}\("1.3\)\]*\text{\@ExperimentalUnsignedTypes}@\text{@kotlin.internal.InlineOnly}\text{@public inline fun <K, M : MutableMap<K, MutableList<V>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {\}} \text{\n\n\n\nfor (element in this) {\n    val key = keySelector(element)\n    val list = destination.getOrElse(key) {\n        ArrayList<V>()\n    }\n    list.add(valueTransform(element))\n}\n\n\n**Groups elements of the original array by the key returned by the given \[keySelector\] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n* \n\n\n* @sample samples.collections.Collections.Transformations.groupBy
/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K, valueTransform: (ULong) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K, valueTransform: (UShort) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.map(transform: (UInt) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.map(transform: (ULong) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.map(transform: (UByte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.map(transform: (UShort) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.mapIndexed(transform: (index: Int, UInt) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.mapIndexed(transform: (index: Int, ULong) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.mapIndexed(transform: (index: Int, UByte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.mapIndexed(transform: (index: Int, UShort) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
that takes the index of an element and the element itself as input and returns the result of the transform applied to the element.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UByteArray.mapIndexed(transform: (Int, UByte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the
 * given [transform] function to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself as
 * input and returns the result of the transform applied to the element.
 * @param [target] the destination for the results.
 * @return a list of results.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UShortArray.mapIndexed(transform: (Int, UShort) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself as
 * input and returns the result of the transform applied to the element.
 * @param [destination] the destination for the results.
 * @return the updated destination.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R, C : Collection<in R>> UIntArray.mapIndexedTo(destination: C, transform: (Int, UInt) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

```kotlin
/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself as
 * input and returns the result of the transform applied to the element.
 * @param [destination] the destination for the results.
 * @return the updated destination.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R, C : Collection<in R>> ULongArray.mapIndexedTo(destination: C, transform: (Int, ULong) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
```

```kotlin
/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself as
 * input and returns the result of the transform applied to the element.
 * @param [destination] the destination for the results.
 * @return the updated destination.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R, C : Collection<in R>> UByteArray.mapIndexedTo(destination: C, transform: (Int, UByte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
```

```kotlin
/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself as
 * input and returns the result of the transform applied to the element.
 * @param [destination] the destination for the results.
 * @return the updated destination.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R, C : Collection<in R>> UShortArray.mapIndexedTo(destination: C, transform: (Int, UShort) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
```
MutableCollection<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element
 * itself. @sample @SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UIntArray.withIndex():
 * Iterable<IndexedValue<UInt>> { return IndexingIterable { iterator() } }
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun ULongArray.withIndex():
    return IndexingIterable { iterator() }

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element
 * itself. @sample @SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UByteArray.withIndex():
 * Iterable<IndexedValue<UByte>> { return IndexingIterable { iterator() } }
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UShortArray.withIndex():
    return IndexingIterable { iterator() }

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun
    UIntArray.all(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun
    ULongArray.all(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun
    UByteArray.all(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun
    UShortArray.all(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun
    UIntArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun
    ULongArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun
    UByteArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun
    UShortArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun
    UIntArray.any(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun
    ULongArray.any(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun
    UByteArray.any(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun
    UShortArray.any(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
ULongArray.any(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
} * Returns 'true' if at least one element matches the given [predicate].

@sample samples.collections.Collections.Aggregates.anyWithPredicate

UByteArray.any(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
} * Returns 'true' if at least one element matches the given [predicate].

@sample samples.collections.Collections.Aggregates.anyWithPredicate

UCharArray.any(predicate: (UChar) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
} * Returns 'true' if at least one element matches the given [predicate].

@sample samples.collections.Collections.Aggregates.anyWithPredicate

UIntArray.count(predicate: (UInt) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
} * Returns the number of elements matching the given [predicate].

@sample samples.collections.Collections.Aggregates.countWithPredicate

UCharArray.count(predicate: (UChar) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
} * Returns the number of elements matching the given [predicate].

@sample samples.collections.Collections.Aggregates.countWithPredicate

UShortArray.count(predicate: (UShort) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
} * Returns the number of elements matching the given [predicate].

@sample samples.collections.Collections.Aggregates.countWithPredicate

UByteArray.count(predicate: (UByte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
} * Returns the number of elements matching the given [predicate].

@sample samples.collections.Collections.Aggregates.countWithPredicate

    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
} * Accumulates value starting with [initial] value and applying [operation] from left to right
    * to current accumulator value and each element.

@sample samples.collections.Collections.Aggregates.foldWithOperation

UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
} * Accumulates value starting with [initial] value and applying [operation] from left to right
    * to current accumulator value and each element.

@sample samples.collections.Collections.Aggregates.foldWithOperation
* @param [operation] function that takes the index of an element, current accumulator value, and the element itself, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R>
UIntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element) return accumulator
}
```

* Accumulates value starting with [initial] value and applying [operation] from left to right. Returns the specified [initial] value if the array is empty. Returns the specified [initial] value when the array is empty, and the element itself, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R>
ULongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element) return accumulator
}
```

* Accumulates value starting with [initial] value and applying [operation] from left to right. Returns the specified [initial] value if the array is empty. Returns the specified [initial] value when the array is empty, and the element itself, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element) return accumulator
}
```

* Accumulates value starting with [initial] value and applying [operation] from left to right. Returns the specified [initial] value if the array is empty. Returns the specified [initial] value when the array is empty, and the element itself, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R>
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element) return accumulator
}
```

* Accumulates value starting with [initial] value and applying [operation] from left to right. Returns the specified [initial] value if the array is empty. Returns the specified [initial] value when the array is empty, and the element itself, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R>
UIntArray.foldRight(initial: R, operation: (UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

* Accumulates value starting with [initial] value and applying [operation] from right to left. Returns the specified [initial] value if the array is empty. Returns the specified [initial] value when the array is empty, and the element itself, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R>
ULongArray.foldRight(initial: R, operation: (ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

* Accumulates value starting with [initial] value and applying [operation] from right to left. Returns the specified [initial] value if the array is empty. Returns the specified [initial] value when the array is empty, and the element itself, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

* Accumulates value starting with [initial] value and applying [operation] from right to left. Returns the specified [initial] value if the array is empty. Returns the specified [initial] value when the array is empty, and the element itself, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R>
UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```
to left\n* to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n
```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial\n    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator\n}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.foldRightIndexed(initial: R, operation: (UShort, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}
```

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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
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public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
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public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}
```
Performs the given [action] on each element, providing sequential index with the element.

```kotlin
public inline fun UIntArray.forEachIndexed(action: (index: Int, UInt) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.forEachIndexed(action: (index: Int, ULong) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.forEachIndexed(action: (index: Int, UByte) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.max(): UInt? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.max(): ULong? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.max(): UByte? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.max(): UShort? {
    return maxOrNull()
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.maxBy(selector: (UInt) -> R): UInt? {
    return maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.maxBy(selector: (ULong) -> R): ULong? {
    return maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    return maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    return maxByOrNull(selector)
}
```
`null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
@ExperimentalUnsignedTypes
public inline fun <R : Comparable<R>> UIntArray.maxByOrNull(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        var e = this[i]
        var v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.maxByOrNull(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        var e = this[i]
        var v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxByOrNull(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        var e = this[i]
        var v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.maxOf(selector: (UInt) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.maxOf(selector: (ULong) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.maxOf(selector: (UByte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```
maxOf(maxValue, v) in return maxValue
} /* * Returns the largest value among all values produced by [selector] function \n * applied to each element in the array. In * if any of values produced by [selector] function is NaN, the returned result is NaN. * @throws NoSuchElementException if the array is empty. */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.maxOf(selector: (UShort) -> Double): Double { if (isEmpty()) throw NoSuchElementException()

var maxValue = selector(this[0])

for (i in 1..lastIndex) {
    val v = selector(this[i])

    if (maxValue < v) {
        maxValue = v
    }
}

return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function \n * applied to each element in the array. In * if any of values produced by [selector] function is NaN, the returned result is NaN. * @throws NoSuchElementException if the array is empty. */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.maxOf(selector: (UInt) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()

    var maxValue = selector(this[0])

    for (i in 1..lastIndex) {
        val v = selector(this[i])

        maxValue = maxOf(maxValue, v)
    }

    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function \n * applied to each element in the array. In * if any of values produced by [selector] function is NaN, the returned result is NaN. * @throws NoSuchElementException if the array is empty. */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.maxOf(selector: (ULong) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()

    var maxValue = selector(this[0])

    for (i in 1..lastIndex) {
        val v = selector(this[i])

        maxValue = maxOf(maxValue, v)
    }

    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function \n * applied to each element in the array. In * if any of values produced by [selector] function is NaN, the returned result is NaN. * @throws NoSuchElementException if the array is empty. */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.maxOf(selector: (UByte) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()

    var maxValue = selector(this[0])

    for (i in 1..lastIndex) {
        val v = selector(this[i])

        maxValue = maxOf(maxValue, v)
    }

    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function \n * applied to each element in the array. In * if any of values produced by [selector] function is NaN, the returned result is NaN. * @throws NoSuchElementException if the array is empty. */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.maxOf(selector: (UInt) -> R): R { if (isEmpty()) throw NoSuchElementException()

var maxValue = selector(this[0])

for (i in 1..lastIndex) {
    val v = selector(this[i])

    if (maxValue < v) {
        maxValue = v
    }
}

return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function \n * applied to each element in the array. In * if any of values produced by [selector] function is NaN, the returned result is NaN. * @throws NoSuchElementException if the array is empty. */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxOf(selector: (UShort) -> R): R { if (isEmpty()) throw NoSuchElementException()

var maxValue = selector(this[0])

for (i in 1..lastIndex) {
    val v = selector(this[i])

    if (maxValue < v) {
        maxValue = v
    }
}

return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function \n * applied to each element in the array. In * if any of values produced by [selector] function is NaN, the returned result is NaN. * @throws NoSuchElementException if the array is empty. */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxOf(selector: (UByte) -> R): R { if (isEmpty()) throw NoSuchElementException()

var maxValue = selector(this[0])

for (i in 1..lastIndex) {
    val v = selector(this[i])

    if (maxValue < v) {
        maxValue = v
    }
}

return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function \n * applied to each element in the array. In * if any of values produced by [selector] function is NaN, the returned result is NaN. * @throws NoSuchElementException if the array is empty. */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxOf(selector: (UShort) -> R): R { if (isEmpty()) throw NoSuchElementException()
Comparable<R>> ULongArray.maxOf(selector: (ULong) -> R): R {
    var maxVal = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxVal < v) {
            maxVal = v
        }
    }
    return maxVal
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 */

Comparable<R>> UByteArray.maxOf(selector: (UByte) -> R): R {
    var maxVal = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxVal < v) {
            maxVal = v
        }
    }
    return maxVal
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

Comparable<R>> UShortArray.maxOf(selector: (UShort) -> R): R {
    var maxVal = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxVal < v) {
            maxVal = v
        }
    }
    return maxVal
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

Comparable<R>> UIntArray.maxOfOrNull(selector: (UInt) -> Double): Double? {
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

Comparable<R>> ULongArray.maxOfOrNull(selector: (ULong) -> R): Double? {
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

Comparable<R>> UByteArray.maxOfOrNull(selector: (UByte) -> Double): Double? {
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

Comparable<R>> UShortArray.maxOfOrNull(selector: (UShort) -> Double): Double? {
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
public inline fun UIntArray.maxOfOrNull(selector: (UInt) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun ULongArray.maxOfOrNull(selector: (ULong) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun UByteArray.maxOfOrNull(selector: (UByte) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun UShortArray.maxOfOrNull(selector: (UShort) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun <R : Comparable<R>> UIntArray.maxOfOrNull(selector: (UInt) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun <R : Comparable<R>> ULongArray.maxOfOrNull(selector: (ULong) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun <R : Comparable<R>> UByteArray.maxOfOrNull(selector: (UByte) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun <R : Comparable<R>> UShortArray.maxOfOrNull(selector: (UShort) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun <R : Comparable<R>> Comparable<*>.maxOfOrNull(selector: (Comparable<*>?) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun <R : Comparable<R>> Comparable<*>.maxOfOrNull(selector: (Comparable<*>?) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
maxValue = selector(this[0])
for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (maxValue < v) {
        maxValue = v
    }
}
return maxValue

/**
* Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
* @throws NoSuchElementException if the array is empty.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.maxOfWith(comparator: Comparator<in R>, selector: (UInt) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
* Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
* @throws NoSuchElementException if the array is empty.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.maxOfWith(comparator: Comparator<in R>, selector: (ULong) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
* Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
* @throws NoSuchElementException if the array is empty.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.maxOfWith(comparator: Comparator<in R>, selector: (UByte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
* Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
* @throws NoSuchElementException if the array is empty.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.maxOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
* Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UInt) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
* Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (ULong) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
* Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
* Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
function applied to each element in the array or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {
    if (isEmpty())
        return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R): R? {
    if (isEmpty())
        return null
    var max
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(max, v) < 0) {
            max = v
        }
    }
    return max
}
```

Returns the largest element or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UIntArray.maxOrNull(): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

Returns the largest element or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.maxOrNull(): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

Returns the largest element or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UShortArray.maxOrNull(): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

Returns the largest element or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UIntArray.maxWith(comparator: Comparator<in UInt>): UInt? {
    return maxWithOrNull(comparator)
}
```

Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.maxWith(comparator: Comparator<in UByte>): UByte? {
    return maxWithOrNull(comparator)
}
```

Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UShortArray.maxWith(comparator: Comparator<in UShort>): UShort? {
    return maxWithOrNull(comparator)
}
```

Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
first element having the largest value according to the provided [comparator] or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.maxWithOrNull(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.maxWithOrNull(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.min(): UInt? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.min(): ULong? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.min(): UByte? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.min(): UShort? {
    return minOrNull()
}

@Deprecated("Use minByOrNull instead.",
ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.minByOrNull(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.minByOrNull(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.minByOrNull(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minByOrNull(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}
```
selector(minElem) for (i in 1..lastIndex) {\n    val e = this[i]\n    val v = selector(e)\n    if (minValue > v) \n    {\n        minElem = e\n        minValue = v\n    }\n}\n    return minElem\n}\n
/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * 
 * @throws NoSuchElementException if the array is empty.
 * 
 * @param selector the function used to select a value from each element.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <T : Comparable<T>> Array<T>.minByOrNull(selector: (T) -> Double): T? {
    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue
}
ByLambdaReturnType

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.minOf(selector: (UInt) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function applied to each element in the array.
 * 
 * If any of values produced by [selector] function is `NaN`,
 * the returned result is `NaN`. 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.minOf(selector: (ULong) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function applied to each element in the array.
 * 
 * If any of values produced by [selector] function is `NaN`,
 * the returned result is `NaN`. 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.minOf(selector: (UByte) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function applied to each element in the array.
 * 
 * If any of values produced by [selector] function is `NaN`,
 * the returned result is `NaN`. 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.minOf(selector: (UShort) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function applied to each element in the array.
 * 
 * If any of values produced by [selector] function is `NaN`,
 * the returned result is `NaN`. 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.minOf(selector: (UInt) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.
 * 
 * If any of values produced by [selector] function is `NaN`,
 * the returned result is `NaN`. 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.minOf(selector: (ULong) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.
 * 
 * If any of values produced by [selector] function is `NaN`,
 * the returned result is `NaN`. 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.minOf(selector: (UByte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.
 * 
 * If any of values produced by [selector] function is `NaN`,
 * the returned result is `NaN`. 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minOf(selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minOf(selector: (UShort) -> R): R {
    if (isEmpty()) throw
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or null if there are no elements.
 * If any of values produced by [selector] function is 'NaN', the returned result
 * is 'NaN'.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULLongArray.minOfOrNull(selector: (ULLong) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or null if there are no elements.
 * If any of values produced by [selector] function is 'NaN', the returned result
 * is 'NaN'.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
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public inline fun
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    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or null if there are no elements.
 * If any of values produced by [selector] function is 'NaN', the returned result
 * is 'NaN'.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.minOfOrNull(selector: (UInt) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or null if there are no elements.
 * If any of values produced by [selector] function is 'NaN', the returned result
 * is 'NaN'.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.minOfOrNull(selector: (ULong) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
applied to each element in the array or `null` if there are no elements. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.minOfOrNull(selector: (UByte) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```

```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.minOfOrNull(selector: (UShort) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```

```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.minOfOrNull(selector: (UInt) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
```

```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.minOfOrNull(selector: (ULong) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
```

```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.minOfOrNull(selector: (UByte) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
```

```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minOfOrNull(selector: (UShort) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
```

```kotlin
/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * `throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparator<in R>, K : Comparable<K>> UIntArray.minOfWith(comparator: Comparator<in R>, selector: (UInt) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
```

```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.
 * `throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparator<in R>> UByteArray.minOfWith(comparator: Comparator<in R>, selector: (UByte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
```

```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.
 * `throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparator<in R>> UShortArray.minOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
```
*\an@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\n\nULongArray.minOfWith\ncomparator: Comparator\n{in R}, selector: (ULong) -> R: R
\n\nvar minValue = selector(this[0])
for (i in 1..lastIndex)
var v = selector(this[i])
if (comparator.compare(minValue, v) > 0)
var minValue = v
\n\n**\n\n* Returns the smallest value according to the provided [comparator]\n* among all values produced by [selector] function applied to each element in the array.
\n* \n* \n* \n@throws NoSuchElementException if the array is empty.

*\an@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\n\nUByteArray.minOfWith\ncomparator: Comparator\n{in R}, selector: (UByte) -> R: R
\n\nvar minValue = selector(this[0])
for (i in 1..lastIndex)
var v = selector(this[i])
if (comparator.compare(minValue, v) > 0)
var minValue = v
\n\n**\n\n* Returns the smallest value according to the provided [comparator]\n* among all values produced by [selector] function applied to each element in the array.
\n* \n* \n* \n@throws NoSuchElementException if the array is empty.

*\an@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\n\nUShortArray.minOfWith\ncomparator: Comparator\n{in R}, selector: (UShort) -> R: R
\n\nvar minValue = selector(this[0])
for (i in 1..lastIndex)
var v = selector(this[i])
if (comparator.compare(minValue, v) > 0)
var minValue = v
\n\n**\n\n* Returns the smallest value according to the provided [comparator]\n* among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

*\an@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\n\nUIntArray.minOfWithOrNullable\ncomparator: Comparator\n{in R}, selector: (UInt) -> R: R?\n\n\nvar minValue = selector(this[0])
for (i in 1..lastIndex)
var v = selector(this[i])
if (comparator.compare(minValue, v) > 0)
var minValue = v
\n\n**\n\n* Returns the smallest value according to the provided [comparator]\n* among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\n\nUByteArray.minOfWithOrNullable\ncomparator: Comparator\n{in R}, selector: (UByte) -> R: R?\n\n\nvar minValue = selector(this[0])
for (i in 1..lastIndex)
var v = selector(this[i])
if (comparator.compare(minValue, v) > 0)
var minValue = v
\n\n**\n\n* Returns the smallest value according to the provided [comparator]\n* among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
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```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.none(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.none(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 * 
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.onEachIndexed(action: (index: Int, UInt) -> Unit): UIntArray {
    return apply {
        forEachIndexed(action)
    }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 * 
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.onEachIndexed(action: (index: Int, ULong) -> Unit): ULongArray {
    return apply {
        forEachIndexed(action)
    }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 * 
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.onEachIndexed(action: (index: Int, UByte) -> Unit): UByteArray {
    return apply {
        forEachIndexed(action)
    }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 * 
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.onEachIndexed(action: (index: Int, UShort) -> Unit): UShortArray {
    return apply {
        forEachIndexed(action)
    }
}
```
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.onEachIndexed(action: (index: Int, UByte) -> Unit): UByteArray {
    return apply {
        forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index
 * with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.onEachIndexed(action: (index: Int, UShort) -> Unit): UShortArray {
    return apply {
        forEachIndexed(action) }
}

/**
 * Accumulates value starting with the first element and applying [operation]
 * from left to right\n * to current accumulator value and each element.\n * Throws an exception if this array is
 * empty. If the array can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * and calculates the next accumulator value.\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduce(operation: (acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.\n"
            var accumulator = this[0] for (index in 1..lastIndex) {\n                accumulator = operation(accumulator, this[index])\n            }\n            return accumulator\n        )\n        return accumulator\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}

/**
 * Accumulates value starting with the first element and applying [operation]
 * from left to right\n * to current accumulator value and each element.\n * Throws an exception if this array is
 * empty. If the array can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * and calculates the next accumulator value.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduce(operation: (acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.\n"
            var accumulator = this[0] for (index in 1..lastIndex) {\n                accumulator = operation(accumulator, this[index])\n            }\n            return accumulator\n        )\n        return accumulator\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}

/**
 * Accumulates value starting with the first element and applying [operation]
 * from left to right\n * to current accumulator value and each element.\n * Throws an exception if this array is
 * empty. If the array can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.\n"
            var accumulator = this[0] for (index in 1..lastIndex) {\n                accumulator = operation(accumulator, this[index])\n            }\n            return accumulator\n        )\n        return accumulator\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}

/**
 * Accumulates value starting with the first element and applying [operation]
 * from left to right\n * to current accumulator value and each element.\n * Throws an exception if this array is
 * empty. If the array can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.\n"
            var accumulator = this[0] for (index in 1..lastIndex) {\n                accumulator = operation(accumulator, this[index])\n            }\n            return accumulator\n        )\n        return accumulator\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}
samples.collections.Collections.Aggregates.reduce

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UIntArray.reduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

// Accumulates value starting with the first element and applying [operation] from left to right to
// current accumulator value and each element with its index in the original array.
// Throws an exception if this array is empty. If the array can be empty in an expected way,
// please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
// @param [operation] function that takes the index of an element, current accumulator value and
// the element itself, and calculates the next accumulator value.
// * and calculates the next accumulator value.

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
ULongArray.reduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

// Accumulates value starting with the first element and applying [operation] from left to right to
// current accumulator value and each element with its index in the original array.
// Throws an exception if this array is empty. If the array can be empty in an expected way,
// please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
// * and calculates the next accumulator value.

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UByteArray.reduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

// Accumulates value starting with the first element and applying [operation] from left to right to
// current accumulator value and each element with its index in the original array.
// Throws an exception if this array is empty. If the array can be empty in an expected way,
// please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
// * and calculates the next accumulator value.

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

// Accumulates value starting with the first element and applying [operation] from left to right to
// current accumulator value and each element with its index in the original array.
// Returns `null` if the array is empty.
// * and calculates the next accumulator value.

*\@SinceKotlin("1.4\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UIntArray.reduceIndexedOrNull(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

// Accumulates value starting with the first element and applying [operation] from left to right to
// current accumulator value and each element with its index in the original array.
// Returns `null` if the array is empty.
// * and calculates the next accumulator value.

*\@SinceKotlin("1.4\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
ULongArray.reduceIndexedOrNull(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

// Accumulates value starting with the first element and applying [operation] from left to right to
// current accumulator value and each element with its index in the original array.
// Returns `null` if the array is empty.
// * and calculates the next accumulator value.

*\@SinceKotlin("1.4\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UByteArray.reduceIndexedOrNull(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

// Accumulates value starting with the first element and applying [operation] from left to right to
// current accumulator value and each element with its index in the original array.
// Returns `null` if the array is empty.
// * and calculates the next accumulator value.

*\@SinceKotlin("1.4\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public inline fun ULongArray.reduceIndexedOrNull(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public inline fun UByteArray.reduceIndexedOrNull(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public inline fun UIntArray.reduceOrNull(operation: (acc: UInt, UInt) -> UInt): UInt? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public inline fun ULongArray.reduceOrNull(operation: (acc: ULong, ULong) -> ULong): ULong? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public inline fun UByteArray.reduceOrNull(operation: (acc: UByte, UByte) -> UByte): UByte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex)
        accumulator = operation(accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
 * Calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRight(operation: (UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(get(index--), accumulator)
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
 * Calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRight(operation: (ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(get(index--), accumulator)
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
 * Calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRight(operation: (UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(get(index--), accumulator)
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
 * Calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reduceRight(operation: (UShort, acc: UShort) -> UShort): UShort {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(get(index--), accumulator)
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * Calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightIndexed(operation: (UInt, index: Int, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(get(index--), index, accumulator)
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * Calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRightIndexed(operation: (ULong, index: Int, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(get(index--), index, accumulator)
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * Calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRightIndexed(operation: (UByte, index: Int, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(get(index--), index, accumulator)
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * Calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(get(index--), index, accumulator)
    return accumulator
}
next accumulator value

*\n* \n* @sample samples.collections.Collections Aggregates.reduceRight

*\n* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @fun UIntArray.reduceRightIndexed\n
*operation: (index: Int, UInt, acc: UInt) -> UInt: UInt \n* var index = lastIndex\n
* if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.\n* var accumulator = \n
* get(index--) \n
* while (index >= 0) \n
* { \n
* accumulator = operation(index, get(index), accumulator) \n
* --index \n
* } \n
* return accumulator \n
*\n*\n*\n*\n* Accumulates value starting with the last element and applying [operation]

* from right to left to each element with its index in the original array and current accumulator value.\n*\n*\n*\n*\n*\n* Throws an exception if this array is empty. If the array can be empty in an expected way,\n*\n* please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n*\n*\n*\n*\n* @param [operation] function that takes the index of an element, the element itself and current accumulator value.\n*\n* and calculates the next accumulator value.\n*\n* @sample samples.collections.Collections Aggregates.reduceRight

*\n* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @fun ULongArray.reduceRightIndexed\n
*operation: (index: Int, ULong, acc: ULong) -> ULong: ULong \n* var index = lastIndex\n
* if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.\n* var accumulator = \n
* get(index--) \n
* while (index >= 0) \n
* { \n
* accumulator = operation(index, get(index), accumulator) \n
* --index \n
* } \n
* return accumulator \n
*\n*\n*\n*\n*\n* Accumulates value starting with the last element and applying [operation]

* from right to left to each element with its index in the original array and current accumulator value.\n*\n*\n*\n*\n*\n* Throws an exception if this array is empty. If the array can be empty in an expected way,\n*\n* please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n*\n*\n*\n*\n* @param [operation] function that takes the index of an element, the element itself and current accumulator value.\n*\n* and calculates the next accumulator value.\n*\n* @sample samples.collections.Collections Aggregates.reduceRight

*\n* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @fun UByteArray.reduceRightIndexed\n
*operation: (index: Int, UByte, acc: UByte) -> UByte: UByte \n* var index = lastIndex\n
* if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.\n* var accumulator = \n
* get(index--) \n
* while (index >= 0) \n
* { \n
* accumulator = operation(index, get(index), accumulator) \n
* --index \n
* } \n
* return accumulator \n
*\n*\n*\n*\n*\n* Accumulates value starting with the last element and applying [operation]

* from right to left to each element with its index in the original array and current accumulator value.\n*\n*\n*\n*\n*\n* Throws an exception if this array is empty. If the array can be empty in an expected way,\n*\n* please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n*\n*\n*\n*\n* @param [operation] function that takes the index of an element, the element itself and current accumulator value.\n*\n* and calculates the next accumulator value.\n*\n* @sample samples.collections.Collections Aggregates.reduceRight

*\n* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @fun UShortArray.reduceRightIndexed\n
*operation: (index: Int, UShort, acc: UShort) -> UShort: UShort \n* var index = lastIndex\n
* if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.\n* var accumulator = \n
* get(index--) \n
* while (index >= 0) \n
* { \n
* accumulator = operation(index, get(index), accumulator) \n
* --index \n
* } \n
* return accumulator \n
*\n*\n*\n*\n*\n* Accumulates value starting with the last element and applying [operation]

* from right to left to each element with its index in the original array and current accumulator value.\n*\n*\n*\n*\n*\n* Returns `null` if the array is empty.\n*\n*\n*\n*\n* @param [operation] function that takes the index of an element, the element itself and current accumulator value.\n*\n* and calculates the next accumulator value.\n*\n* @sample samples.collections.Collections Aggregates.reduceRightOrNull

*\n* @SinceKotlin("1.4")@ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @fun UIntArray.reduceRightIndexedOrNull\n
*operation: (index: Int, UInt, acc: UInt) -> UInt: UInt? \n* var index = lastIndex\n
* if (index < 0) return null \n* var accumulator = \n
* get(index--) \n
* while (index >= 0) \n
* { \n
* accumulator = operation(index, get(index), accumulator) \n
* --index \n
* } \n
* return accumulator \n
*\n*\n*\n*\n*\n* Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n*\n*\n*\n*\n*\n* Returns `null` if the array is empty.\n*\n*\n*\n*\n*
@param [operation] function that takes the index of an element, the element itself and current accumulator value.

* and calculates the next accumulator value.

```kotlin
public inline fun ULongArray.reduceRightIndexedOrNull(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
            --index
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value. Returns `null` if the array is empty. * and calculates the next accumulator value.

```kotlin
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRightIndexedOrNull(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
            --index
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value. Returns `null` if the array is empty. * and calculates the next accumulator value.

```kotlin
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
            --index
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value. Returns `null` if the array is empty. * and calculates the next accumulator value.

```kotlin
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightIndexedOrNull(operation: (UInt, acc: UInt) -> UInt): UInt? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value. Returns `null` if the array is empty. * and calculates the next accumulator value.

```kotlin
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRightIndexedOrNull(operation: (ULong, acc: ULong) -> ULong): ULong? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value. Returns `null` if the array is empty. * and calculates the next accumulator value.

```kotlin
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRightIndexedOrNull(operation: (UByte, acc: UByte) -> UByte): UByte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
```
while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value and calculates the next accumulator value.
 * @param index value.
 * @param accumulator initial value.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@ExperimentalUnsignedTypes
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param initial value.
 * @param accumulator initial value.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.runningFold(initial: R, operation: (acc: R, UInt) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param index value.
 * @param accumulator initial value.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.runningFold(initial: R, operation: (acc: R, ULong) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param index value.
 * @param accumulator initial value.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.runningFold(initial: R, operation: (acc: R, UByte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
(element in this) {\n    accumulator = operation(accumulator, element)\n    result.add(accumulator)\n}\nreturn result\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n
/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n
/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n
/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.runningReduce\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UShort) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}
UIntArray.runningReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty()) return
    val result = ArrayList<UInt>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element and current accumulator value that starts
 * with the first element of this array.
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.runningReduce(operation: (acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element and current accumulator value that starts
 * with the first element of this array.
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.runningReduce(operation: (acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element and current accumulator value that starts
 * with the first element of this array.
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public inline fun UIntArray.runningReduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty()) return
    var accumulator = this[0]
    val result = ArrayList<UInt>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element, its index in the original array and
 * current accumulator value that starts with the first element of this array.
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return
    var accumulator = this[0]
    val result = ArrayList<UShort>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
itself, and calculates the next accumulator value:

```kotlin
*\n*\n* @sample samples.collections.Collections.Aggregates.runningReduce

*\n*\n* @SinceKotlin("1.4\")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* public inline fun ULongArray.runningReduceIndexed(operation: (Int, acc: ULong, ULong) -> ULong): List<ULong> {
* \n* if (isEmpty()) return emptyList()\n* \n* var accumulator = this[0]\n* \n* val result = ArrayList<ULong>(size).apply {
* \n*\n* for (index in 1 until size) {\n* \n* \n* accumulator = operation(index, accumulator, this[index])\n* \n*\n* result.add(accumulator)\n* \n*}\n* \n* return result()\n* \n*}\n* \n*\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right\n* * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n* \n* * Note that `acc` value passed to [operation] function should not be mutated;\n* * otherwise it would affect the previous value in resulting list.\n* \n* * @param [operation] function that takes the index of an element, current accumulator value\n* \n* * and the element itself, and calculates the next accumulator value.\n* \n* * @sample samples.collections.Collections.Aggregates.runningReduce

*\n*\n* @SinceKotlin("1.4")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* public inline fun UByteArray.runningReduceIndexed(operation: (Int, acc: UByte, UByte) -> UByte): List<UByte> {
* \n* if (isEmpty()) return emptyList()\n* \n* var accumulator = this[0]\n* \n* val result = ArrayList<UByte>(size).apply {
* \n*\n* for (index in 1 until size) {\n* \n* \n* accumulator = operation(index, accumulator, this[index])\n*\n* result.add(accumulator)\n* \n*}\n* \n* return result()\n* \n*}\n* \n*\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right\n* * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n* \n* * Note that `acc` value passed to [operation] function should not be mutated;\n* * otherwise it would affect the previous value in resulting list.\n* \n* * @param [operation] function that takes the index of an element, current accumulator value\n* \n* * and the element itself, and calculates the next accumulator value.\n* \n* * @sample samples.collections.Collections.Aggregates.runningReduce

*\n*\n* @SinceKotlin("1.4")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* public inline fun UShortArray.runningReduceIndexed(operation: (Int, acc: UShort, UShort) -> UShort): List<UShort> {
* \n* if (isEmpty()) return emptyList()\n* \n* var accumulator = this[0]\n* \n* val result = ArrayList<UShort>(size).apply {
* \n*\n* for (index in 1 until size) {\n* \n* \n* accumulator = operation(index, accumulator, this[index])\n* \n*\n* result.add(accumulator)\n* \n*}\n* \n* return result()\n* \n*}\n* \n*\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right\n* * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n* \n* * Note that `acc` value passed to [operation] function should not be mutated;\n* * otherwise it would affect the previous value in resulting list.\n* \n* * @param [operation] function that takes the index of an element, current accumulator value\n* \n* * and the element itself, and calculates the next accumulator value.\n* \n* * @sample samples.collections.Collections.Aggregates.runningReduce

*\n*\n* @SinceKotlin("1.4")\n* @WasExperimental(ExperimentalStdlibApi::class)\n* @kotlin.internal.InlineOnly\n* public inline fun <R> UIntArray.scan(initial: R, operation: (acc: R, UInt) -> R): List<R> {
* \n* return runningFold(init(initial), operation)\n* \n*}\n* \n*\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right\n* * to each element and current accumulator value that starts with [initial] value.\n* \n* * Note that `acc` value passed to [operation] function should not be mutated;\n* * otherwise it would affect the previous value in resulting list.\n* \n* * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n* \n* * @sample samples.collections.Collections.Aggregates.scan

*\n*\n* @SinceKotlin("1.4")\n* @WasExperimental(ExperimentalStdlibApi::class)\n* @kotlin.internal.InlineOnly\n* public inline fun <R> ULongArray.scan(initial: R, operation: (acc: R, ULong) -> R): List<R> {
* \n* return runningFold(init(initial), operation)\n* \n*}\n* \n*\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right\n* * to each element and current accumulator value that starts with [initial] value.\n* \n* * Note that `acc` value passed to [operation] function should not be mutated;\n* * otherwise it would affect the previous value in resulting list.\n* \n* * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n* \n* * @sample samples.collections.Collections.Aggregates.scan

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accumulator value and an element, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.scan(initial: R, operation: (acc: R, UByte) -> R): List<R>
{
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
{
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R>
{
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
{
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
{
    return runningFoldIndexed(initial, operation)
}
```
```kotlin
/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumBy(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumBy(selector: (ULong) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumBy(selector: (UByte) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumBy(selector: (UShort) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

function applied to each element in the array.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
(UIntArray).sumByDouble(selector: (UInt) -> Double): Double {\n    var sum: Double = 0.0 for (element in this) {\n        sum += selector(element)  \n    return sum\n}  * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
(ULongArray).sumByDouble(selector: (ULong) -> Double): Double {\n    var sum: Double = 0.0 for (element in this) {\n        sum += selector(element)  \n    return sum\n}  * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
(UByteArray).sumByDouble(selector: (UByte) -> Double): Double {\n    var sum: Double = 0.0 for (element in this) {\n        sum += selector(element)  \n    return sum\n}  * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
(UShortArray).sumByDouble(selector: (UShort) -> Double): Double {\n    var sum: Double = 0.0 for (element in this) {\n        sum += selector(element)  \n    return sum\n}  * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfDouble")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
(UIntArray).sumOf(selector: (UInt) -> Double): Double {\n    var sum: Double = 0.toDouble for (element in this) {\n        sum += selector(element)  \n    return sum\n}  * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfDouble")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
(ULongArray).sumOf(selector: (ULong) -> Double): Double {\n    var sum: Double = 0.toDouble for (element in this) {\n        sum += selector(element)  \n    return sum\n}  * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfDouble")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
(UByteArray).sumOf(selector: (UByte) -> Double): Double {\n    var sum: Double = 0.toDouble for (element in this) {\n        sum += selector(element)  \n    return sum\n}  * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfDouble")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
(UShortArray).sumOf(selector: (UShort) -> Double): Double {\n    var sum: Double = 0.toDouble for (element in this) {\n        sum += selector(element)  \n    return sum\n}  * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfInt")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
(UIntArray).sumOf(selector: (UInt) -> Int): Int {\n    var sum: Int = 0.toInt for (element in this) {\n        sum += selector(element)  \n    return sum\n}  * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfInt")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector: (ULong) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfInt")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumOf(selector: (UByte) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfInt")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.sumOf(selector: (UShort) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfLong")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sumOf(selector: (UInt) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfLong")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumOf(selector: (UByte) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfLong")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.sumOf(selector: (UShort) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfUInt")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sumOf(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfUInt")\n@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector: (ULong) -> UInt): UInt {\n    var sum = 0.toUInt()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n} * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
ByLambdaReturnType@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfUInt")\n@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumOf(selector: (UByte) -> UInt): UInt {\n    var sum = 0.toUInt()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n} * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
ByLambdaReturnType@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfUInt")\n@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun UShortArray.sumOf(selector: (UShort) -> UInt): UInt {\n    var sum = 0.toUInt()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n} * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
ByLambdaReturnType@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfULong")\n@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sumOf(selector: (UInt) -> ULong): ULong {\n    var sum = 0.toULong()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n} * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
ByLambdaReturnType@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfULong")\n@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector: (ULong) -> ULong): ULong {\n    var sum = 0.toULong()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n} * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
ByLambdaReturnType@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfULong")\n@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumOf(selector: (UByte) -> ULong): ULong {\n    var sum = 0.toULong()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n} * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
ByLambdaReturnType@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfULong")\n@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun UShortArray.sumOf(selector: (UShort) -> ULong): ULong {\n    var sum = 0.toULong()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n} * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic infix fun <R> UIntArray.zip(other: Array<out R>): List<Pair<UInt, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n} * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n* The returned list has length of the shortest collection.\n* @sample collections.Operations.zipIterable

@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic infix fun <R> ULongArray.zip(other: Array<out R>): List<Pair<ULong, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n} * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n* The returned list has length of the shortest collection.\n* @sample collections.Operations.zipIterable

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*\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Operations.zipIterable

*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun <R> UShortArray.zip(other: Array<out R>): List<Pair<UShort, R>> \n{\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n
*\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Operations.zipIterable

*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public inline fun <R, V> UIntArray.zip(other: Array<out R>, transform: (a: UInt, b: R) -> V): List<V> \n{\n    val size = minOf(size, other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}\n
*\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Operations.zipIterableWithTransform\n
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public inline fun <R, V> ULongArray.zip(other: Array<out R>, transform: (a: ULong, b: R) -> V): List<V> \n{\n    val size = minOf(size, other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}\n
*\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Operations.zipIterableWithTransform\n
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*\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Operations.zipIterableWithTransform\n
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public inline fun <R, V> UShortArray.zip(other: Array<out R>, transform: (a: UShort, b: R) -> V): List<V> \n{\n    val size = minOf(size, other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}\n
*\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Operations.zipIterableWithTransform\n
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun <R> UIntArray.zip(other: Iterable<R>): List<Pair<UInt, R>> \n{\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n
*\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Operations.zipIterable

*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun <R> ULongArray.zip(other: Iterable<R>): List<Pair<ULong, R>> \n{\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n
*\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Operations.zipIterable

*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun <R> UByteArray.zip(other: Iterable<R>): List<Pair<UByte, R>> \n{\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n
*\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Operations.zipIterable

*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun <R> UShortArray.zip(other: Iterable<R>): List<Pair<UShort, R>> \n{\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n
*\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Operations.zipIterable
built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

@sample samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun <R> UShortArray.zip(other: UShortArray): List<Pair<UShort, R>>
{ 
    return zip(other) { t1, t2 -> t1 to t2 } } // **

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun <R> UByteArray.zip(other: UByteArray): List<Pair<UByte, R>>
{ 
    return zip(other) { t1, t2 -> t1 to t2 } } // **

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun <R> ULongArray.zip(other: ULongArray): List<Pair<ULong, R>>
{ 
    return zip(other) { t1, t2 -> t1 to t2 } } // **

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun <R> UIntArray.zip(other: UIntArray): List<Pair<UInt, R>>
{ 
    return zip(other) { t1, t2 -> t1 to t2 } } // **
List<Pair<UShort, UShort>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n
/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest array.\n * @param samples\n * @param collections.\n * @param Iterables.\n * @param Operations.\n * @param zipWithTransform\n *\n *\n *\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V> UIntArray.zip(other: UIntArray, transform: (a: UInt, b: UInt) -> V): List<V> {\n    val size = minOf(size,\n            other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}\n
/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest array.\n * @param samples\n * @param collections.\n * @param Iterables.\n * @param Operations.\n * @param zipWithTransform\n *\n *\n *\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V> ULongArray.zip(other: ULongArray, transform: (a: ULong, b: ULong) -> V): List<V> {\n    val size = minOf(size,\n            other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}\n
/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest array.\n * @param samples\n * @param collections.\n * @param Iterables.\n * @param Operations.\n * @param zipWithTransform\n *\n *\n *\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V> UByteArray.zip(other: UByteArray, transform: (a: UByte, b: UByte) -> V): List<V> {\n    val size = minOf(size,\n            other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}\n
/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest array.\n * @param samples\n * @param collections.\n * @param Iterables.\n * @param Operations.\n * @param zipWithTransform\n *\n *\n *\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V> UShortArray.zip(other: UShortArray, transform: (a: UShort, b: UShort) -> V): List<V> {\n    val size = minOf(size,\n            other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}\n
/**
 * Returns the sum of all elements in the array.\n */
@kotlin.jvm.JvmName("sumOfUInt")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Array<out UInt>.sum(): UInt {\n    var sum: UInt = 0u\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}\n
/**
 * Returns the sum of all elements in the array.\n */
@kotlin.jvm.JvmName("sumOfULong")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Array<out ULong>.sum(): ULong {\n    var sum: ULong = 0uL\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}\n
/**
 * Returns the sum of all elements in the array.\n */
@kotlin.jvm.JvmName("sumOfUByte")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Array<out UByte>.sum(): UInt {\n    return sumBy { it.toUInt() }\n}\n
/**
 * Returns the sum of all elements in the array.\n */
@kotlin.jvm.JvmName("sumOfUShort")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Array<out UShort>.sum(): UInt {\n    return storage.sum().toUInt()\n}\n
/**
 * Returns the sum of all elements in the array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sum(): UInt {\n    return storage.sum().toUInt()\n}\n
/**
 * Returns the sum of all elements in the array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sum(): ULong {\n    return storage.sum().toULong()\n}\n
/**
 * Returns the sum of all elements in the array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sum(): UInt {\n    return storage.sum().toUInt()\n}\n
/**
 * Returns the sum of all elements in the array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.sum(): UInt {\n    return storage.sum().toUInt()\n}\n
/**
 * Returns the sum of all elements in the array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.sum(): UInt { 
    return sumBy { it.toUInt() } } 
*/

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UCollectionsKt")

package kotlin.collections;

/*
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 * 
 * Generated by the GenerateStandardLib.kt
 * 
 * This file is AUTO-GENERATED by the GenerateStandardLib.kt
 * See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
 * 
 * Import kotlin.random
 * 
 * UShortArray
 *
 */

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an array of UByte containing all of the elements of this collection.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UCollectionsKt")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns the sum of all elements in the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UByte>.toUByteArray(): UByteArray {
    val result = UByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns the sum of all elements in the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UInt>.toUIntArray(): UIntArray {
    val result = UIntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns the sum of all elements in the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<ULong>.toULongArray(): ULongArray {
    val result = ULongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns the sum of all elements in the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UShort>.toUShortArray(): UShortArray {
    val result = UShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

*@

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 * 
 * UShortArray
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 */

import kotlin.jvm.JvmMultifileClass
import kotlin.jvm.JvmName("UComparisonsKt")

package kotlin.comparisons;

//
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// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UInt, b: UInt): UInt {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UByte, b: UByte): UByte {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UShort, b: UShort): UShort {
    return if (a >= b) a else b
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UInt, b: UInt, c: UInt): UInt {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong, c: ULong): ULong {
    return maxOf(a, maxOf(b, c))
}

*/

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/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
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public fun maxOf(a: UInt, b: UInt): UInt {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UByte, b: UByte): UByte {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UShort, b: UShort): UShort {
    return if (a >= b) a else b
}

*/
greater of three values.

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun maxOf(a: UByte, b: UByte, c: UByte): UByte {\n var max = a\n for (e in other) max = maxOf(max, e)\n return max\n} \n
*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun maxOf(a: UShort, b: UShort, c: UShort): UShort {\n var max = a\n for (e in other) max = maxOf(max, e)\n return max\n} \n
*\@SinceKotlin("1.4\")\@ExperimentalUnsignedTypes\@public fun maxOf(a: UInt, vararg other: UInt): UInt {\n var max = a\n for (e in other) max = maxOf(max, e)\n return max\n} \n
*\@SinceKotlin("1.4\")\@ExperimentalUnsignedTypes\@public fun maxOf(a: ULong, vararg other: ULong): ULong {\n var max = a\n for (e in other) max = maxOf(max, e)\n return max\n} \n
*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\@public fun minOf(a: UInt, b: UInt): UInt {\n return if (a <= b) a else b\n} \n
*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\@public fun minOf(a: ULong, b: ULong): ULong {\n return if (a <= b) a else b\n} \n
*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\@public fun minOf(a: UByte, b: UByte): UByte {\n return if (a <= b) a else b\n} \n
*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\@public fun minOf(a: UShort, b: UShort): UShort {\n return if (a <= b) a else b\n} \n
*\@SinceKotlin("1.4\")\@ExperimentalUnsignedTypes\@public fun minOf(a: UInt, vararg other: UInt): UInt {\n var min = a\n for (e in other) min = minOf(min, e)\n return min\n} \n
*\@SinceKotlin("1.4\")\@ExperimentalUnsignedTypes\@public fun minOf(a: ULong, vararg other: ULong): ULong {\n var min = a\n for (e in other) min = minOf(min, e)\n return min\n} \n
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progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n *
 *\n *\n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@public infix fun UByte.downTo(to: UByte):
UIntProgression {\n    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@public infix fun UInt.downTo(to: UInt):
UIntProgression {\n    return UIntProgression.fromClosedRange(this, to, -1)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@public infix fun ULong.downTo(to: ULong):
ULongProgression {\n    return ULongProgression.fromClosedRange(this, to, -1L)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@public infix fun UShort.downTo(to: UShort):
UIntProgression {\n    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)\n}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@public fun UIntProgression.reversed():
UIntProgression {\n    return UIntProgression.fromClosedRange(last, first, -step)\n}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@public fun ULongProgression.reversed():
ULongProgression {\n    return ULongProgression.fromClosedRange(last, first, -step)\n}

/**
 * Returns a progression that goes over the same range with the given step.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@public infix fun UIntProgression.step(step: Int):
UIntProgression {\n    checkStepIsPositive(step > 0, step)\n    return UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}

/**
 * Returns a progression that goes over the same range with the given step.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@public infix fun ULongProgression.step(step: Long):
ULongProgression {\n    checkStepIsPositive(step > 0, step)\n    return ULongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun UInt.until(to: UInt): UIntRange {\n    if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY\n    return this .. (to - 1u)\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun ULong.until(to: ULong): ULongRange {\n    if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY\n    return this .. (to - 1u)\n}

/**
 * Ensures that this value is not less than the specified 
 * [minimumValue].\n * @return \n *\n *\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public fun UInt.coerceAtLeast(minimumValue: UInt):
UInt {\n    return if (this <= UInt.MIN_VALUE) minimumValue else this\n}

/**
 * Ensures that this value is not less than the specified 
 * [minimumValue].\n * @return \n *\n *\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public fun ULong.coerceAtLeast(minimumValue: ULong):
ULong {\n    return if (this <= ULong.MIN_VALUE) minimumValue else this\n}
than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue]
or the [minimumValue] otherwise.

 samples.comparisons.ComparableOps.coerceAtLeastUnsigned

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtLeast(minimumValue: ULong): ULong {
    return if (this < minimumValue) minimumValue else this
}

 /**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue]
or the [minimumValue] otherwise.

 samples.comparisons.ComparableOps.coerceAtLeastUnsigned

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtLeast(minimumValue: UByte): UByte {
    return if (this < minimumValue) minimumValue else this
}

 /**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue]
or the [minimumValue] otherwise.

 samples.comparisons.ComparableOps.coerceAtLeastUnsigned

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceAtLeast(minimumValue: UShort): UShort {
    return if (this < minimumValue) minimumValue else this
}

 /**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue]
or the [maximumValue] otherwise.

 samples.comparisons.ComparableOps.coerceAtMostUnsigned

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtMost(maximumValue: UInt): UInt {
    return if (this > maximumValue) maximumValue else this
}

 /**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue]
or the [maximumValue] otherwise.

 samples.comparisons.ComparableOps.coerceAtMostUnsigned

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtMost(maximumValue: ULong): ULong {
    return if (this > maximumValue) maximumValue else this
}

 /**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue]
or the [maximumValue] otherwise.

 samples.comparisons.ComparableOps.coerceAtMostUnsigned

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtMost(maximumValue: UByte): UByte {
    return if (this > maximumValue) maximumValue else this
}

 /**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue]
or the [maximumValue] otherwise.

 samples.comparisons.ComparableOps.coerceAtMostUnsigned

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceAtMost(maximumValue: UShort): UShort {
    return if (this > maximumValue) maximumValue else this
}

 /**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * @return this value if it's in the range, or minimumValue if this value is less than minimumValue,
or maximumValue if this value is greater than maximumValue.

 samples.comparisons.ComparableOps.coerceInUnsigned

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(minimumValue: UInt, maximumValue: UInt): UInt {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    return if (this < minimumValue) minimumValue else if (this > maximumValue) maximumValue else this
}

 /**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue],
or [maximumValue] if this value is greater than [maximumValue].

 samples.comparisons.ComparableOps.coerceInUnsigned

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(minimumValue: ULong, maximumValue: ULong): ULong {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    return if (this < minimumValue) minimumValue else if (this > maximumValue) maximumValue else this
}
IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")

if (this < minimumValue) return minimumValue

if (this > maximumValue)

return maximumValue

return this

* Ensures that this value lies in the specified range

[minimumValue .. [maximumValue]].

* @return this value if it's in the range, or [maximumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].

* @sample samples.comparisons.ComparableOps.coerceInUnsigned

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
public fun UByte.coerceIn(minimumValue: UByte, maximumValue: UByte): UByte {

if (minimumValue > maximumValue) throw

IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")

if (this < minimumValue) return minimumValue

if (this > maximumValue)

return maximumValue

* Ensures that this value lies in the specified range [minimumValue .. [maximumValue]].

* @return this value if it's in the range, or 'range.start' if this value is less than 'range.start', or 'range.endInclusive' if this value is greater than 'range.endInclusive'.

* @sample samples.comparisons.ComparableOps.coerceInUnsigned

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
public fun UShort.coerceIn(minimumValue: UShort, maximumValue: UShort): UShort {

if (minimumValue > maximumValue) throw

IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")

if (this < minimumValue) return minimumValue

if (this > maximumValue)

return maximumValue

* Ensures that this value lies in the specified range [range].

* @return this value if it's in the [range], or 'range.start' if this value is less than 'range.start', or 'range.endInclusive' if this value is greater than 'range.endInclusive'.

* @sample samples.comparisons.ComparableOps.coerceInUnsigned

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
public fun UInt.coerceIn(range: ClosedRange<UInt>): UInt {

if (range is ClosedFloatingPointRange) {

return this.coerceIn<UInt>(range)

}

if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")

return

when {

this < range.start -> range.start

this > range.endInclusive -> range.endInclusive

else -> this

}

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* @file:kotlin.jvm.JvmMultifileClass
* @file:kotlin.jvm.JvmName("USequencesKt")
* @package kotlin.sequences

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.

 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UInt>.sum(): UInt {

var sum: UInt = 0u

for (element in this) {

sum += element

}

return sum

}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.

 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<ULong>.sum(): ULong {

var sum: ULong = 0uL

for (element in this) {

sum += element

}

return sum

}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.

 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UByte>.sum(): UByte {

var sum: UByte = 0uB

for (element in this) {

sum += element

}

return sum

}
Sequence<UByte>.sum(): UInt { \n var sum = 0u\n for (element in this) \n return sum += element\n }\n
/**
 * Returns the sum of all elements in the sequence.\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName("sumOfUShort")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Sequence<UShort>.sum(): UInt { \n var sum = 0u\n for (element in this) \n return sum += element\n }


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package kotlin

public expect open class Error : Throwable {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public

expect open class Exception : Throwable {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open class RuntimeException : Exception {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open class IllegalArgumentException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open class IllegalStateException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open class IndexOutOfBoundsException : RuntimeException {
    constructor()
    constructor(message: String?)
}

public expect open class ConcurrentModificationException : RuntimeException {
    constructor()
    constructor(message: String?)
    @Deprecated("The constructor is not supported on all platforms and will be removed from kotlin-stdlib-common soon.", level = DeprecationLevel.ERROR)
    constructor(message: String?, cause: Throwable?)
    @Deprecated("The constructor is not supported on all platforms and will be removed from kotlin-stdlib-common soon.", level = DeprecationLevel.ERROR)
    constructor(cause: Throwable?)
}

public 

expect open class UnsupportedOperationException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public 

expect open class NumberFormatException : IllegalArgumentException {
    constructor()
}

public expect open class NullPointerException : RuntimeException {
    constructor()
    constructor(message: String?)
}

public 

expect open class ClassCastException : RuntimeException {
    constructor()
    constructor(message: String?)
}

public expect open class 

AssertionError : Error {
    constructor()
    constructor(message: Any?)
}

/**
 * Thrown after invocation of a function or property that was expected to return `Nothing`,
 * but returned something instead.
 */
@SinceKotlin("1.4")
@PublishedApi
internal class KotlinNothingValueException : RuntimeException {
    constructor() : super()
    constructor(message: String?) : super(message)
    constructor(message: String?, cause: Throwable?) : super(message, cause)
    constructor(cause: Throwable?) : super(cause)
}

/**
 * Returns the detailed description of this throwable
 * with its stack trace.
 * The detailed description includes:
 * - the short description (see [Throwable.toString])
 * - the complete stack trace
 * - detailed descriptions of the exceptions that were [suppressed][suppressedExceptions] in order to deliver this exception
 * - the detailed description of each throwable in the [Throwable.cause] chain
 */
@SinceKotlin("1.4")
public expect fun
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```kotlin
Throwable.stackTraceToString(): String

/**
 * Prints the [detailed description][Throwable.stackTraceToString]
 * of this throwable to the standard output or standard error output.
 */
fun Throwable.printStackTrace(): Unit

/**
 * Gives a declaration (a function, a property or a class)
 * specific name in JavaScript.
 */
@Target(CLASS, FUNCTION, PROPERTY)
@OptionalExpectation
public expect annotation class JsName(val name: String)

/**
 * Marks experimental JS export annotations.
 */
@Experimental(level = Experimental.Level.WARNING)
@RequiresOptIn(level = RequiresOptIn.Level.WARNING)
@MustBeDocumented
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.4")
public annotation class ExperimentalJsExport

package kotlin.js

import kotlin.annotation.AnnotationTarget.*

/**
 * Classes that inherit from this interface can be represented as a sequence of elements that can
 * be iterated over.
 * @param T the type of element being iterated over. The iterator is covariant in its element type.
 */
public interface Iterable<out T> {
    operator fun iterator(): Iterator<T>
}

package kotlin.collections

import kotlin.internal.PlatformDependent

/**
 * Classes that inherit from this interface can be represented as a sequence of elements that
 * can be iterated over and that supports removing elements during iteration.
 * @param T the type of element being iterated over. The iterator is covariant in its element type.
 */
public interface MutableIterable<out T> : Iterable<T> {
    override fun iterator():MutableIterator<T>
}
```

---

These annotations will be reported as warnings unless an explicit opt-in within * - if the [OptIn] annotation, e.g.
```
@OptIn(ExperimentalJsExport::class) println * or with the `-Xopt-in=kotlin.js.ExperimentalJsExport` compiler option
```
given.
```
This annotation is experimental, meaning that restrictions mentioned above are subject to change.
```

---

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public interface MutableList<E> : List<E>, MutableCollection<E> {
    // Modification Operations
    /**
     * Adds all of the elements of the specified collection to
     * the result of this operation.
     */
    override fun addAll(elements: Collection<E>): Boolean

    /**
     * Adds the specified element to the collection.
     */
    override fun add(element: E): Boolean

    override fun remove(element: E): Boolean

    /**
     * Removes a single instance of the specified element from the
     * collection, if it is present.
     */
    override fun remove(element: E): Boolean

    /**
     * Removes all of the collection's elements that are also contained in the specified collection.
     * @return `true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.
     */
    public fun removeAll(elements: Collection<E>): Boolean

    /**
     * Removes all elements from this collection.
     */
    public fun clear(): Unit

    /**
     * Removes all elements from the collection that are contained in the specified collection.
     * @return `true` if any element was removed from the collection, `false` if the collection was not modified.
     */
    public fun retainAll(elements: Collection<E>): Boolean

    // Bulk Modification Operations
    /**
     * Adds the specified element to the end of this list.
     */
    override fun add(element: E): Boolean

    // Query Operations
    override fun isEmpty(): Boolean
    override fun contains(element: @UnsafeVariance E): Boolean
    override fun iterator(): Iterator<E>

    // Bulk Operations
    /**
     * Adds all of the elements of the specified collection to
     * the end of this list.
     * @return `true` if the list was changed as the result of the operation.
     */
    override fun addAll(elements: Collection<E>): Boolean

    // Positional Access Operations
    override fun get(index: Int): E

    override fun listIterator(index: Int): ListIterator<E>

    // Search Operations
    public fun contains(element: @UnsafeVariance E): Boolean
    override fun iterator(): Iterator<E>

    // Modification Operations
    /**
     * Adds the specified element to the end of this list.
     */
    override fun add(element: E): Boolean

    // Query Operations
    override fun isEmpty(): Boolean
    override fun contains(element: @UnsafeVariance E): Boolean
    override fun iterator(): Iterator<E>

    // Bulk Operations
    /**
     * Adds all of the elements of the specified collection to
     * the end of this list.
     * @return `true` if the list was changed as the result of the operation.
     */
    override fun addAll(elements: Collection<E>): Boolean

    // Positional Access Operations
    override fun get(index: Int): E

    // Search Operations
    public fun contains(element: @UnsafeVariance E): Boolean
    override fun iterator(): Iterator<E>

    // Modification Operations
    /**
     * Adds the specified element to the end of this list.
     */
    override fun add(element: E): Boolean

    // Query Operations
    override fun isEmpty(): Boolean
    override fun contains(element: @UnsafeVariance E): Boolean
    override fun iterator(): Iterator<E>

    // Bulk Operations
    /**
     * Adds all of the elements of the specified collection to
     * the end of this list.
     * @return `true` if the list was changed as the result of the operation.
     */
    override fun addAll(elements: Collection<E>): Boolean

    // Positional Access Operations
    override fun get(index: Int): E

    // Search Operations
    public fun contains(element: @UnsafeVariance E): Boolean
    override fun iterator(): Iterator<E>

    // Modification Operations
    /**
     * Adds the specified element to the end of this list.
     */
    override fun add(element: E): Boolean

    // Query Operations
    override fun isEmpty(): Boolean
    override fun contains(element: @UnsafeVariance E): Boolean
    override fun iterator(): Iterator<E>

    // Bulk Operations
    /**
     * Adds all of the elements of the specified collection to
     * the end of this list.
     * @return `true` if the list was changed as the result of the operation.
     */
    override fun addAll(elements: Collection<E>): Boolean

    // Positional Access Operations
    override fun get(index: Int): E

    // Search Operations
    public fun contains(element: @UnsafeVariance E): Boolean
    override fun iterator(): Iterator<E>

    // Modification Operations
    /**
     * Adds the specified element to the end of this list.
     */
    override fun add(element: E): Boolean

    // Query Operations
    override fun isEmpty(): Boolean
    override fun contains(element: @UnsafeVariance E): Boolean
    override fun iterator(): Iterator<E>

    // Bulk Operations
    /**
     * Adds all of the elements of the specified collection to
     * the end of this list.
     * @return `true` if the list was changed as the result of the operation.
     */
    override fun addAll(elements: Collection<E>): Boolean

    // Positional Access Operations
    override fun get(index: Int): E

    // Search Operations
    public fun contains(element: @UnsafeVariance E): Boolean
    override fun iterator(): Iterator<E>

    // Modification Operations
    /**
     * Adds the specified element to the end of this list.
     */
    override fun add(element: E): Boolean

    // Query Operations
public val value: V
    }
}

/**
 * A modifiable collection that holds pairs of objects (keys and values) and
 * supports efficiently retrieving
 * the value corresponding to each
 * key. Map keys are unique; the map holds only one value for each key. Map keys are
 * unique; the map holds only one value for each key.
 * Methods in this interface support only read-only access to the set; read/write access is supported
 * through the [MutableSet] interface.
 *
 * @param E the type of elements contained in the set. The set is covariant in
 * its element type, as it's a generic unordered collection of elements that does not
 * support duplicate elements, and supports adding and removing elements. * @param E the type of elements contained in the set. The set is covariant in
 * its element type, as it's a generic unordered collection of elements that does not
 * support duplicate elements, and supports adding and removing elements.
 *
 * @param V the type of map values. The map is covariant in its value type,
 * and supports efficient retrieval of key/value pairs in the map.
 * If the map is empty, `false` if the map is empty, `false` if the map is empty,
 * and supports efficient retrieval of key/value pairs in the map.
 * If the map is empty, `false` if the map is empty, `false` if the map is empty,
 * and supports efficient retrieval of key/value pairs in the map.
 * If the map is empty, `false` if the map is empty, `false` if the map is empty,
 * and supports efficient retrieval of key/value pairs in the map.
 * If the map is empty, `false` if the map is empty, `false` if the map is empty,
 * and supports efficient retrieval of key/value pairs in the map.
 * If the map is empty, `false` if the map is empty, `false` if the map is empty,
 * and supports efficient retrieval of key/value pairs in the map.
 * If the map is empty, `false` if the map is empty, `false` if the map is empty,
 * and supports efficient retrieval of key/value pairs in the map.
 * If the map is empty, `false` if the map is empty, `false` if the map is empty,
 * and supports efficient retrieval of key/value pairs in the map.
 * If the map is empty, `false` if the map is empty, `false` if the map is empty,
 * and supports efficient retrieval of key/value pairs in the map.
 * If the map is empty, `false` if the map is empty, `false` if the map is empty,
 * and supports efficient retrieval of key/value pairs in the map.
 * If the map is empty, `false` if the map is empty, `false` if the map is empty,
 * and supports efficient retrieval of key/value pairs in the map.
 * If the map is empty, `false` if the map is empty, `false` if the map is empty,
 * and supports efficient retrieval of key/value pairs in the map.
 * If the map is empty, `false` if the map is empty, `false` if the map is empty,
 * and supports efficient retrieval of key/value pairs in the map.
 * If the map is empty, `false` if the map is empty, `false` if the map is empty,
 * and supports efficient retrieval of key/value pairs in the map.
 * If the map is empty, `false` if the map is empty, `false` if the map is empty,
 * and supports efficient retrieval of key/value pairs in the map.
 * If the map is empty, `false` if the map is empty, `false` if the map is empty,
supports efficiently retrieving the value corresponding to each key. Map keys are unique; the map holds only one value for each key. The map is invariant in its key type. The map is invariant in its value type. The mutable map is invariant in its value type. Associates the specified value with the specified key in the map.

```java
public final fun put(key: K, value: V): V?
```
override fun hashCode(): Int =
    if (isEmpty()) -1 else (31 * (31 * first + last) +
    step)"/"**

    companion object {
        /**
         * Creates IntProgression within the specified bounds of a closed range.
         * The progress starts with the [rangeStart] value and goes toward the [rangeEnd] value not
         * excluding it, with the specified [step]. In order to go backwards the [step] must be negative.
         * [step] must be greater than 'Int.MIN_VALUE' and not equal to zero.
         */
    
    private val int init {\n init if (step == 0L) throw kotlin.IllegalArgumentException("\Step must be non-

    companion object {
        /**
         * Creates LongProgression within the specified bounds of a closed range.
         * The progress starts with the [rangeStart] value and goes toward the [rangeEnd] value not
         * excluding it, with the specified [step]. In order to go backwards the [step] must be negative.
         * [step] must be greater than 'Long.MIN_VALUE' and not equal to zero.
         */
    
    safe...
License. */

package kotlin.annotation

import kotlin.annotation.AnnotationTarget.*

/**
 * Contains the list of code elements which are the possible annotation targets.
 * */
public enum class AnnotationTarget {
    CLASS,
    PROPERTY,
    FIELD,
    LOCAL_VARIABLE,
    VALUE_PARAMETER,
    CONSTRUCTOR,
    FUNCTION,
    PROPERTY_GETTER,
    PROPERTY_SETTER,
    TYPE,
    EXPRESSION,
    FILE,
    TYPEALIAS
}

/**
 * Contains the list of possible annotation's retentions.
 * */
public enum class AnnotationRetention {
    SOURCE,
    BINARY,
    RUNTIME
}

/**
 * This meta-annotation indicates the kinds of code elements which are possible targets of an annotation.
 * @property allowedTargets list of allowed annotation targets
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
@MustBeDocumented
public annotation class Target(vararg val allowedTargets: AnnotationTarget)

/**
 * This meta-annotation determines whether an annotation is stored in binary output and visible for reflection (default retention)
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class Retention(val value: AnnotationRetention = AnnotationRetention.RUNTIME)

/**
 * This meta-annotation determines that an annotation is applicable twice or more on a single code element
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class Repeatable

/**
 * This meta-annotation determines that an annotation is a part of public API and therefore should be included in the generated documentation for the element to which the annotation is applied.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class MustBeDocumented

/**
 * Specifies that the corresponding type parameter is not used for unsafe operations such as casts or 'is' checks
 * That means it's completely safe to use generic types as argument for such parameter.
 */
@Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
internal annotation class PureReifiable

/**
 * Specifies that the corresponding built-in method exists depending on platform.
 * Current implementation for JVM looks whether method with same JVM descriptor exists in the module JDK.
 * For example MutableMap.remove(K, V) available only if corresponding method is defined in JDK (i.e. for major versions >= 8)
 */
@Target(AnnotationTarget.FUNCTION)
@Retention(AnnotationRetention.BINARY)
internal annotation class PlatformDependent

/*
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 * See the License for the specific language governing permissions and limitations under the License.
 */

package kotlin.internal

private fun mod(a: Int, b: Int): Int {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

private fun mod(a: Long, b:
Long {\n    val mod = a % b
    return if (mod >= 0) mod else mod + b
}\n\n// (a - b) mod c
private fun differenceModulo(a: Int, b: Int, c: Int): Int = if (a >= b) a - b else a + c - b

private fun differenceModulo(a: Long, b: Long, c: Long): Long = (a - b) mod c

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range \( \text{start} \) to \( \text{end} \) in case of a positive \([\text{step}]\), or from \( \text{end} \) to \( \text{start} \) in case of a negative \([\text{step}]\).
 * @param start the first element of the progression
 * @param end the end of the progression
 * @param step the increment of the progression
 * @return the final element of the progression
 * @suppress
 */
@PublishedApi
internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range \( \text{start} \) to \( \text{end} \) in case of a positive \([\text{step}]\), or from \( \text{end} \) to \( \text{start} \) in case of a negative \([\text{step}]\).
 * @param start the first element of the progression
 * @param end the end of the progression
 * @param step the increment of the progression
 * @return the final element of the progression
 * @suppress
 */
@PublishedApi
internal fun getProgressionLastElement(start: Long, end: Long, step: Long): Long = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

@JsName("arrayIterator")
internal fun arrayIterator(array: dynamic, type: String?) = when (type) {
    null -> {
        val arr: Array<dynamic> = array
        object : Iterator<dynamic> {
            var index = 0
            override fun hasNext() = index < arr.size
            override fun next() = if (index < arr.size) arr[index++]
        }
    }
    "BooleanArray" -> booleanArrayIterator(array)
    "ByteArray" -> byteArrayIterator(array)
    "ShortArray" -> shortArrayIterator(array)
    "CharArray" -> charArrayIterator(array)
    "IntArray" -> intArrayIterator(array)
    "LongArray" -> longArrayIterator(array)
    "FloatArray" -> floatArrayIterator(array)
    "DoubleArray" -> doubleArrayIterator(array)
    else -> throw IllegalStateException("Unsupported type argument for arrayIterator:
    type = $type")
}

@JsName("booleanArrayIterator")
internal fun booleanArrayIterator(array: BooleanArray) = object : BooleanIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextBoolean() = if (index < array.size) array[index++]
}

@JsName("byteArrayIterator")
internal fun byteArrayIterator(array: ByteArray) = object : ByteIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextByte() = if (index < array.size) array[index++]
}

@JsName("shortArrayIterator")
internal fun shortArrayIterator(array: ShortArray) = object : ShortIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextShort() = if (index < array.size) array[index++]
}

@JsName("charArrayIterator")
internal fun charArrayIterator(array: CharArray) = object : CharIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextChar() = if (index < array.size) array[index++]
}

@JsName("intArrayIterator")
internal fun intArrayIterator(array: IntArray) = object : IntIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextInt() = if (index < array.size) array[index++]
}

@JsName("floatArrayIterator")
internal fun floatArrayIterator(array: FloatArray) = object : FloatIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextFloat() = if (index < array.size) array[index++]
}

@JsName("doubleArrayIterator")
internal fun doubleArrayIterator(array: DoubleArray) = object : DoubleIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextDouble() = if (index < array.size) array[index++]
}

// (a % b) mod c
private fun differenceModulo(a: Int, b: Int, c: Int): Int {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

// (a % b) mod c
private fun differenceModulo(a: Long, b: Long, c: Long): Long {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

// (a % b) mod c
private fun
inline fun <T> success(value: T): Result<T> =
    Result(value)

/**
 * Returns an instance that encapsulates the given [Throwable] exception as failure.
 */
@Suppress("INAPPLICABLE_JVM_NAME")
@InlineOnly
@JvmName("failure")
public inline fun <T> failure(exception: Throwable): Result<T> =
    Result(createFailure(exception))

internal class Failure(
    @JvmField
    val exception: Throwable
) : Serializable {
    override fun equals(other: Any?): Boolean = other is Failure && exception == other.exception
    override fun hashCode(): Int = exception.hashCode()
    override fun toString(): String = "Failure($exception)"
}

/**
 * Creates an instance of internal marker [Result.Failure] class to
 * make sure that this class is not exposed in ABI.
 */
@PublishedApi
@SinceKotlin("1.3")
internal fun createFailure(exception: Throwable): Any =
    Result.Failure(exception)

/**
 * Throws exception if the result is failure. This internal function minimizes
 * inlined bytecode for [getOrThrow] and makes sure that in the future we can
 * add some exception-augmenting logic here (if needed).
 */
@PublishedApi
@SinceKotlin("1.3")
internal fun Result<*>.throwOnFailure() {
    if (value is Result.Failure) throw value.exception
}

/**
 * Calls the specified function [block] with 'this' as its receiver and returns its
 * encapsulated result if invocation was successful,
 * otherwise encapsulates the given [Throwable] exception.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T, R> T.runCatching(block: T.() -> R): Result<R> {
    return try {
        Result.success(block())
    } catch (e: Throwable) {
        Result.failure(e)
    }
}

/**
 * Calls the specified function [block] and returns its
 * encapsulated result if invocation was successful,
 * otherwise encapsulates the given [Throwable] exception.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R> runCatching(block: () -> R): Result<R> {
    return try {
        Result.success(block())
    } catch (e: Throwable) {
        Result.failure(e)
    }
}

// extensions ---

/**
 * Returns the encapsulated value if this instance represents [Success] or
 * throws the encapsulated [Throwable] exception if it is [Failure].
 * This function is a
 * shorthand for `getOrElse { throw it }` (see [getOrElse]).
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.getOrThrow(): T {
    throwOnFailure()
    return value as T
}

/**
 * Returns the
 * encapsulated value if this instance represents [Success] or the
 * result of [onFailure] function for
 * the encapsulated [Throwable] exception if it is [Failure].
 * Note, that this function
 * rethrows any [Throwable] exception thrown by [onSuccess] function.
 * This function is a shorthand for `fold(onSuccess = { it }, onFailure = onFailure)` (see [fold]).
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T, R> Result<T>.orElse(onFailure: (exception: Throwable) -> R): R {
    return when (val exception = exceptionOrNull()) {
        null -> onSuccess
        else -> onFailure(exception)
    }
}

/**
 * Returns the
 * encapsulated value if this instance represents [Success] or the
 * default value if it is [Failure].
 * Note, that this function
 * rethrows any [Throwable] exception thrown by [onSuccess] or by [onFailure] function.
 * This function is a
 * shorthand for `fold(onSuccess = { it }, onFailure = onFailure)` (see [fold]).
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T, R> Result<T>.getOrElse(defaultValue: R): R {
    if (isFailure) return defaultValue
    return value as T
}

/**
 * Returns the
 * result of [onSuccess] for the
 * encapsulated value if this instance represents [Success] or [onFailure] function for
 * the encapsulated [Throwable] exception if it is [Failure].
 * Note, that this function
 * rethrows any [Throwable] exception thrown by [onSuccess] or by [onFailure] function.
 * This function is a
 * shorthand for `fold(onSuccess = { it }, onFailure = onFailure)` (see [fold]).
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T, R> Result<T>.fold(onSuccess: (value: T) -> R, onFailure: (exception: Throwable) -> R): R {
    return try {
        onSuccess
    } catch (e: Throwable) {
        onFailure(e)
    }
}

// transformation

/**
 * Returns the encapsulated result of the given
 * function applied to the encapsulated value
 * if this instance represents [Success] or
 * the original encapsulated [Throwable] exception if it is [Failure].
 * Note, that this function
 * rethrows any [Throwable] exception thrown by [transform] function.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> transform(value: T): Result<T> =
    Result(transform(value))

Open Source Used In DNAC Platform Arica  9780
Result<T>.map(transform: (value: T) -> R): Result<R> {
    contract {
        callsInPlace(transform, InvocationKind.AT_MOST_ONCE)
    } return when {
        isSuccess -> Result.success(transform(value as T))
        else -> Result(value)
    }.*
}

/**
 * Returns the encapsulated result of the given [transform] function applied to the encapsulated value if this instance represents [success]; otherwise returns the original value.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T, R> Continuation<T>.resume(value: T): Unit =
    resumeWith(Result.success(value))

/**
 * Resumes the execution of the corresponding coroutine passing a successful or failed [result] as the value of the last suspension point.
 */
@SinceKotlin("1.3")
public interface Continuation

/**
 * Interface representing a continuation after a suspension point that returns a value of type `T`.
 */
@SinceKotlin("1.3")
public interface Continuation<T extends Any> {
    /**
     * The context of the coroutine that corresponds to this continuation.
     */
    public val context: CoroutineContext

    /**
     * Resumes the execution of the corresponding coroutine passing a successful or failed [result] as the value of the last suspension point.
     */
    public fun resumeWith(result: Result<T>): Result<T>*
}

/**
 * Resumes the

---

"Open Source Used In DNAC Platform Arica" 9791
execution of the corresponding coroutine so that the [exception] is re-thrown right after the
last suspension point.

```kotlin
Continuation<T>.resumeWithException(exception: Throwable): Unit =
resumeWith(Result.failure(exception))

/*
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 */
```

Open Source Used In DNAC Platform Arica 9792
Starts an unintercepted coroutine without a receiver and with result type \([T]\) and executes it until its first suspension.

* Returns the result of the coroutine or throws its exception if it does not suspend or \([\text{COROUTINE\_SUSPENDED}]\) if it suspends.

* In the latter case, the \([\text{completion}]\) continuation is invoked when the coroutine completes with a result or an exception.

* The coroutine is started directly in the invoker's thread without going through the \([\text{ContinuationInterceptor}]\) that might\(n\) * be present in the completion's \([\text{CoroutineContext}]\).

It is the invoker's responsibility to ensure that a proper invocation context is established.

* This function is designed to be used from inside of \([\text{suspendCoroutineUninterceptedOrReturn}]\) to resume the execution of the suspended\(n\) * coroutine using a reference to the suspending function.

\[
\text{this.asDynamic()}(completion, false)\text{un}/**\text{un} * \text{Starts an unintercepted coroutine with receiver type \([R]\) and result type \([T]\) and executes it until its first suspension.}\text{un} * \text{Returns the result of the coroutine or throws its exception if it does not suspend or } [\text{COROUTINE\_SUSPENDED}] \text{ if it suspends.}\text{un} * \text{In the latter case, the } [\text{completion}] \text{ continuation is invoked when the coroutine completes with a result or an exception.}\text{un} * \text{The coroutine is started directly in the invoker's thread without going through the } [\text{ContinuationInterceptor}] \text{ that might\(n\) * be present in the completion's } [\text{CoroutineContext}] \text{. It is the invoker's responsibility to ensure that a proper invocation context is established.}\text{un} * \text{This function is designed to be used from inside of } [\text{suspendCoroutineUninterceptedOrReturn}] \text{ to resume the execution of the suspended\(n\) * coroutine using a reference to the suspending function.}\text{un} * \text{This function returns unintercepted continuation.}\text{un} * \text{Invocation of } [\text{resume(Unit)}] \text{ on the returned } [\text{continuation}] \text{ instance.}\text{un} * \text{The } [\text{completion}] \text{ continuation is invoked when coroutine completes with result or exception.}\text{un} * \text{This function returns unintercepted continuation.}\text{un} * \text{Invocation of } [\text{resume(Unit)}] \text{ on intercepted continuation guarantees that execution of}n * \text{both the coroutine and } [\text{completion}] \text{ happens in the invocation context established by}n * \text{[ContinuationInterceptor] that might be present in the completion's } [\text{CoroutineContext}].}\text{un} * \text{Note that } [\text{completion}] \text{ of this function may get invoked in an arbitrary context.}\text{un} * \text{[Continuation.intercepted] can be used to acquire the intercepted continuation.}\text{un} * \text{Invocation of } [\text{resume(Unit)}] \text{ on intercepted continuation guarantees that execution of}n * \text{both the coroutine and } [\text{completion}] \text{ happens in the invocation context established by}n * \text{[ContinuationInterceptor] that might be present in the completion's } [\text{CoroutineContext}].}\text{un} * \text{[Continuation.intercepted] can be used to acquire the intercepted continuation.}\text{un} * \text{Invocation of } [\text{resume(Unit)}] \text{ on intercepted continuation guarantees that execution of}n * \text{both the coroutine and } [\text{completion}] \text{ happens in the invocation context established by}n * \text{[ContinuationInterceptor] that might be present in the completion's } [\text{CoroutineContext}].}\text{un} * \text{It is the invoker's responsibility to ensure that a proper invocation context is established.}\text{un} * \text{Note that } [\text{completion}] \text{ of this function may get invoked in an arbitrary context.}\text{un} * \text{[Continuation.intercepted] can be used to acquire the intercepted continuation.}\text{un} * \text{Invocation of } [\text{resume(Unit)}] \text{ on intercepted continuation guarantees that execution of}n * \text{both the coroutine and } [\text{completion}] \text{ happens in the invocation context established by}n * \text{[ContinuationInterceptor] that might be present in the completion's } [\text{CoroutineContext}].}\text{un} * \text{It is the invoker's responsibility to ensure that a proper invocation context is established.}\text{un} * \text{Note that } [\text{completion}] \text{ of this function may get invoked in an arbitrary context.}\text{un} * \text{[Continuation.intercepted] can be used to acquire the intercepted continuation.}\text{un} * \text{Invocation of } [\text{resume(Unit)}] \text{ on intercepted continuation guarantees that execution of}n * \text{both the coroutine and } [\text{completion}] \text{ happens in the invocation context established by}n * \text{[ContinuationInterceptor] that might be present in the completion's } [\text{CoroutineContext}].}
coroutine and [completion] happens in the invocation context established by
this. [ContinuationInterceptor]. When suspended is true the continuation is created, but not executed
if this. [ContinuationInterceptor].re

val this = ContinuationInterceptor

private inline fun <T> createCoroutineFromSuspendFunction(
    completion: Continuation<T>,
    crossinline block: () -> Any?
): Continuation<Unit> {
    @Suppress("UNCHECKED_CAST")
    return object
        : CoroutineImpl(completion as Continuation<Any?>) {
            override fun doResume(): Any? {
                exception?.let { throw it }
                return block()
            }
        }
}

/**
 * Intercepts this continuation with [ContinuationInterceptor].
 *
 * This function shall be used on the immediate result of
 * [createCoroutineUnintercepted] or [suspendCoroutineUninterceptedOrReturn].
 * [Completion] functions invoke [ContinuationInterceptor.interceptContinuation], caches and returns the result.
 * If this function is invoked on other [Completion] instances it returns this continuation unchanged.
 * [Completion] hooks shall check for [ContinuationInterceptor] in the continuation's context and invoke
 * [Completion.intercepted] if this is the case.
 */
@SinceKotlin("1.3")
public actual fun <T> Continuation<T>.intercepted(): Continuation<T> =
    (this as? CoroutineImpl)?.intercepted() ?:
    this

private fun isArrayish(o: dynamic) =
    js("Kotlin").isArrayish(o)
Throwable?) : this(undef, cause)

public actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(undef, cause)
    this(undef, cause)
}

public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message) {
    this(null)
}

public actual open class NullPointerException actual constructor(message: String?) : RuntimeException(message) {
    this(null)
}

public actual open class ClassCastException actual constructor(message: String?) : RuntimeException(message) {
    this(null)
}

public actual open class AssertionError
@SinceKotlin("1.4")
constructor(message: String?, cause: Throwable?) : Error(message, cause) {
    this(null)
    constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(undef, cause)
}

public actual open class NoSuchElementException actual constructor(message: String?) : RuntimeException(message) {
    this(null)
}

@SinceKotlin("1.3")
public actual open class ArithmeticException actual constructor(message: String?) : RuntimeException(message) {
    this(null)
}

public actual open class NoWhenBranchMatchedException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(undef, cause)
}

public actual open class UninitializedPropertyAccessException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(undef, cause)
}

@file:Suppress("UNUSED_PARAMETER")

package kotlin.js

@kotlin.internal.InlineOnly
internal inline fun jsDeleteProperty(obj: Any, property: Any) {
    js("delete obj[property]")
}

@kotlin.internal.InlineOnly
internal inline fun jsBitwiseOr(lhs: Any?, rhs: Any?): Int =
    js("lhs | rhs").unsafeCast<Int>()
to the IEEE 754 floating-point "single format" bit layout, * note that in Kotlin/JS [Float] range is wider than "single format" bit layout can represent, * so some [Float] values may overflow, underflow or lose their accuracy after conversion to bits and back.

`Float.toRawBits()` returns the [Float] value corresponding to a given bit representation.

```kotlin
@SinceKotlin("1.2")
@library("floatToRawBits")
public actual fun Float.toRawBits(): Int =
  definedExternally
```

```kotlin
/**
 * Returns the [Float] value corresponding to a given bit representation.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun Float.Companion.fromBits(bits: Int): Float = js("Kotlin").floatFromBits(bits).unsafeCast<Float>()
```

```kotlin
internal inline fun Long(low: Int, high: Int) = js("Kotlin").Long.fromBits(low, high).unsafeCast<Long>()
internal inline val Long.low: Int get() =
  this.asDynamic().getLowBits().unsafeCast<Int>()
internal inline val Long.high: Int get() =
  this.asDynamic().getHighBits().unsafeCast<Int>()
```

```kotlin
@end_omit
```

```kotlin
@PublishedApi
internal fun <T : Annotation> KClass<*>.findAssociatedObject(annotationClass: KClass<T>): Any? {
    // This API is not supported in js-v1. Return `null` to be source-compatible with js-ir.
    return null
}
```

```kotlin
public actual fun Long.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))
```

```kotlin
/*
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 */

```kotlin
import kotlin.reflect.KClass

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import java.util.Arrays
import kotlin.js.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Reverses elements in the list in-place.
 */
public actual fun <T> MutableList<T>.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}
```

```kotlin
/*
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 */

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import java.util.Arrays
import kotlin.js.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.elementAt(index: Int): UInt {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
```

```kotlin
/*
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 */

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import java.util.Arrays
import kotlin.js.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun ULongArray.elementAt(index: Int): ULong {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
```
/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.elementAt(index: Int): UByte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.elementAt(index: Int): UShort {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.asList(): List<UInt> {
    return object : AbstractList<UInt>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UInt): Boolean = this@asList.contains(element)
        override fun get(index: Int): UInt {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.asList(): List<UByte> {
    return object : AbstractList<UByte>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UByte): Boolean = this@asList.contains(element)
        override fun get(index: Int): UByte {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.asList(): List<UShort> {
    return object : AbstractList<UShort>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UShort): Boolean = this@asList.contains(element)
        override fun get(index: Int): UShort {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

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 */

@file:Suppress("DEPRECATION_ERROR")
package jquery.ui

import jquery.JQuery
import kotlin.js.Json

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.buttonset(): JQuery =
    asDynamic().buttonset()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.dialog(): JQuery =
file you tell the compiler to import a JavaScript object → that contain all the declarations from the file.

Example:

```kotlin
*S* *un* * `kotlin* * @JsModule("jquery")* * external abstract class JQuery(* * @un* * // some declarations here un * )un * @JsModule("jquery")* * external fun JQuery(element: Element): JQueryun * * @property import name of a module to import declaration from.un * It is not interpreted by the Kotlin compiler, it's passed as is directly to the target module system.un * @see JsNonModuleName
```

Some JavaScript libraries are distributed both as a standalone downloadable piece of JavaScript and as a module available as an npm package. To tell the Kotlin compiler to accept both cases, you can augment `[JsModule]` with the `@JsNonModule` annotation.

```kotlin
@JsModule("jquery")
@JsNonModule
@JsName("$")
external abstract class JQuery() {
    // some declarations here
}
```

@JsModule annotation you can make a declaration unavailable to plain module system.

Some JavaScript libraries are distributed both as a standalone downloadable piece of JavaScript and as a module available as an npm package. To tell the Kotlin compiler to accept both cases, you can augment `[JsModule]` with the `@JsNonModule` annotation.

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```kotlin
@JsModule("jquery")
@JsNonModule
@JsName("$")
external abstract class JQuery() {
    // some declarations here
}
```

@JsModule annotation you can make a declaration unavailable to plain module system.
/**
 * Creates an empty [ArrayList].
 */
    public actual constructor() : this(emptyArray()) {}

    /**
     * Creates an empty [ArrayList].
     * @param initialCapacity initial capacity (ignored)
     */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    public actual constructor(initialCapacity: Int = 0) : this(emptyArray()) {}

    /**
     * Creates an [ArrayList] filled from the [elements] collection.
     */
    public actual constructor(elements: Collection<E>) : this(elements.toTypedArray<Any?>()) {}

    @PublishedApi
    internal fun build(): List<E> {
        checkIsMutable()
        isReadOnly = true
        return this
    }

    /**
     * Does nothing in this ArrayList implementation.
     * @param minCapacity minimum capacity (not used)
     */
    public actual fun trimToSize() {}

    /**
     * Does nothing in this ArrayList implementation.
     * @param minCapacity minimum capacity (not used)
     */
    public actual fun ensureCapacity(minCapacity: Int) {}

    actual override val size: Int get() = array.size

    @Suppress("UNCHECKED_CAST")
    actual override fun get(index: Int): E = array[rangeCheck(index)] as E

    actual override fun set(index: Int, element: E): E {
        checkIsMutable()
        rangeCheck(index)
        @Suppress("UNCHECKED_CAST")
        return array[index].apply { array[index] = element } as E
    }

    actual override fun add(element: E): Boolean {
        checkIsMutable()
        array.asDynamic().push(element)
        modCount++
        return true
    }

    actual override fun add(index: Int, element: E): Unit {
        checkIsMutable()
        rangeCheck(index)
        @Suppress("UNCHECKED_CAST")
        array.asDynamic().splice(insertionRangeCheck(index), 0, element)
        modCount++
    }

    actual override fun addAll(elements: Collection<E>): Boolean {
        checkIsMutable()
        if (elements.isEmpty()) return false
        array += elements.toTypedArray<Any?>()
        modCount++
        return true
    }

    actual override fun addAll(index: Int, elements: Collection<E>): Boolean {
        checkIsMutable()
        insertionRangeCheck(index)
        when (index) {
            size -> addAll(elements)
            else -> array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(), array.copyOfRange(index, size))
        }
        modCount++
        return true
    }

    actual override fun removeAt(index: Int): E {
        checkIsMutable()
        rangeCheck(index)
        modCount++
        return if (index == lastIndex)
            array.asDynamic().pop()
        else
            array.asDynamic().splice(index, 1)[0]
    }

    actual override fun remove(element: E): Boolean {
        checkIsMutable()
        for (index in array.indices) {
            if (array[index] == element) {
                array.asDynamic().splice(index, 1)
                modCount++
                return true
            }
        }
        return false
    }

    override fun removeRange(fromIndex: Int, toIndex: Int) {
        checkIsMutable()
        modCount++
        array.asDynamic().splice(fromIndex, toIndex - fromIndex)
    }

    actual override fun clear() {
        checkIsMutable()
        array = emptyArray()
        modCount++
    }

    actual override fun indexOf(element: E): Int = array.indexOf(element)

    actual override fun lastIndexOf(element: E): Int = array.lastIndexOf(element)

    override fun toString() = arrayToString(array)
    override fun toArray(): Array<Any?> = js("["]").slice.call(array)

    internal override fun checkIsMutable() {
        if (isReadOnly)
            throw UnsupportedOperationException()
    }

    private fun rangeCheck(index: Int) = index.apply {
        AbstractList.checkElementIndex(index, size)
    }

    private fun insertionRangeCheck(index: Int) = index.apply {
        AbstractList.checkPositionIndex(index, size)
    }
}
array.asDynamic().sort(comparison))

else {
    mergeSort(array.unsafeCast<Array<T>>(), 0,
    array.lastIndex, naturalOrder())
}

private fun String.unsafeCast<Array<T>>()
    return transformArray<in T>(array, convert)

private fun <T> transformArray<in T>(array: Array<T>, convert: (T) -> T): Array<T>
    return with(array) { UnsafeWrap(this).unsafeCast<Array<T>>() }

private fun <T> mergeSort(array: Array<T>, start: Int,
endInclusive: Int, comparator: Comparator<in T>) {
    val buffer = arrayOfNulls<Any?>(array.size).unsafeCast<Array<T>>()
    val result = mergeSort(array, buffer, start,
endInclusive, comparator)
    if (result !== array) {
        for (i in start..endInclusive) array[i] = result[i]
    }
}

// Both start and end are inclusive indices.
private fun <T> mergeSort(array: Array<T>, buffer: Array<T>,
start: Int, end: Int, comparator: Comparator<in T>): Array<T> {
    if (start == end) {
        return array
    }

    val median = (start + end) / 2
    val left = mergeSort(array, buffer, start, median, comparator)
    val right = mergeSort(array, buffer, median + 1, end, comparator)

    val target = if (left === buffer) array else buffer
// Merge.
    var leftIndex = start
    var rightIndex = median + 1
    for (i in start..end) {
        when {
            leftIndex <= median && rightIndex <= end -> {
                val leftValue = left[leftIndex]
                val rightValue = right[rightIndex]

                if (comparator.compare(leftValue, rightValue) <= 0) {
                    target[i] = leftValue
                    leftIndex++
                } else {
                    target[i] = rightValue
                    rightIndex++
                }
            }
            leftIndex <= median -> {
                target[i] = left[leftIndex]
                leftIndex++
            }
            else /* rightIndex <= end */ -> {
                target[i] = right[rightIndex]
                rightIndex++
                Unit // TODO: Fix KT-31506
            }
        }
    }

    return target
}

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 */

package kotlin.collections

@OptIn(ExperimentalUnsignedTypes::class)
@SinceKotlin("1.3")
@kotlin.js.JsName("contentDeepHashCodeImpl")
internal fun <T> Array<out T>?.contentDeepHashCodeImpl(): Int {
    if (this == null) return 0
    var result = 1
    for (element in this) {
        val elementHash = when {
            element == null -> 0
            isArrayish(element) -> (element.unsafeCast<Array<*>>()).contentDeepHashCodeImpl()
            element is UByteArray   -> element.contentHashCode()
            element is UShortArray  -> element.contentHashCode()
            element is UIntArray    -> element.contentHashCode()
            element is ULongArray   -> element.contentHashCode()
            else                    -> element.hashCode()
        }

        result = 31 * result + elementHash
    }
    return result
}
AbstractMutableSet<MutableEntry<K, V>> {

    override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on entries")

    override fun clear() {
        this@HashMap.clear()
    }

    override operator fun contains(element: MutableEntry<K, V>): Boolean = containsEntry(element)

    override operator fun iterator(): MutableIterator<MutableEntry<K, V>> = internalMap.iterator()

    override fun remove(element: MutableEntry<K, V>): Boolean {
        if (contains(element)) {
            this@HashMap.remove(element.key)
            return true
        }
        return false
    }

    override val size: Int get() = this@HashMap.size
}

/**
 * Internal implementation of the map: either string-based or hashcode-based.
 */
private val internalMap: InternalMap<K, V> private val equality: EqualityComparator

internal constructor(internalMap: InternalMap<K, V>) : super() {
    this.internalMap = internalMap
    this.equality = internalMap.equality
}

actual constructor() : this(InternalHashCodeMap(EqualityComparator.HashCode))

actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {
    require(initialCapacity >= 0) { "Negative initial capacity: $initialCapacity" }
    require(loadFactor >= 0) { "Non-positive load factor: $loadFactor" }
}

actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

/**
 * Constructs an instance of [HashSet] with the contents of the specified [original] map.
 */
actual constructor(original: Map<out K, V>) : this() {
    this.putAll(original)
}

actual override fun clear() {
    internalMap.clear()
    //structureChanged(this)
}

actual override fun containsKey(key: K): Boolean = internalMap.containsKey(key)

actual override fun containsValue(value: V): Boolean = internalMap.any { it.value == value }

private var _entries: MutableSet<MutableMap.MutableEntry<K, V>>? = null
actual override val entries: MutableSet<MutableMap.MutableEntry<K, V>>
    get() {
        if (_entries == null) {
            _entries = createEntrySet()
        }
        return _entries!!
    }

protected open fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()

actual override fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {
    return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply {
        putAll(pairs)
    }
}

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 */

/*
 * Based on GWT HashSet
 */

package kotlin.collections

/**
 * The implementation of the [MutableSet] interface, backed by a [HashMap] instance.
 */
// Classes that extend HashSet and implement `build()` (freezing) operation have to make sure mutating methods check `checkIsMutable`
private actual open class HashSet<E> : AbstractMutableSet<E>, MutableSet<E> {

    internal val map: HashMap<E, Any>

    /**
     * Constructs a new empty [HashSet].
     */
    actual constructor() {
        map = HashMap<E, Any>()
    }

    /**
     * Constructs a new [HashSet] filled with the elements of the specified collection.
     */
    actual constructor(elements: Collection<E>) {
        map = HashMap<E, Any>(elements.size)
        addAll(elements)
    }

    /*
     * Constructs a new [HashMap] with [String] keys, which stores the keys as properties of an * JS object without hashing them.
     */
    actual public fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {
        return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply { putAll(pairs) }
    }

    actual override fun clear() {
        //structureChanged(this)
    }

    actual override fun contains(element: Any): Boolean = containsKey(element)

    actual override fun containsAll(elements: Collection<Any>): Boolean = elements.all { contains(it) }

    actual override val size: Int get() = map.size
}

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 */

/*
 * Based on GWT HashSet
 */

package kotlin.collections
underlying map. This is used by

    * LinkedHashSet.

    * @param map underlying map to use.

    * @param key the key to add.

    * @param value the value to add.

    * @param element the element to add.

    * @param this the this reference.

    * @param add adds the element to the map.

    * @param map the map to use.

    * @param key the key to clear.

    * @param value the value to clear.

    * @param element the element to clear.

    * @param this the this reference.

    * @param map the map to use.

    * @param key the key to return.

    * @param value the value to return.

    * @param element the element to return.

    * @param this the this reference.

    * @param map the map to use.

    * @param key the key to return.

    * @param value the value to return.

    * @param element the element to return.

    * @param this the this reference.

    * @param map the map to use.

    * @param key the key to return.

    * @param value the value to return.

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    * @param this the this reference.

    * @param map the map to use.

    * @param key the key to return.

    * @param value the value to return.

    * @param element the element to return.

    * @param this the this reference.

    * @param map the map to use.
Array<MutableEntry<K, V>>.findEntryInChain(key: K): MutableEntry<K, V>? = 
override fun iterator(): MutableIterator<MutableEntry<K, V>> {
    val chainOrEntry = backingMap[hashCode]
    return if (chainOrEntry === undefined) null else 
        Array<MutableEntry<K, V>>.findEntryInChain(key, chainOrEntry)
}

private fun getChainOrEntryOrNull(hashCode: Int): dynamic {
    val chainOrEntry = backingMap[hashCode]
    return if (chainOrEntry === undefined) null else chainOrEntry
}

internal class InternalStringMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {

    private var backingMap: dynamic = createJsMap()
    override var size: Int = 0

    override operator fun contains(key: K): Boolean {
        return backingMap[key] !== undefined
    }

    override operator fun get(key: K): V? {
        return backingMap[key].unsafeCast<V>()
    }

    override fun put(key: K, value: V): V? {
        val oldValue = backingMap[key]
        backingMap[key] = value
        if (oldValue !== undefined) {
            return oldValue.unsafeCast<V>()
        } else {
            return null
        }
    }

    override fun remove(key: K): V? {
        val value = backingMap[key]
        if (value !== undefined) {
            jsDeleteProperty(backingMap, key)
            return value
        } else {
            return null
        }
    }
}

```kotlin
override fun clear() {
    backingMap = createJsMap()
    size = 0
}

override fun iterator():MutableIterator<MutableEntry<K, V>> =
    object:
        @Suppress("UNCHECKED_CAST")
        @Suppress("UNCHECKED_CAST")
        InternalStringMap.remove(checkNotNull(lastKey) as K)@suppress

private inner class ChainEntry<K, V>(key: K, value: V) : AbstractMutableMap.SimpleEntry<K, V>(key, value) {
        internal var next: ChainEntry<K, V>? = null
        internal var prev: ChainEntry<K, V>? = null

        override fun setValue(newValue: V): V {
            this@LinkedHashMap.checkIsMutable()
            return super.setValue(newValue)
        }
    }

private inner class EntrySet : AbstractMutableSet<MutableEntry<K, V>>() {

    private inner class EntryIterator : MutableIterator<MutableEntry<K, V>> {
        // The last entry that was returned from this iterator.
        private var last: ChainEntry<K, V>? = null

        // The next entry to return from this iterator.
        private var next: ChainEntry<K, V>? = null

        init {
            next = head
        }

        override fun hasNext(): Boolean {
            return next !== null
        }

        override fun next(): MutableEntry<K, V> {
            if (!hasNext()) throw NoSuchElementException()

            val current = next!!
            last = current
            next = current.next.takeIf { it !== head }
            return current
        }

        override fun remove() {
            check(last != null)
            this@EntrySet.checkIsMutable()
            last!!.remove()
            map.remove(last!!.key)@suppress
            if (hasNext()) throw NoSuchElementException()
        }
    }

    override fun add(element:MutableEntry<K, V>):Boolean = throw
    UnsupportedOperationException("Add is not supported on entries")

    override fun clear() {
        this@LinkedHashMap.clear()
        override operator fun contains(element:MutableEntry<K, V>):Boolean = containsEntry(element)
        override operator fun containsAll(elements:Collection<MutableEntry<K, V>>):Boolean = containsAll(entries)
        override operator fun containsAny(elements:Collection<MutableEntry<K, V>>):Boolean = containsAny(elements)
        override fun containsKey(key:K):Boolean = containsKey(key)
        override fun containsValue(value:V):Boolean = containsValue(value)
        override fun containsAny(elements:Collection<MutableEntry<K, V>>):Boolean = containsAny(elements)
        override fun containsAll(elements:Collection<MutableEntry<K, V>>):Boolean = containsAll(elements)
        override fun containsAny(elements:Collection<MutableEntry<K, V>>):Boolean = containsAny(elements)
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        override fun containsAll(elements:Collection<MutableEntry<K, V>>):Boolean = containsAll(elements)
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        override fun containsAny(elements:Collection<MutableEntry<K, V>>):Boolean = contain
package kotlin.collections

/**
 * The implementation of the [MutableSet] interface, backed by a [LinkedHashMap] instance.
 */
public actual open class LinkedHashSet<E> : HashSet<E>, MutableSet<E> {

    internal constructor(map: LinkedHashMap<E, Any>) : super(map)

    /**
     * Constructs a new empty [LinkedHashSet].
     */
    actual constructor() : super(LinkedHashMap<E, Any>())

    /**
     * Constructs a new [LinkedHashSet] filled with the elements of the specified collection.
     */
    actual constructor(elements: Collection<E>) : super(LinkedHashMap<E, Any>()) {
        addAll(elements)
    }

    /**
     * Constructs an [LinkedHashSet] with the initial capacity and load factor.
     */
    actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(LinkedHashMap<E, Any>(initialCapacity, loadFactor))

    actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

    @PublishedApi
    internal fun build(): Set<E> {
        (map as LinkedHashMap<E, Any>).build()
        return this
    }

    internal override fun checkIsMutable(): Unit = map.checkIsMutable()

//    public override fun clone(): Any {
//        return LinkedHashSet(this)
//    }

}

/**
 * Creates a new instance of the specialized implementation of [LinkedHashSet] with the specified [String] elements,
 * which elements the keys as properties of JS object without hashing them.
 */
public fun linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {

    return LinkedHashSet(linkedStringMapOf<Any>()).apply { addAll(elements) }
}

private fun String(value: Any?): String = js("String")(value)

/** Prints the line separator to the standard output stream. */
public actual fun println() {
    output.println()
}

/** Prints the given [message] and the line separator to the standard output stream. */
public fun println(message: Any?) {
    console.log(message)
    println()
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("NodeJsOutput")
internal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {
    override fun print(message: Any?) {
        // TODO: Using local variable because of bug in block decomposition lowering in IR backend
        val messageString = String(message)
        outputStream.write(messageString)
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("OutputToConsoleLog")
internal class OutputToConsoleLog : BaseOutput() {
    override fun println() {
        console.log("")
    }

    override fun println(message: Any?) {
        console.log(message)
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("BufferedOutput")
internal open class BufferedOutput : BaseOutput() {
    var buffer = ""

    override fun print(message: Any?) {
        buffer += String(message)
    }

    override fun flush() {
        buffer = ""
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("BufferedOutputToConsoleLog")
internal class BufferedOutputToConsoleLog : BufferedOutput() {
    override fun print(message: Any?) {
        console.log(String(message))
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("output")
internal var output = run {
    val isNode: Boolean = js("typeof process !== 'undefined' && process.versions && !!process.versions.node")
    if (isNode) NodeJsOutput(js("process.stdout")) else BufferedOutputToConsoleLog()
}

/** Prints the line separator to the standard output stream. */
@JsName("println")
internal fun println() {
    output.println()
}

/** Prints the given [message] and the line separator to the standard output stream. */
@JsName("println")
internal fun println(message: String) {
    output.println(message)
    println()
actual fun println(message: Any?) {
    output.println(message)
}

/** Prints the given [message] to the standard output stream. */
public actual fun print(message: Any?) {
    output.print(message)
}

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 */

package kotlin.coroutines

import kotlin.coroutines.intrinsics.CoroutineSingletons.*
import kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED

@PublishedApi
@SinceKotlin("1.3")
internal actual class SafeContinuation<in T>
internal actual constructor(
    private val delegate: Continuation<T>,
    initialResult: Any?
) : Continuation<T> {
    @PublishedApi
    internal actual constructor(delegate: Continuation<T>) : this(delegate, UNDECIDED)

    public actual override val context: CoroutineContext
        get() = delegate.context

    private var result: Any? = initialResult

    public actual override fun resumeWith(result: Result<T>) {
        val cur = this.result
        when {
            cur === UNDECIDED -> {
                this.result = result.value
            }
            cur === COROUTINE_SUSPENDED -> {
                this.result = RESUMED
                delegate.resumeWith(result)
            }
            else -> throw IllegalStateException("Already resumed")
        }
    }

    @PublishedApi
    internal actual fun getOrThrow(): Any? {
        if (result === UNDECIDED) {
            result = COROUTINE_SUSPENDED
        }
        val result = this.result
        return when (result) {
            RESUMED -> COROUTINE_SUSPENDED
            upstream result is Result.Failure -> throw result.exception
            else -> return (result)
        }
    }
}

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 */

package kotlin.coroutines.cancellation

@ExperimentalStdlibApi
@SinceKotlin("1.4")
public actual open class CancellationException : IllegalStateException {
    actual constructor() : super()
    actual constructor(message: String?) : super(message)
    constructor(message: String?, cause: Throwable?) : super(message, cause)
    constructor(cause: Throwable?) : super(cause)
}

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 */

package kotlin.coroutines.js.internal

import kotlin.coroutines.Continuation
import kotlin.coroutines.EmptyCoroutineContext

@PublishedApi
@SinceKotlin("1.3")
internal val EmptyContinuation = Continuation<Any?>(EmptyCoroutineContext) { result ->
    result.getOrThrow()
}

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 */

package kotlin.js

/**
 * Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin.
 */
@Suppress("NOT_DOCUMENTED")
public external class Date() {
    public constructor(milliseconds: Number)
    public constructor(dateString: String)
    public constructor(year: Int, month: Int)
    public constructor(year: Int, month: Int, day: Int)
    public constructor(year: Int, month: Int, day: Int, hour: Int)
    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)
    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int)
    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number)
    public fun getDate(): Int
    public fun getDay(): Int
    public fun getFullYear(): Int
    public fun getHours(): Int
    public fun getMilliseconds(): Int
    public fun getMinutes(): Int
    public fun getMonth(): Int
    public fun getSeconds(): Int
    public fun getTime(): Double
    public fun getTimezoneOffset(): Int
    public fun getUTCDate(): Int
    public fun getUTCDay(): Int
    public fun getUTCFullYear(): Int
    public fun getUTCHours(): Int
    public fun getUTCMilliseconds(): Int
    public fun getUTCMinutes(): Int
    public fun getUTCMonth(): Int
    public fun getUTCSeconds(): Int
    public fun toDateString(): String
    public fun toISOString(): String
    public fun toJSON(): Json
    public fun toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    public fun toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String
    public fun toLocaleDateString(): String
    public fun toLocaleDateString(): String
    public fun toLocaleDateString(): String
    public fun toLocaleDateString(): String
}
LocaleOptions = definedExternally): String

public fun toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String

public fun toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String

public fun toLocaleString(locales: String, options: LocaleOptions = definedExternally): String

public fun toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String

public fun toTimeString(): String

public fun toUTCString(): String

public companion object {

    public fun now(): Double

    public fun parse(dateString: String): Double

    public fun UTC(year: Int, month: Int): Double

    public fun UTC(year: Int, month: Int, day: Int): Double

    public fun UTC(year: Int, month: Int, day: Int, hour: Int): Double

    public fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int): Double


    public interface LocaleOptions {

        var localeMatcher: String?

        var timeZone: String?

        var hour12: Boolean?

        var formatMatcher: String?

        var weekday: String?

        var era: String?

        var year: String?

        var month: String?

        var day: String?

        var hour: String?

        var minute: String?

        var second: String?

        var timeZoneName: String?
    }
}

public inline fun dateLocaleOptions(init: Date.LocaleOptions.() -> Unit): Date.LocaleOptions {
    val result = js("new Object()").unsafeCast<Date.LocaleOptions>()
    init(result)
    return result
}

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 */

package kotlin.dom

import org.w3c.dom.Document
import org.w3c.dom.Element
import kotlin.internal.LowPriorityInOverloadResolution
import kotlinx.dom.createElement as newCreateElement
import kotlinx.dom.appendElement as newAppendElement

/**
 * Creates a new element
 * with the specified [name].
 *
 * The element is initialized with the specified [init] function.
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.createElement' instead.",
    replaceWith = ReplaceWith("this.createElement(name, init)", "kotlinx.dom.createElement")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun Document.createElement(name: String, noinline init: Element.() -> Unit): Element = this.newCreateElement(name, init)

/**
 * Appends a newly created element with the specified [name] to this element.
 *
 * The element is initialized with the specified [init] function.
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.appendElement' instead.",
    replaceWith = ReplaceWith("this.appendElement(name, init)", "kotlinx.dom.appendElement")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun Element.appendElement(name: String, noinline init: Element.() -> Unit): Element = this.newAppendElement(name, init)

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 */

package kotlin.dom

import org.w3c.dom.Element
import kotlin.internal.LowPriorityInOverloadResolution
import kotlinx.dom.addClass as newAddClass
import kotlinx.dom.removeClass as newRemoveClass
import kotlinx.dom.hasClass as newHasClass

/**
 * Adds CSS class to element.
 * Has no effect if all specified classes are already in class attribute of the element.
 *
 * @return true if at least one class has been added
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.addClass' instead.",
    replaceWith = ReplaceWith("this.addClass(cssClasses)", "kotlinx.dom.addClass")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun Element.addClass(cssClasses: String): Boolean = this.newAddClass(cssClasses)

/**
 * Removes CSS class from element.
 * Has no effect if the specified class is not in class attribute of the element.
 *
 * @return true if at least one class has been removed
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.removeClass' instead.",
    replaceWith = ReplaceWith("this.removeClass(cssClass)", "kotlinx.dom.removeClass")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun Element.removeClass(cssClass: String): Boolean = this.newRemoveClass(cssClass)
inline fun Element.addClass(vararg cssClasses: String): Boolean =
    this.newAddClass(*cssClasses)/* * Removes all [cssClasses] from element. Has no effect if all specified
    classes are missing in class attribute of the element
    * return true if at least one class has been removed
*/

inline fun Element.removeClass(vararg cssClasses: String): Boolean =
    this.newRemoveClass(*cssClasses)/* * Use of this source code is governed
    by the Apache 2.0 license that can be found in the license/LICENSE.txt file.*/

package org.w3c.dom

/**
 * Gets a value indicating whether this node is an [Element].
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package,
    use 'kotlinx.dom.isElement' instead.",
    replaceWith = ReplaceWith("this.isElement", "kotlinx.dom.isElement")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
public val Node.isElement: Boolean
    inline get() = this.newIsElement

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 */

package org.w3c.dom

public external interface ItemArrayLike<out T> {
    val length: Int
    fun item(index: Int): T?
}

/**
 * Returns the view of this `ItemArrayLike<T>` collection as `List<T>`
 */
public fun <T> ItemArrayLike<T>.asList(): List<T> = object : AbstractList<T>() {
    override val size: Int get() = this@asList.length

    override fun get(index: Int): T = when (index) {
        in 0..lastIndex -> this@asList.item(index).unsafeCast<T>()
        else -> throw IndexOutOfBoundsException("index $index is not in
        range [0..$lastIndex]")
    }
}
inline fun Any?.asDynamic(): dynamic = this

/**
 * Reinterprets this value as a value of the specified type [T]
 * without any actual type checking.
 */
@kotlin.internal.NoInfer T = this.val r: Any? = this return when {in
    null ->
    this["iterator"]() as Array<*>.iterator().run else ->
    (r as Iterable<*>).iterator().run } println("/" *
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    * A package is omitted to get declarations directly under the module
    * 
    * @file:kotlin.jvm.JvmName("GroupingKt")
    * @file:kotlin.jvm.JvmMultifileClass
    */
    * 
    * Represents a source of elements with a [keyOf] function, which can be applied to each
    * element to get its key. * A [Grouping] structure serves as an intermediate step in
    * group-and-fold operations:* they group elements by their keys and then fold each group
    * with some aggregating operation. * It is created by attaching `keySelector: (T) -> K` function
    * to a source of elements.
    * To get an instance of [Grouping] use one of `groupingBy` extension functions:
    * - [Iterable.groupingBy]
    * - [Sequence.groupingBy]
    * - [Array.groupingBy]
    * - [CharSequence.groupingBy] * For the list of group-and-fold operations available,
    * see the [extension functions](#extension-functions) for `Grouping`.
    */
    * 
    * Represents a source of elements with a [keyOf] function, which can be applied to each
    * element to get its key. * A [Grouping] structure serves as an intermediate step in
    * group-and-fold operations:
    * they group elements by their keys and then fold each group with some aggregating operation.
    * It is created by attaching `keySelector: (T) -> K` function to a source of elements.
    * To get an instance of [Grouping] use one of `groupingBy` extension functions:
    */
    * 
    * Represents a source of elements with a [keyOf] function, which can be applied to each
    * element to get its key. * A [Grouping] structure serves as an intermediate step in
    * group-and-fold operations:
    * they group elements by their keys and then fold each group with some aggregating operation.
    * It is created by attaching `keySelector: (T) -> K` function to a source of elements.
    * To get an instance of [Grouping] use one of `groupingBy` extension functions:
    */
    * 
    * Represents a source of elements with a [keyOf] function, which can be applied to each
    * element to get its key. * A [Grouping] structure serves as an intermediate step in
    * group-and-fold operations:
    * they group elements by their keys and then fold each group with some aggregating operation.
    * It is created by attaching `keySelector: (T) -> K` function to a source of elements.
    * To get an instance of [Grouping] use one of `groupingBy` extension functions:
    */
    * 
    * Represents a source of elements with a [keyOf] function, which can be applied to each
    * element to get its key. * A [Grouping] structure serves as an intermediate step in
    * group-and-fold operations:
    * they group elements by their keys and then fold each group with some aggregating operation.
    * It is created by attaching `keySelector: (T) -> K` function to a source of elements.
    * To get an instance of [Grouping] use one of `groupingBy` extension functions:
    */
    * 
    * Represents a source of elements with a [keyOf] function, which can be applied to each
    * element to get its key. * A [Grouping] structure serves as an intermediate step in
    * group-and-fold operations:
    * they group elements by their keys and then fold each group with some aggregating operation.
    * It is created by attaching `keySelector: (T) -> K` function to a source of elements.
    * To get an instance of [Grouping] use one of `groupingBy` extension functions:
    */
    * 
    * Represents a source of elements with a [keyOf] function, which can be applied to each
    * element to get its key. * A [Grouping] structure serves as an intermediate step in
    * group-and-fold operations:
    * they group elements by their keys and then fold each group with some aggregating operation.
    * It is created by attaching `keySelector: (T) -> K` function to a source of elements.
    * To get an instance of [Grouping] use one of `groupingBy` extension functions:
    */
    * 
    * Represents a source of elements with a [keyOf] function, which can be applied to each
    * element to get its key. * A [Grouping] structure serves as an intermediate step in
    * group-and-fold operations:
    * they group elements by their keys and then fold each group with some aggregating operation.
    * It is created by attaching `keySelector: (T) -> K` function to a source of elements.
    * To get an instance of [Grouping] use one of `groupingBy` extension functions:
    */
    *
    return aggregateTo(mutableMapOf<K, R>(), operation) 
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.
 * The key for each element is provided by the [Grouping.keyOf] function.
 * @param operation a function that is invoked on each element with the following parameters:
 * - `key`: the key of the group this element belongs to;
 * - `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first element encountered in the group;
 * - `element`: the element from the source being aggregated;
 * - `first`: indicates whether it's the first element encountered in the group.
 * If the [destination] map already has a value corresponding to some key, then the elements being aggregated for that key are never considered as first.
 * @return the [destination] map associating the key of each group with the result of aggregation of the group elements.
 */

@SinceKotlin("1.1")
    for (e in this.sourceIterator()) {
        val key = keyOf(e)
        val accumulator = destination[key] ?: R()
        destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))
    }
    return destination
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, and stores the results in a new map.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 * @param initialValueSelector a function that provides an initial value of accumulator for each group.
 * @param operation a function that is invoked on each element with the following parameters:
 * - `key`: the key of the group this element belongs to;
 * - `accumulator`: the current value of the accumulator of the group;
 * - `element`: the element from the source being accumulated.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 */

@SinceKotlin("1.1")
    aggregate { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc, e) }

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, and stores the results in the given [destination] map.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 * @param initialValueSelector a function that provides an initial value of accumulator for each group.
 * @param operation a function that is invoked on each element with the following parameters:
 * - `key`: the key of the group this element belongs to;
 * - `accumulator`: the current value of the accumulator of the group;
 * - `element`: the element from the source being accumulated.
 * @return the [destination] map associating the key of each group with the result of accumulating the group elements.
 */

@SinceKotlin("1.1")
    aggregateTo(destination) { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc, e) }


/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, and stores the results in the given [destination] map.
 */

@SinceKotlin("1.1")
    for (e in this.sourceIterator()) {
        val key = keyOf(e)
        val accumulator = destination[key] ?: R()
        destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))
    }
    return destination
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, and stores the results in a new map.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 * @param initialValueSelector a function that provides an initial value of accumulator for each group.
 * @param operation a function that is invoked on each element with the following parameters:
 * - `key`: the key of the group this element belongs to;
 * - `accumulator`: the current value of the accumulator of the group;
 * - `element`: the element from the source being accumulated.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 */

@SinceKotlin("1.1")
    aggregateTo(destination) { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc, e) }


/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, and stores the results in the given [destination] map.
 */

@SinceKotlin("1.1")
    aggregateTo(destination) { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc, e) }


/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, and stores the results in a new map.
 */

@SinceKotlin("1.1")
    aggregateTo(destination) { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc, e) }


/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, and stores the results in the given [destination] map.
 */

@SinceKotlin("1.1")
    aggregateTo(destination) { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc, e) }


/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, and stores the results in a new map.
 */

@SinceKotlin("1.1")
    aggregateTo(destination) { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc, e) }


/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, and stores the results in the given [destination] map.
 */

@SinceKotlin("1.1")
    aggregateTo(destination) { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc, e) }
[initialValue] for each group.  

```kotlin
@sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValue
```

public inline fun <T, K> Grouping<T, K>.fold(
    initialValue: R,  
    operation: (accumulator: R, element: T) -> R) : Map<K, R> =
    aggregate {
        _, acc, e, first -> 
        if (first) initialValue 
        else operation(acc as R, e)
    }

/**
 * Groups elements from the [Grouping] source by key and applies the reducing function [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, * and stores the results in the given [destination] map.  
 * If the [destination] map already has a value corresponding to the key of some group, * that value is used as an initial value of the accumulator for that group.  
 * @param operation a function that is invoked on each element with the following parameters: 
 *  - `accumulator`: the current value of the accumulator of the group;  
 *  - `element`: the element from the source being accumulated.  
 * @return a [Map] associating the key of each group with the result of accumulating the group elements. 

```kotlin
@sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo
```

public inline fun <T, K, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(
    destination: M,  
    initialValue: R,  
    operation: (accumulator: R, element: T) -> R) : M =
    aggregateTo(destination) {
        _, acc, e, first -> 
        if (first) initialValue 
        else operation(acc as R, e)
    }

/**
 * Groups elements from the [Grouping] source by key and counts elements in each group to the given [destination] map.  
 * If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the counter for that group and the first element of that group is also subjected to the [operation].  
 * @return the [destination] map associating the key of each group with the count of elements in the group. 

```kotlin
@sample samples.collections.Grouping.groupingByEachCount
```

fun <T, K, M : MutableMap<in K, Int>> Grouping<T, K>.groupingByEachCount(): M =
    aggregate {
        key, acc, e -> 
        if (first) e 
        else operation(key, acc as S, e)
    }
K>.eachCountTo(destination: M): M =\n    foldTo(destination, 0) { acc, _ -> acc + 1 }\n    \n
/*
 * Groups elements from the [Grouping] source by key and sums values provided by the [valueSelector] function for elements in each group\n * to the given [destination] map.\n * \n * If the [destination] map already has a value corresponding to the key of some group,\n * that value is used as an initial value of the sum for that group.\n * \n * @return the [destination] map associating the key of each group with the sum of elements in the group.\n */
@SinceKotlin("1.1.")\npublic inline fun <T, K : MutableMap<K, Int>> Grouping<T, K>.sumEachByLongTo(destination: M, valueSelector: (T) -> Long): M =\n    foldTo(destination, 0L) { acc, e -> acc + valueSelector(e) }\n
/*
 * Copyright 2010-2020
 * JetBrains s.r.o. and Kotlin Programming Language contributors.\n */

package kotlin.js

/**
 * Exposes
 * to Kotlin.\n */
@Deprecated("Use top level functions from kotlin.math package instead.", level = DeprecationLevel.ERROR)
public external object Math {
    @Deprecated("Use kotlin.math.PI instead.", level = DeprecationLevel.ERROR)
    public val PI: Double
    public fun random(): Double
    public fun abs(value: Double): Double
    public fun acos(value: Double): Double
    public fun asin(value: Double): Double
    public fun atan(value: Double): Double
    public fun atan2(y: Double, x: Double): Double
    public fun cos(value: Double): Double
    public fun sin(value: Double): Double
    public fun exp(value: Double): Double
    public fun max(vararg values: Int): Int
    public fun max(vararg values: Float): Float
    public fun max(vararg values: Double): Double
    public fun min(vararg values: Int): Int
    public fun min(vararg values: Float): Float
    public fun min(vararg values: Double): Double
    public fun maxOf or kotlin.math.max instead
    public fun sin(value: Double): Double
    public fun cos(value: Double): Double
    public fun exp(value: Double): Double
    public fun maxOf or kotlin.math.max instead
    public fun maxOf or kotlin.math.max instead
    public fun maxOf or kotlin.math.max instead
    public fun minOf or kotlin.math.min instead
    public fun minOf or kotlin.math.min instead
    public fun minOf or kotlin.math.min instead
    public fun minOf or kotlin.math.min instead
    public fun minOf or kotlin.math.min instead
    public fun minOf or kotlin.math.min instead
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---

```kotlin
@Deprecated("Use kotlin.math.ln instead.", ReplaceWith("ln(value)", \"kotlin.math.ln\")
    public fun log(value: Double): Double
    @Deprecated("Use kotlin.math.pow instead.", ReplaceWith("base.pow(exp)\"", \"kotlin.math.pow\")
    public fun pow(base: Double, exp: Double): Double
    @Deprecated("Use kotlin.math.round instead.", ReplaceWith("round(value)\", \"kotlin.math.round\")
    public fun round(value: Number): Int
    @Deprecated("Use kotlin.math.floor instead.", ReplaceWith("floor(value)\", \"kotlin.math.floor\")
    public fun floor(value: Number): Int

    @PublishedApi
    internal fun trunc(value: Number): Double
    @PublishedApi
    internal fun sign(value: Number): Double

    @PublishedApi
    internal fun sinh(value: Double): Double
    @PublishedApi
    internal fun cosh(value: Double): Double
    @PublishedApi
    internal fun tanh(value: Double): Double
    @PublishedApi
    internal fun asinh(value: Double): Double
    @PublishedApi
    internal fun acosh(value: Double): Double
    @PublishedApi
    internal fun atanh(value: Double): Double

    @PublishedApi
    internal fun hypot(x: Double, y: Double): Double
    @PublishedApi
    internal fun expm1(value: Double): Double

    @PublishedApi
    internal fun log10(value: Double): Double
    @PublishedApi
    internal fun log2(value: Double): Double
    @PublishedApi
    internal fun log1p(value: Double): Double

    @PublishedApi
    internal fun clz32(value: Int): Int
}

/**
 * Returns the smaller of two values.
 */
@Suppress("DEPRECATION_ERROR")
@Deprecated("Use minOf or kotlin.math.min instead", ReplaceWith("minOf(a, b)"), level = DeprecationLevel.ERROR)
public fun Math.min(a: Long, b: Long): Long = if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@Suppress("DEPRECATION_ERROR")
@Deprecated("Use maxOf or kotlin.math.max instead", ReplaceWith("maxOf(a, b)"), level = DeprecationLevel.ERROR)
public fun Math.max(a: Long, b: Long): Long = if (a >= b) a else b
```

---

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license/LICENSE.txt file.

---

```kotlin
package kotlin.js

/**
 * An interface for indexing access to a collection of
 * key-value pairs, where type of key is [String] and type of value is [Any?][Any].
 */
public external interface Json
{
    /**
     * Calls to the function will be translated to indexing operation (square brackets) on the receiver with
     * [propertyName] as the argument. E.g. for next code:
     * ```kotlin
     * fun test(j: Json, p: String) = j\["prop"\] + j\[\"p\"
     * ```
     * will be generated:
     * ```js
     * function test(j, p) {
     *     return j\[\"prop\"
     * }
     * ```
     */
    operator fun get(propertyName: String): Any?

    /**
     * Calls of the function will be translated to an assignment of [value] to the receiver indexed
     * with square brackets/index operation with [propertyName]. E.g. for the following code:
     * ```kotlin
     * fun test(j: Json, p: String, newValue: Any) {
     *     j\[\"prop\"
     * }
     * ```
     * will be generated:
     * ```js
     * function test(j, p, newValue) {
     *     j\[\"prop\"
     * }
     * ```
     */
    operator fun set(propertyName: String, value: Any?): Unit

    /**
     */
    @Suppress("NOT_DOCUMENTED")
    external object JSON
    {
        public fun stringify(o: Any?) = js("\"\"");
    }
```

---

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license/LICENSE.txt file.

---

```kotlin
@PublishedApi
internal fun sinh(value: Double): Double
    @PublishedApi
    internal fun cosh(value: Double): Double
    @PublishedApi
    internal fun tanh(value: Double): Double
    @PublishedApi
    internal fun asinh(value: Double): Double
    @PublishedApi
    internal fun acosh(value: Double): Double
    @PublishedApi
    internal fun atanh(value: Double): Double

    @PublishedApi
    internal fun hypot(x: Double, y: Double): Double
    @PublishedApi
    internal fun expm1(value: Double): Double

    @PublishedApi
    internal fun log10(value: Double): Double
    @PublishedApi
    internal fun log2(value: Double): Double
    @PublishedApi
    internal fun log1p(value: Double): Double

    @PublishedApi
    internal fun clz32(value: Int): Int
}

/**
 * Returns the smaller of two values.
 */
@Suppress("DEPRECATION_ERROR")
@Deprecated("Use minOf or kotlin.math.min instead", ReplaceWith("minOf(a, b)"), level = DeprecationLevel.ERROR)
public fun Math.min(a: Long, b: Long): Long = if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@Suppress("DEPRECATION_ERROR")
@Deprecated("Use maxOf or kotlin.math.max instead", ReplaceWith("maxOf(a, b)"), level = DeprecationLevel.ERROR)
public fun Math.max(a: Long, b: Long): Long = if (a >= b) a else b
```

---

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Array<String>, space: Int): String
    public fun stringf(o: Any?, replacer: Array<String>, space: String):
        String
    public fun stringify(o: Any?, replacer: Array<String>, space: Int): String
    public fun <T> parse(text: String): T

    public fun <T> parse(text: String, reviver: ((key: String, value: Any?) -> Any?): T)
}

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language
 * contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in
 * the license/LICENSE.txt file.
 */
@file:Suppress("DEPRECATION_ERROR")
package kotlin.math

import kotlin.internal.InlineOnly
import kotlin.js.Math as nativeMath

// region ================ Double Math
===============================================================

/** Computes the sine of the angle [x] given in radians.
 * Special cases:
 * - `sin(NaN|+Inf|-Inf)` is NaN
 * - `sin(±0)` is ±0
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sin(x: Double): Double = nativeMath.sin(x)

/** Computes the cosine of the angle [x] given in radians.
 * Special cases:
 * - `cos(NaN|+Inf|-Inf)` is NaN
 * - `cos(±0)` is ±1
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cos(x: Double): Double = nativeMath.cos(x)

/** Computes the tangent of the angle [x] given in radians.
 * Special cases:
 * - `tan(NaN|+Inf|-Inf)` is NaN
 * - `tan(±0)` is ±Infinity
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tan(x: Double): Double = nativeMath.tan(x)

/** Computes the arc sine of the value [x]; the returned value is an angle
 * in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 * - `asin(NaN)` is NaN
 * - `asin(+Inf)` is +PI/2
 * - `asin(-Inf)` is -PI/2
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun asin(x: Double): Double = nativeMath.asin(x)

/** Computes the arc cosine of the value [x]; the returned value is an angle
 * in the range from `0.0` to `PI` radians.
 * Special cases:
 * - `acos(NaN)` is NaN
 * - `acos(+Inf)` is 0.0
 * - `acos(-Inf)` is PI
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acos(x: Double): Double = nativeMath.acos(x)

/** Computes the arc tangent of the value [x]; the returned value is an angle
 * in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 * - `atan(NaN)` is NaN
 * - `atan(+Inf)` is PI/2
 * - `atan(-Inf)` is -PI/2
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan(x: Double): Double = nativeMath.atan(x)

/** Computes the arc tangent of the value [x] and [y]; the returned value is an
 * angle `theta` of the polar coordinates `(r, theta)` that correspond to
 * the rectangular coordinates `(x, y)` by computing the arc tangent of the
 * value [y] / [x] in radians.
 * Special cases:
 * - `atan2(0.0, 0.0)` is 0.0
 * - `atan2(0.0, x)` is 0.0 for `x > 0` and PI for `x < 0`
 * - `atan2(x, 0.0)` is 0.0 for `x > 0` and -PI for `x < 0`
 * - `atan2(y, +Inf)` is 0.0 for `x > 0` and +Inf for `x < 0`
 * - `atan2(y, -Inf)` is 0.0 for `x > 0` and -Inf for `x < 0`
 * - `atan2(+Inf, x)` is PI/2 for `x > 0` and +Inf for `x < 0`
 * - `atan2(-Inf, x)` is -PI/2 for `x > 0` and -Inf for `x < 0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan2(y: Double, x: Double): Double = nativeMath.atan2(y, x)

/** Computes the hyperbolic sine of the value [x].
 * Special cases:
 * - `sinh(NaN)` is NaN
 * - `sinh(+Inf)` is +Inf
 * - `sinh(-Inf)` is -Inf
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sinh(x: Double): Double = nativeMath.sinh(x)

/** Computes the hyperbolic cosine of the value [x].
 * Special cases:
 * - `cosh(NaN)` is NaN
 * - `cosh(+Inf)` is +Inf
 * - `cosh(-Inf)` is +Inf
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cosh(x: Double): Double = nativeMath.cosh(x)

/** Computes the hyperbolic tangent of the value [x].
 * Special cases:
 * - `tanh(NaN)` is NaN
 * - `tanh(+Inf)` is +1.0
 * - `tanh(-Inf)` is -1.0
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tanh(x: Double): Double = nativeMath.tanh(x)

/** Computes the inverse hyperbolic sine of the value [x].
 * Special cases:
 * - `asinh(NaN)` is NaN
 * - `asinh(+Inf)` is +Inf
 * - `asinh(-Inf)` is -Inf
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun asinh(x: Double): Double = nativeMath.asinh(x)

/** Computes the inverse hyperbolic cosine of the value [x].
 * Special cases:
 * - `acosh(NaN)` is NaN
 * - `acosh(+Inf)` is +Inf
 * - `acosh(-Inf)` is +Inf
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acosh(x: Double): Double = nativeMath.acosh(x)

/** Computes the inverse hyperbolic tangent of the value [x].
 * Special cases:
 * - `atanh(NaN)` is NaN
 * - `atanh(+Inf)` is +0.0
 * - `atanh(-Inf)` is -0.0
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atanh(x: Double): Double = nativeMath.atanh(x)
nativeMath.atanh(x)/un/*\*\*un * Computes `\-\sqrt(x^2 + y^2)` without intermediate overflow or underflow./un \*un * Special cases:/un * - returns `+Inf` if any of arguments is infinite\* - returns `NaN` if any of arguments is `NaN` and the other is not infinite\* /un@SinceKotlin("1.2")/un@InlineOnly\un\public actual inline fun atanh(x: Double, y: Double): Double = nativeMath.atanh(x, y)/un/*\*\*un * Computes the positive square root of the value \[x:y\]/un *\*\*un * Special cases:/un * - `\sqrt(x)` is `NaN` when \(x < 0\) or \(x\) is `NaN`/un /*\@SinceKotlin("1.2")/un@InlineOnly\un\public actual inline fun sqrt(x: Double): Double = nativeMath.sqrt(x)/un/*\*\*un * Computes Euler's number \(e\) raised to the powered of the value \[x:y\]/un *\*\*un * Special cases:/un * - \(\exp(0)\) is `NaN` * - `\exp(\pm \infty)` is `±\infty` /un * - `\exp(-\infty)` is `0.0`/un /*\@SinceKotlin("1.2")/un@InlineOnly\un\public actual inline fun exp(x: Double): Double = nativeMath.exp(x)/un/*\*\*un * Computes `\exp(x) - 1` \(\*\*\*un * This function can be implemented to produce more precise result for \(x\) near zero./un \*\*\*un * Special cases:/un * - \(-\log(b, \pm \infty)\) is `NaN` if either \(-x\) or \(b\) are `NaN`/un * - `-\log(x, b) \neq \log(\pm \infty, b)` is `NaN` when \(x \neq 0\) or \(b \equiv 1.0\)/un * - `-\log(b) \neq \log(\pm \infty, b)` is `NaN` `\pm \infty`/un * - `\log(b)` is `\pm \infty`/un * - `\log(\pm \infty)` is `-1.00\*/un *\@see [exp] function./un /*\@SinceKotlin("1.2")/un@InlineOnly\un\public actual inline fun log(x: Double, base: Double): Double { if (base <= 0.0 || base == 1.0) return Double.NaN return nativeMath.log(x) / nativeMath.log(base)/un/*\*\*un * Computes the base \(b\) logarithm of the value \(x\)./un \*\*\*un * Special cases:/un * - `\log(x)` is `NaN` when \(x < 0.0\)/un * - `-\log(\pm \infty)` is `\pm \infty`/un * - `-\log(\pm \infty)` is `\pm \infty`/un * - `-\log(\pm \infty)` is `-\infty`/un *\@SinceKotlin("1.2")/un@InlineOnly\un\public actual inline fun log1p(x: Double): Double = nativeMath.log1p(x)/un/*\*\*un * Computes the natural logarithm (base \(E\)) of the value \(x\)./un \*\*\*un * Special cases:/un * - `-\ln(\pm \infty)` is `\pm \infty`/un * - `-\ln(x)` is `\pm \infty`/un * - `-\ln(x)` is `\pm \infty`/un * - `-\ln(0.0)` is `-\ln(x)`/un *\@SinceKotlin("1.2")/un@InlineOnly\un\public actual inline fun log10(x: Double): Double = nativeMath.log10(x)/un/*\*\*un * Computes `\log_{10}(x)`/un \*\*\*un * Special cases:/un * - `-\log_{10}(\pm \infty)` is `\pm \infty`/un * - `-\log_{10}(\pm \infty)` is `\pm \infty`/un * - `-\log_{10}(\pm \infty)` is `-\infty`/un *\@SinceKotlin("1.2")/un@InlineOnly\un\public actual inline fun log2(x: Double): Double = nativeMath.log2(x)/un/*\*\*un * Computes `\log_{2}(x)`/un \*\*\*un * Special cases:/un * - `-\log_{2}(\pm \infty)` is `\pm \infty`/un * - `-\log_{2}(\pm \infty)` is `\pm \infty`/un * - `-\log_{2}(\pm \infty)` is `-\infty`/un *\@SinceKotlin("1.2")/un@InlineOnly\un\public actual inline fun abs(x: Double): Double = nativeMath.abs(x)/un/*\*\*un * Computes the absolute value of the given value \(x\)./un \*\*\*un * Special cases:/un * - `abs(NaN)` is ` NaN`/un * - `abs(\pm \infty)` is `\pm \infty`/un * - `abs(0)` is `0.0`/un *\@see AbsoluteValue extension property for [Double]/un /*\@SinceKotlin("1.2")/un@InlineOnly\un\public actual inline fun abs(x: Double): Double =
nativeMath.abs(x)\n\n\n* Returns the sign of the given value \[x\]:
* -1 if the value is negative,\n* - zero if the value is zero,\n* +1.0 if the value is positive,\n* Special case: NaN\n* sign(NaN) = NaN\n* \n\n* Returns the smaller of two values,\n* If either value is NaN, then the result is NaN,\n* \n\n* Returns the greater of two values,\n* If either value is NaN, then the result is NaN,\n* \n\n* Returns the sign of the given value \[x\]:
* -1.0 if the value is negative,\n* zero if the value is zero,\n* 1.0 if the value is positive,\n* Special case: NaN.sign = NaN,\n* \n\n* Raises this value to the power \[x\]:\n* -0 if the value is zero,\n* 1.0 if the value is positive,\n* Special cases: NaN^0 = 1.0, NaN^1 = NaN, NaN^Inf = NaN, NaN^-Inf = NaN, NaN^NaN = NaN, NaN^-NaN = NaN, NaN^-x = NaN for x != 0, NaN^-Inf = NaN, \n\n* Returns the absolute value of this value,\n* \n\n* Returns the sign of this value:\n* -1.0 if the value is negative,\n* zero if the value is zero,\n* 1.0 if the value is positive,\n* Special case: NaN.sign = NaN,\n* \n\n* Returns this value to the integer power \[n\].\n* See the other overload of pow for details,\n* Double.pow(\(n\))\n\n* Returns the value nearest to this value in direction of positive infinity,\n* Double.nextUp\(()\)\n\n* Returns the value nearest to this value in direction of negative infinity,\n* Double.nextDown\(()\)\n\n* Returns the value nearest to this value in direction from this value towards the value \[to\].\n* Special cases: NaN.nextTo\(()\) = NaN, Double.MAX_VALUE.nextTo\(()\) = Double.MAX_VALUE, Double.MIN_VALUE.nextTo\(()\) = Double.MIN_VALUE, Double.NaN.nextTo\(()\) = Double.NaN, Double.NEGATIVE_INFINITY.nextTo\(()\) = Double.NEGATIVE_INFINITY, Double.POSITIVE_INFINITY.nextTo\(()\) = Double.POSITIVE_INFINITY, Double.TWO.nextTo\(()\) = Double.TWO, Double.valueOf\(()\) = Double.valueOf\(()\), Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.TwoRoundToTolInt\(()\) = Int.MAX_VALUE, Double.MinValueRoundToTolInt\(()\) = Int.MIN_VALUE, Double.MaxValueRoundToTolInt\(()\) = Int.MAX_VALUE, Double.NaNRoundToTolInt\(()\) = Int.MAX_VALUE, Double.TwoRoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX_VALUE, Double.RoundToTolInt\(()\) = Int.MAX Value
throw IllegalArgumentException("Cannot round NaN value.")
        this > Long.MAX_VALUE ->
        Long.MAX_VALUE
        this < Long.MIN_VALUE -> Long.MIN_VALUE
        else ->
        nativeMath.round(this).unsafeCast<Double>().toLong()
    }

// endregion


// region ================
Float Math ========================================

/** Computes the sine of the angle [x] given in radians.
 * Special cases:\n *  - `sin(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sin(x: Float): Float =
    nativeMath.sin(x.toDouble()).toFloat()

/** Computes the cosine of the angle [x] given in radians.
 * Special cases:\n *  - `cos(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cos(x: Float): Float =
    nativeMath.cos(x.toDouble()).toFloat()

/** Computes the tangent of the angle [x] given in radians.
 * Special cases:\n *  - `tan(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tan(x: Float): Float =
    nativeMath.tan(x.toDouble()).toFloat()

/** Computes the arc sine of the value [x];
 * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 *  - `asin(x)` is `NaN`, when `abs(x) > 1` or `x is NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun asin(x: Float): Float =
    nativeMath.asin(x.toDouble()).toFloat()

/** Computes the arc cosine of the value [x];
 * the returned value is an angle in the range from `0.0` to `PI` radians.
 * Special cases:
 *  - `acos(x)` is `NaN`, when `abs(x) > 1` or `x is NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acos(x: Float): Float =
    nativeMath.acos(x.toDouble()).toFloat()

/** Computes the arc tangent of the value [x];
 * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 *  - `atan(x)` is `NaN`, when `abs(x) > 1` or `x is NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan(x: Float): Float =
    nativeMath.atan(x.toDouble()).toFloat()

/** Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond
 * to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] / [x];
 * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 *  - `atan2(0.0, 0.0)` is `0.0`
 *  - `atan2(0.0, x)` is `0.0` for `x > 0` and `-PI` for `x < 0`
 *  - `atan2(y, +Inf)` is `-0.0` for `y < 0` and `0.0` for `y > 0`
 *  - `atan2(-0.0, x)` is `-0.0` for `x > 0` and `-PI` for `x < 0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan2(y: Float, x: Float): Float =
    nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat()

/** Computes the hyperbolic sine of the value [x].
 * Special cases:
 *  - `sinh(NaN)` is `NaN`
 *  - `sinh(+Inf)` is `+Inf`
 *  - `sinh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sinh(x: Float): Float =
    nativeMath.sinh(x.toDouble()).toFloat()

/** Computes the hyperbolic cosine of the value [x].
 * Special cases:
 *  - `cosh(NaN)` is `NaN`
 *  - `cosh(+Inf)` is `+Inf`
 *  - `cosh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cosh(x: Float): Float =
    nativeMath.cosh(x.toDouble()).toFloat()

/** Computes the hyperbolic tangent of the value [x].
 * Special cases:
 *  - `tanh(NaN)` is `NaN`
 *  - `tanh(+Inf)` is `1.0`
 *  - `tanh(-Inf)` is `-1.0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tanh(x: Float): Float =
    nativeMath.tanh(x.toDouble()).toFloat()
native.Math.atanh(x.toDouble()).toFloat()\(\text{ Computes } \sqrt{\arctanh(x)} \) without intermediate overflow or underflow.\n * `\text{ Special cases:} \) - returns `\text{ +Inf}` if any of arguments is infinite\n * - returns `\text{ NaN}` if any of arguments is `\text{ NaN}` and the other is not infinite\n * `\text{ @SinceKotlin("1.2")}@InlineOnly\text{ public actual inline fun hypot(x: Float, y: Float): Float = native.Math.hypot(x.toDouble(), y.toDouble()).toFloat()}\n
/**
 * Computes the positive square root of the value \([x]\).\n * `\text{ Special cases:} \) - `\text{ NaN}` when `x < 0` or `\text{ NaN}`\n * `\text{ @SinceKotlin("1.2")}@InlineOnly\text{ public actual inline fun sqrt(x: Float): Float = native.Math.sqrt(x.toDouble()).toFloat()}\n
/**
 * Computes `\text{ exp}(x)`\n * `\text{ Special cases:} \) - `\text{ NaN}`\n * `\text{ @SinceKotlin("1.2")}@InlineOnly\text{ public actual inline fun exp(x: Float): Float = native.Math.exp(x.toDouble()).toFloat()}\n
/**
 * Computes `\text{ expm1}(x)`\n * `\text{ Special cases:} \) - `\text{ NaN}`\n * `\text{ @SinceKotlin("1.2")}@InlineOnly\text{ public actual inline fun expm1(x: Float): Float = native.Math.expm1(x.toDouble()).toFloat()}\n
/**
 * Computes the logarithm of the value \([x]\) to the given \([base]\).\n * `\text{ Special cases:} \) - `\text{ NaN}`\n * `\text{ @SinceKotlin("1.2")}@InlineOnly\text{ public actual inline fun log(x: Float, base: Float): Float = native.Math.log(x.toDouble(), base.toDouble()).toFloat()}\n
/**
 * Computes the natural logarithm \([\text{base } \text{E}])\) of the value \([x]\).\n * `\text{ Special cases:} \) - `\text{ NaN}`\n * `\text{ @SinceKotlin("1.2")}@InlineOnly\text{ public actual inline fun ln(x: Float): Float = native.Math.log1p(x.toDouble()).toFloat()}\n
/**
 * Rounds the given value \([x]\) to the closest integer with ties rounded towards even integer.\n * `\text{ Special cases:} \) - `\text{ NaN}`\n * `\text{ @SinceKotlin("1.2")}@InlineOnly\text{ public actual inline fun round(x: Float): Float = native.Math.floor(x.toDouble()).toInt()}`

/**
 * Returns the absolute value of the given value \([x]\).
 * `\text{ Special cases:} \) - `\text{ NaN}`\n * `\text{ @SinceKotlin("1.2")}@InlineOnly\text{ public actual inline fun abs(x: Float): Float = native.Math.abs(x.toDouble()).toInt()}`
nativeMath.abs(x.toDouble()).toFloat()\n\nReturns the sign of the given value [x]:\n* `1.0` if the value is positive,\n* `-1.0` if the value is negative,\n* zero if the value is zero.\n
```kotlin
/**
 * Returns the smaller of two values.\n * If either value is \`NaN\`, then the result is \`NaN\`.\n */
val Float.min: Float get() =
nativeMath.min(a, b).toDouble().toFloat()\n
```
`abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow

```kotlin
abs(Long.MIN_VALUE) = Long.MIN_VALUE
due to an overflow
```

* @see absoluteValue extension property for [Long](https://docs.oracle.com/javase/7/docs/api/java/lang/Long.html)

```kotlin
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 */

package kotlin

/**
 * Returns `true` if the specified number is a NaN value, `false` otherwise.
 */
public actual fun Double.isNaN(): Boolean = this != this

/**
 * Returns `true` if the specified number is a NaN value, `false` otherwise.
 */
public actual fun Float.isNaN(): Boolean = this != this

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number, or zero, if this number is zero.
 */
public actual fun Int.takeHighestOneBit(): Int =
    if (this == 0) 0 else 1.shl(Int.SIZE_BITS - 1 - countLeadingZeroBits())

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number.
 */
public actual fun Int.takeLowestOneBit(): Int =
    // Hacker's Delight 2-1 algorithm for isolating rightmost 1-bit
    this and -this
count
* `number.rotateLeft(-n) == number.rotateRight(n)`
* Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally
* `number.rotateLeft(n) == number.rotateRight(n % 32)`

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 *
can be found in the license/LICENSE.txt file.

*/

package kotlin.js

import

/**
 * Exposes the JavaScript [Promise](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise) to Kotlin.
 */
@Suppress("NOT_DOCUMENTED")
public open external class Promise<out T>(executor: (resolve: (T) -> Unit, reject: (Throwable) -> Unit) -> Unit) {
    @LowPriorityInOverloadResolution
    public open fun <S>
        then(onFulfilled: ((T) -> S)?): Promise<S>

    @LowPriorityInOverloadResolution
    public open fun <S>
        then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>

    public open fun <S>
        catch(onRejected: (Throwable) -> S): Promise<S>

    companion object {
        public fun <S> all(promise: Array<out Promise<S>>): Promise<Array<out S>>

        public fun <S> race(promise: Array<out Promise<S>>): Promise<S>

        public fun reject(e: Throwable): Promise<Nothing>

        public fun <S> resolve(e: S): Promise<S>

        public fun <S> resolve(e: Promise<S>): Promise<S>
    }
}

// It's workaround for KT-19672 since we can fix it properly until KT-11265 isn't fixed.
inline fun <T, S> Promise<Promise<T>>.then(
    noinline onFulfilled: ((T) -> S)?
): Promise<S> {
    return this.unsafeCast<Promise<T>>().then(onFulfilled)
}

inline fun <T, S> Promise<Promise<T>>.then(
    noinline onFulfilled: ((T) -> S)?,
    noinline onRejected: ((Throwable) -> S)?
): Promise<S> {
    return this.unsafeCast<Promise<T>>().then(onFulfilled, onRejected)
}

package kotlin.random

import

internal actual fun defaultPlatformRandom(): Random =
    Random(js("(Math.random() * Math.pow(2, 32)) | 0").unsafeCast<Int>())

private val INV_2_26: Double = 2.0.pow(-26)
private val INV_2_53: Double = 2.0.pow(-53)
internal actual fun doubleFromParts(hi26: Int, low27: Int): Double =
    hi26 * INV_2_26 + low27 * INV_2_53

package kotlin.reflect

import

/**
 * The experimental marker for associated objects API.
 */
@ExperimentalAssociatedObjects
public annotation class AssociatedObjectKey

/**
 * @ExperimentalAssociatedObjects must be accepted either by
 * annotating that usage with the [OptIn] annotation, e.g. `
 * @OptIn(ExperimentalAssociatedObjects::class)`.
 * or by using the compiler argument `-Xopt-in=kotlin.reflect.ExperimentalAssociatedObjects`.
 * The experimental marker for associated objects API.
 */
@OptIn(ExperimentalAssociatedObjects::class)
public annotation class ExperimentalAssociatedObject

/**
 * If `T` is an
 * @OptIn(ExperimentalAssociatedObjects::class) class, returns `null`.
 * Otherwise
 * returns `null`.
 */
@OptIn(ExperimentalAssociatedObjects::class)
public annotation class ExperimentalAssociatedObjectKey

/**
 * Represents the constructor of a class. Instances of `JsClass` can be passed to
 * JavaScript APIs that expect a constructor reference.
 */
@External interface JsClass<T : Any> {
    /**
     * Returns the unqualified name of the class represented by
     * this instance.
     */
    val name: String
}

val <T : Any> KClass<T>.js: JsClass<T>
    get() = getJsClass(this)

val <T : Any> JsClass<T>.kotlin: KClass<T>
    get() = getKClass(this)

val <T : Any> KClass<T>.impl: KClassImpl
    get() = getKClassImpl(this)

Open Source Used In DNAC Platform Arica  9827
class KClassImpl<T : Any>(
    internal open val jClass: JsClass<T>
) : KClass<T> {

    override val qualifiedName: String?
        get() = TODO()

    override fun equals(other: Any?): Boolean {
        return other.isKClassImpl<T> && jClass == other.jClass
    }

    override fun hashCode(): Int = jClass.asDynamic().$metadatat?.simpleName.unsafeCast<String>()

    override fun toString(): String
        get() = TODO() // use FQN

    override fun toString(): String
        get() = TODO() // use FQN

    override fun isInstance(value: Any?): Boolean {
        return false
    }
}

internal class SimpleKClassImpl<T : Any>(jClass: JsClass<T>) :
    KClassImpl<T>(jClass) {
    override val simpleName: String? = jClass.asDynamic().$metadata$?.simpleName.unsafeCast<String?>()

    override fun isInstance(value: Any?): Boolean {
        return jsIsType(value, jClass)
    }
}

internal class PrimitiveKClassImpl<T : Any>(
    jClass: JsClass<T>,
    private val givenSimpleName: String,
    private val isInstanceFunction: (Any?) ->
    Boolean
) : KClassImpl<T>(jClass) {
    override fun equals(other: Any?): Boolean {
        if (other !is PrimitiveKClassImpl<*>) return false
        return givenSimpleName == other.givenSimpleName
    }

    override val simpleName: String? get() = givenSimpleName

    override fun isInstance(value: Any?): Boolean {
        return isInstanceFunction(value)
    }
}

internal object NothingKClassImpl : KClassImpl<Nothing>(js("Object")) {
    override val simpleName: String = "Nothing"

    override fun isInstance(value: Any?): Boolean = false

    override fun equals(other: Any?): Boolean = other === this

    override fun hashCode(): Int = 0
}

internal class ErrorKClass : KClass<Nothing> {
    override val simpleName: String? get() = error("Unknown simpleName for ErrorKClass")
    override val qualifiedName: String? get() = error("Unknown qualifiedName for ErrorKClass")

    override fun isInstance(value: Any?): Boolean = error("Can's check isInstance on ErrorKClass")

    override fun equals(other: Any?): Boolean = other === this

    override fun hashCode(): Int = 0
}
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 */

package kotlin.reflect.js.internal

import kotlin.reflect.*

internal class KTypeImpl(
    override val classifier: KClassifier,
    override val arguments: List<KTypeProjection>,
    override val isMarkedNullable: Boolean
) : KType {
    override fun equals(other: Any?): Boolean =
        other is KTypeImpl &&
                classifier == other.classifier && arguments == other.arguments &&
        isMarkedNullable == other.isMarkedNullable

    override fun hashCode(): Int =
        (classifier.hashCode() * 31 + arguments.hashCode()) * 31 + isMarkedNullable.hashCode()

    override fun toString(): String {
        val kClass = (classifier as? KClass<*>)
        val classifierName = when {
            kClass == null -> "Class" else if (kClass.simpleName != null) kClass.simpleName
            else -> "(non-denotable type)"
        }

        val args = if (arguments.isEmpty()) "" else arguments.joinToString(", ", "<", ">") { it.asString() }
        val nullable = if (isMarkedNullable) "?" else ""

        return classifierName + args + nullable
    }

    // TODO: this should be the implementation of KTypeProjection.toString, see KT-30071
    private fun KTypeProjection.asString(): String {
        if (variance == null) return "*"
        return variance.prefixString() + type.toString()
    }
}

internal object DynamicKType : KType {
    override val classifier: KClassifier? = null
    override val arguments: List<KTypeProjection> = emptyList()
    override val isMarkedNullable: Boolean = false
    override fun toString(): String = "dynamic"
}

internal fun KVariance.prefixString() =
    when (this) {
        KVariance.INVARIANT -> ""
        KVariance.IN -> "in "
        KVariance.OUT -> "out "
    }

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 */

package kotlin.reflect.js.internal

import kotlin.js.JsClass

@JsName("PrimitiveClasses")
internal object PrimitiveClasses {
    @JsName("anyClass")
    val anyClass = PrimitiveKClassImpl(js("Object").unsafeCast<JsClass<Any>>(), "Any", { it is Any })

    @JsName("numberClass")
    val numberClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Number>>(), "Number", { it is Number })

    val nothingClass = NothingKClassImpl

    @JsName("booleanClass")
    val booleanClass = PrimitiveKClassImpl(js("Boolean").unsafeCast<JsClass<Boolean>>(), "Boolean", { it is Boolean })

    @JsName("byteClass")
    val byteClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Byte>>(), "Byte", { it is Byte })

    @JsName("shortClass")
    val shortClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Short>>(), "Short", { it is Short })

    @JsName("intClass")
    val intClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Int>>(), "Int", { it is Int })

    @JsName("floatClass")
    val floatClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Float>>(), "Float", { it is Float })

    @JsName("doubleClass")
    val doubleClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Double>>(), "Double", { it is Double })

    @JsName("arrayClass")
    val arrayClass = PrimitiveKClassImpl(js("Array"), "Array", { it has size })

    @JsName("stringClass")
    val stringClass = PrimitiveKClassImpl(js("String"), "String", { it is String })

    @JsName("throwableClass")
    val throwableClass = PrimitiveKClassImpl(js("Error"), "Throwable", { it is Throwable })

    @JsName("booleanArrayClass")
    val booleanArrayClass = PrimitiveKClassImpl(js("Array<boolean>").unsafeCast<JsClass<Array<*>>>(), "BooleanArray", { it is BooleanArray })

    @JsName("charArrayClass")
    val charArrayClass = PrimitiveKClassImpl(js("Array<char>").unsafeCast<JsClass<Array<*>>>(), "CharArray", { it is CharArray })

    @JsName("byteArrayClass")
    val byteArrayClass = PrimitiveKClassImpl(js("Array<Byte>").unsafeCast<JsClass<Array<*>>>(), "ByteArray", { it is ByteArray })
PrimitiveKClassImpl(js("Int8Array")).unsafeCast<JsClass<ByteArray>>()

    @JsName("shortArrayClass")
    val shortArrayClass = PrimitiveKClassImpl(js("Int16Array")).unsafeCast<JsClass<ShortArray>>()

    @JsName("intArrayClass")
    val intArrayClass = PrimitiveKClassImpl(js("Int32Array")).unsafeCast<JsClass<IntArray>>()

    @JsName("longArrayClass")
    val longArrayClass = PrimitiveKClassImpl(js("Float32Array")).unsafeCast<JsClass<FloatArray>>()

    @JsName("doubleArrayClass")
    val doubleArrayClass = PrimitiveKClassImpl(js("Float64Array")).unsafeCast<JsClass<DoubleArray>>()

    @JsName("functionClass")
    fun functionClass(arity: Int): KClassImpl<Any> {
        return functionClasses.get(arity) ?: run {
            val result = PrimitiveKClassImpl(js("Function")).unsafeCast<JsClass<Any>>()
            functionClasses.asDynamic()[arity] = result
            result
        }
    }

    private val functionClasses = arrayOfNulls<KClassImpl<Any>>(0)

import kotlin.reflect.*
import kotlin.reflect.js.internal.*

@JsName("getKClass")
internal fun <T : Any> getKClass(jClass: Any /* JsClass<T> | Array<JsClass<T>> */) : KClass<T> {
    return if (js("Array").isArray(jClass)) {
        getKClassM(jClass.unsafeCast<Array<JsClass<T>>>())
    } else {
        getKClass1(jClass.unsafeCast<JsClass<T>>())
    }
}

@JsName("getKClassM")
internal fun <T : Any> getKClassM(jClasses: Array<JsClass<T>>): KClass<T> = when (jClasses.size) {
    1 -> getKClass1(jClasses[0])
    0 -> NothingKClassImpl.unsafeCast<KClass<T>>()
    else -> ErrorKClass().unsafeCast<KClass<T>>()
}

@JsName("getKClassFromExpression")
internal fun <T : Any> getKClassFromExpression(e: T): KClass<T> =
    when (jsTypeOf(e)) {
        "string" -> PrimitiveClasses.stringClass
        "number" -> if (jsBitwiseOr(e, 0).asDynamic() === e)
            PrimitiveClasses.intClass
        else -> PrimitiveClasses.doubleClass
        "boolean" -> PrimitiveClasses.booleanClass
        "function" -> PrimitiveClasses.functionClass
        "class" -> PrimitiveClasses.class
        "array" -> PrimitiveClasses.arrayClass
        else -> {
            val constructor = js("Object").getPrototypeOf(e).constructor
            when (constructor) {
                js("Object") -> PrimitiveClasses.anyClass
                js("Error") -> PrimitiveClasses.throwableClass
                else -> {
                    val jsClass = constructor
                    getKClass1(jsClass)
                    when (jsClass) {
                        PrimitiveClasses.anyClass
                    }
                }
            }
        }
    }

```kotlin
public external class RegExp(pattern: String, flags: String? = definedExternally) {
    public fun test(str: String): Boolean
    public fun exec(str: String): RegExpMatch?

    public override fun toString(): String

    /**
     * The lastIndex is a read/write integer property of regular expressions that specifies the index at which to start the next match.
     */
    public var lastIndex: Int

    public val global: Boolean
    public val ignoreCase: Boolean
    public val multiline: Boolean
}

/**
 * Resets the regular expression so that subsequent `RegExp.test` and `RegExp.exec` calls will match starting with the beginning of the input string.
 */
public fun RegExp.reset() {
    lastIndex = 0
}

// TODO: Inherit from array or introduce asArray() extension in future
/**
 * Represents the return value of `RegExp.exec`.
 */
public external interface RegExpMatch {
    public val index: Int
    public val input: String
    public val length: Int
}

/**
 * Returns the entire text matched by `RegExp.exec` if the `index` parameter is 0, or the text matched by the capturing parenthesis in the given input string.
 */

/**
 * Converts the result of `RegExp.exec` to an array where the first element contains the entire matched text and each subsequent element is the text matched by each capturing parenthesis.
 */
public inline fun RegExpMatch.asArray(): Array<out String?> = unsafeCast<Array<out String?>>()
```

---

The exception thrown when a character encoding or decoding error occurs.

```kotlin
public actual class CharacterCodingException(message: String?) : Exception(message) {
    actual constructor() : this(null)
}
```

---

A mutable sequence of characters.

```kotlin
public actual class StringBuilder actual constructor(content: String) : Appendable, CharSequence {
    /**
     * Constructs an empty string builder with the specified initial capacity.
     */
    actual constructor(capacity: Int) : this() {
    }

    /** Constructs a string builder that contains the same characters as the specified [content] char sequence. */
    actual constructor(content: CharSequence?) : this(content.toString()) {}

    /** Constructs an empty string builder. */
    actual constructor() : this("")

    private var string: String = if (content !== undefined) content else ""

    actual override val length: Int
        get() = string.asDynamic().length

    actual override fun get(index: Int): Char =
        string.getOrElse(index) { throw IndexOutOfBoundsException("index: $index, length: $length") }

    actual override fun subSequence(startIndex: Int, endIndex: Int): CharSequence = string.subSequence(startIndex, endIndex)

    actual override fun append(value: Char): StringBuilder {
        string += value
        return this
    }

    actual override fun append(value: CharSequence?): StringBuilder {
        string += value.toString()
        return this
    }

    actual override fun append(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder =
        this.appendRange(value ?: "null", startIndex, endIndex)

    /**
     * Reverses the contents of this string builder and returns this instance.
     */
    actual override fun append(value: Char): StringBuilder {
        string += value
        return this
    }

    /**
     * Reverses the contents of this string builder and returns this instance.
     */
    actual override fun append(value: CharSequence?): StringBuilder {
        string += value.toString()
        return this
    }
}
```

---

Surrogate pairs included in this string builder are treated as single characters. Therefore, the order of the high-low surrogates is never reversed.

---

Note that the reverse operation may produce new surrogate pairs that were unpaired low-surrogates and high-surrogates before the
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The `set` operator function has non-constant execution time complexity. Therefore, increasing length of this string can go in the same order as in the `value` character array, starting at `index`. The inserted characters go in the same order as in the `value` character sequence, starting at `index`. The overall effect is exactly as if the `value` were converted to a string by the `value.toString()` method, and then that string was inserted into this string builder and returns this instance. The inserted characters go in the same order as in the `value` character sequence, starting at `index`. The overall effect is exactly as if the `value` were converted to a string by the `value.toString()` method, and then that string was inserted into this string builder and returns this instance. This method returns the `string` without any modifications. The `string` without any modifications. The `string` without any modifications.
builder and then updating each character by index may slow down your program.

*\n* @throws IndexOutOfBoundsException or [IllegalArgumentException] if [newLength] is less than zero.
*\n* @SinceKotlin("1.4")\n* @WasExperimental(ExperimentalStdlibApi::class)\n* actual fun setLength(newLength: Int) {\n  if (newLength < 0) {\n    throw IllegalArgumentException("Negative new length:
    $newLength.")\n  }\n  if (newLength <= length) {\n    string = string.substring(0, newLength)\n  } else {\n    for (i in length until newLength) {\n      string += '\u0000'\n    }\n  }\n}\n**\n* Returns a new [StringBuilder] that contains characters in this string builder at [startIndex] (inclusive) and up to the [length] (exclusive).\n*\n* @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of this string builder.\n*\n* @SinceKotlin("1.4")\n* @WasExperimental(ExperimentalStdlibApi::class)\n* actual fun substring(startIndex: Int): String {\n  AbstractList.checkPositionIndex(startIndex, length)\n  return string.substring(startIndex)\n}\n**\n* Attempts to reduce storage used for this string builder.\n*\n* If the backing storage of this string builder is larger than necessary to hold its current contents,\n* then it may be resized to become more space efficient.\n* Calling this method may, but is not required to, affect the value of the [capacity] property.\n* In Kotlin/JS implementation of StringBuilder the size of the backing storage is always equal to the length of the string builder.\n*\n* @SinceKotlin("1.4")\n* @WasExperimental(ExperimentalStdlibApi::class)\n* actual fun trimToSize() {\n  override fun toString(): String = string\n  **\n* Clears the content of this string builder making it empty and returns this instance.\n*\n* @sample text.Strings.clearStringBuilder\n*\n* @SinceKotlin("1.3")\n* @WasExperimental(ExperimentalStdlibApi::class)\n* public fun clear() {\n  StringBuilder {\n    string = \"\"\n    return this\n  }\n}\n**\n* Sets the character at the specified [index] to the specified [value].\n*\n* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.\n*\n* @param startIndex the beginning (inclusive) of the range to replace.\n*\n* @param endIndex the end (exclusive) of the range to replace.\n*\n* @param value the string to replace with.\n*\n* @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.\n*\n* @SinceKotlin("1.4")\n* @WasExperimental(ExperimentalStdlibApi::class)\n* public fun replaceRange(startIndex, endIndex, length): String = this.string.substring(0, startIndex) + value + this.string.substring(endIndex)\n*\n* private fun checkReplaceRange(startIndex, endIndex, length) {\n  throw IndexOutOfBoundsException("\n    startRange: ($startIndex, $endIndex), length: $length\n ") if (startIndex > endIndex)\n  }\n**\n* Removes the character at the specified [index] from this string builder and returns this instance.\n*\n* @param index the index of \"Char\" to remove.\n*\n* @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.\n*\n* @SinceKotlin("1.4")\n* @WasExperimental(ExperimentalStdlibApi::class)\n* public fun deleteAt(index: Int): StringBuilder {\n  AbstractList.checkElementIndex(index, length)\n  return this\n}\n**\n* Removes characters in the specified range from this string builder and returns this instance.\n*\n* @param startIndex the beginning (inclusive) of the range to remove.\n*
@param endIndex the end (exclusive) of the range to remove.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

* @SinceKotlin("1.4")

* @WasExperimental(ExperimentalStdlibApi::class)

* public fun deleteRange(startIndex: Int, endIndex: Int): StringBuilder {

    checkReplaceRange(startIndex, endIndex, length)

    string = string.substring(0, startIndex) + string.substring(endIndex)
    return this

}/**
 * Copies characters from this string builder into the [destination] character array.
 * 
 * @param destination the array to copy to, 0 by default.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
 * or when that index is out of the [destination] array indices range.
 * @SinceKotlin("1.4")

* @WasExperimental(ExperimentalStdlibApi::class)

* public fun toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) {

    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)

    AbstractList.checkBoundsIndexes(destinationOffset, destinationOffset + endIndex - startIndex, destination.size)

    var dstIndex = destinationOffset
    for (index in startIndex until endIndex) {
        destination[dstIndex++] = string[index]
    }
}

/**
 * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.
 * 
 * @param value the array from which characters are appended.
 * @param startIndex the beginning (inclusive) of the subarray to append.
 * @param endIndex the end (exclusive) of the subarray to append.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 * 
 * @SinceKotlin("1.4")

* @WasExperimental(ExperimentalStdlibApi::class)

* public fun appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {

    string += value.concatToString(startIndex, endIndex)
    return this
}

/**
 * Appends a subsequence of the specified character sequence [value] to this string builder and returns this instance.
 * 
 * @param value the character sequence from which a subsequence is appended.
 * @param startIndex the beginning (inclusive) of the subsequence to append.
 * @param endIndex the end (exclusive) of the subsequence to append.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

* @SinceKotlin("1.4")

* @WasExperimental(ExperimentalStdlibApi::class)

* public fun appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {

    val stringCsq = value.toString()

    AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)

    string += stringCsq.substring(startIndex, endIndex)

    return this
}

/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
 * 
 * @param index the position in this string builder to insert at.
 * @param value the array from which characters are inserted.
 * @param startIndex the beginning (inclusive) of the subarray to insert.
 * @param endIndex the end (exclusive) of the subarray to insert.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

* @SinceKotlin("1.4")

* @WasExperimental(ExperimentalStdlibApi::class)

* public fun insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {

    AbstractList.checkPositionIndex(index, this.length)

    string = string.substring(0, index) + value.concatToString(startIndex, endIndex) + string.substring(index)
    return this
}

/**
 * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
 * 
 * @param index the position in this string builder to insert at.
 * @param value the character sequence from which a subsequence is appended.
 * @param startIndex the beginning (inclusive) of the subsequence to append.
 * @param endIndex the end (exclusive) of the subsequence to append.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

* @SinceKotlin("1.4")

* @WasExperimental(ExperimentalStdlibApi::class)

* public fun insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {

    val stringCsq = value.toString()

    AbstractList.checkPositionIndex(index, this.length)

    string = string.substring(0, index) + value.concatToString(startIndex, endIndex) + string.substring(index)
    return this
}
builder at the specified [index] and returns this instance.
*\n  * The inserted characters go in the same order as
  * in the [value] character sequence, starting at [index].
*\n  * @param value the character sequence from which a subsequence is inserted.
*\n  * @param startIndex the beginning (inclusive) of the subsequence to insert.
*\n  * @param endIndex the end (exclusive) of the subsequence to insert.
*\n  * @throws IndexOutOfBoundsException or [IllegalArgumentException] when
  * [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex >
  * endIndex`. *\n  * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this
  * string builder.
*\n  * @SinceKotlin("1.4")
  * @WasExperimental(ExperimentalStdlibApi::class)
  * public fun insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {
  
  AbstractList.checkPositionIndex(index, length)

  val stringCsq = value.toString()

  AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)

  string = string.substring(0, index) + stringCsq.substring(startIndex, endIndex) + string.substring(index)
  return this
  }
}

/**
 * Clears
 * the content of this string builder making it empty and returns this instance.
 *
 * @sample
 * samples.text.Strings.clearStringBuilder
 */
@SinceKotlin("1.3")
@Suppress("EXTENSION_SHADOWED_BY_MEMBER","NOTHING_TO_INLINE")
public actual inline fun StringBuilder.clear(): StringBuilder = this.clear()

/**
 * Sets the character at the specified [index] to the specified [value].
 *
 * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER","NOTHING_TO_INLINE")
public actual inline fun StringBuilder.set(index: Int, value: Char) = this.set(index, value)

/**
 * Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.
 * @param startIndex the beginning (inclusive) of the range to replace.
 * @param endIndex the end (exclusive) of the range to replace.
 * @param value the string to replace with.
 *
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER","NOTHING_TO_INLINE")
public actual inline fun StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder =
    this.setRange(startIndex, endIndex, value)

/**
 * Removes the character at the specified [index] from this string builder and returns this instance.
 * If the `Char` at the specified [index] is part of a supplementary code point, this method does not
 * remove the entire supplementary character.
 *
 * @param index the index of `Char` to remove.
 *
 * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER","NOTHING_TO_INLINE")
public actual inline fun StringBuilder.deleteAt(index: Int): StringBuilder = this.deleteAt(index)

/**
 * Removes characters in the specified range from this string builder and returns this instance.
 *
 * @param startIndex the beginning (inclusive) of the range to remove.
 * @param endIndex the end (exclusive) of the range to remove.
 *
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER","NOTHING_TO_INLINE")
public actual inline fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder =
    this.deleteRange(startIndex, endIndex)
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string builder indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],

* or when that index is out of the [destination] array indices range.

* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) @Suppress("EXTENSION_SHA DOWED_BY_MEMBER", "NOTHING_TO_INLINE", "ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

public actual inline fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) = this.toCharArray(destination, destinationOffset, startIndex, endIndex)

/**
 * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.
 * @param value the array from which characters are appended.
 * @param startIndex the beginning (inclusive) of the subarray to append.
 * @param endIndex the end (exclusive) of the subarray to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) @Suppress("EXTENSION_SHA DOWED_BY_MEMBER", "NOTHING_TO_INLINE")

public actual inline fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder = this.appendRange(value, startIndex, endIndex)

/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
 * @param index the position in this string builder to insert at.
 * @param value the array from which characters are inserted.
 * @param startIndex the beginning (inclusive) of the subarray to insert.
 * @param endIndex the end (exclusive) of the subarray to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) @Suppress("EXTENSION_SHA DOWED_BY_MEMBER", "NOTHING_TO_INLINE")

public actual inline fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder = this.insertRange(index, value, startIndex, endIndex)

*/

@SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) @Suppress("EXTENSION_SHA DOWED_BY_MEMBER", "NOTHING_TO_INLINE")
StringBuilder.insertRange(index: Int, value: CharSequence): StringBuilder =
this.insertRange(index, value)

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file.
 */

package kotlin.text

public actual fun Char.isWhitespace(): Boolean = +this.toString().matches("[\s\xA0]") +/

@kotlin.internal.InlineOnly
public actual inline fun Char.toLowerCase(): Char =
js("String.fromCharCode")().toLowerCase().charAt(0).unsafeCast<Int>().toChar()

@kotlin.internal.InlineOnly
public actual inline fun Char.toUpperCase(): Char =
js("String.fromCharCode")().toUpperCase().charAt(0).unsafeCast<Int>().toChar()

/**
 * Returns `true` if this character is a Unicode high-surrogate code unit (also known as leading-surrogate code unit).
 */
public actual fun Char.isHighSurrogate(): Boolean = +this in Char.MIN_HIGH_SURROGATE..Char.MAX_HIGH_SURROGATE

/**
 * Returns `true` if this character is a Unicode low-surrogate code unit (also known as trailing-surrogate code unit).
 */
public actual fun Char.isLowSurrogate(): Boolean = +this in Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toByte(): Byte = +toByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toByte(radix: Int): Byte = +toByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toInt(): Int = +toIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toLong(): Long = +toLongOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Double] number and returns the result.
 * @throws NumberFormatException when the string is not a valid representation of a number.
 */
public actual fun String.toDouble(): Double = +toDoubleOrNull() ?: numberFormatError(this)
String.toDouble(): Double = (+this.asDynamic()).unsafeCast<Double>().also {
    if (it.isNaN() && !this.isNaN())
        numberFormatError(this)
    || it == 0.0 && this.isBlank())
    numberFormatError(this)

/**
 * Parses the string as a [Double] number and returns the result
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toDouble(): Double =
(+(this.asDynamic())).unsafeCast<Double>().also {
    if (it.isNaN() && !this.isNaN() || it == 0.0 &&
    this.isBlank())
    numberFormatError(this)
}

/**
 * Parses the string as a [Float] number and returns the result.
 * @throws IllegalFormatException when the radix [radix] is not a valid radix for number to string conversion.
 */
public actual fun String.toFloat(): Float = toDouble().unsafeCast<Float>()

/**
 * Parses the string as a [Float] number and returns the result or `null`.
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
public actual fun String.toFloatOrNull(): Float? = toDoubleOrNull().unsafeCast<Float?>()

/**
 * Parses the string as a [Double] number and returns the result or `null`.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toDoubleOrNull(): Double? =
(+(this.asDynamic())).unsafeCast<Double>().takeIf {
    !(it.isNaN() && !this.isNaN() || it == 0.0 &&
    this.isBlank())
}

/**
 * Parses the string as a [Float] number and returns the result or `null`.
 * @throws IllegalArgumentException when the radix [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun String.toFloatOrNull(): Float? = toDoubleOrNull().unsafeCast<Float?>()

/**
 * Returns a string representation of this [Byte] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
public actual fun Byte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Short] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
public actual inline fun Short.toString(radix: Int): String = this.toInt().toString(checkRadix(radix))

private fun String.isNaN(): Boolean = when (this.toLowerCase()) {
    "nan", "+nan", "-nan" -> true
    else -> false
}

/**
 * Checks whether the given [radix] is valid radix for string to number and number to string conversion.
 */
@PublishedApi
internal actual fun checkRadix(radix: Int): Int {
    if (radix !in 2..36) {
        throw IllegalArgumentException("radix $radix was not in valid range 2..36")
    }
    return radix
}

internal actual fun digitOf(char: Char, radix: Int): Int = when {
    char >= '0' && char <= '9' -> char - '0'
    char >= 'A' && char <= 'Z' -> char - 'A' + 10
    char >= 'a' && char <= 'z' -> char - 'a' + 10
    else -> -1
}.let { if (it >= radix) -1 else it }

package kotlin.text

import kotlin.js.RegExp

/**
 * Provides enumeration values to use to set regular expression options.
 */
public actual enum class RegexOption(val value: String) {
    /** Enables case-insensitive matching. */
    IGNORE_CASE("i"),
    /** Enables multiline mode.
     *
     * In multiline mode the expressions `^` and `$` match just after or just before,
     * respectively, a line terminator or the end of the input sequence.
     */
    MULTILINE("m")
}

/**
 * Represents the results from a single capturing group within a [MatchResult] of [Regex].
 */
public actual data class MatchGroup(actual val value: String)

/**
 * Represents a compiled regular expression.
 * Provides functions to match strings in text with a pattern, replace the found occurrences and
 * split text around matches.
 *
 * For pattern syntax reference see [MDN RegExp](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp#Special_characters_meaning_in_regular_expressions)
 * and
 * [http://www.w3schools.com/jsref/jsref_obj_regexp.asp](https://www.w3schools.com/jsref/jsref_obj_regexp.asp).
 */
public actual constructor(pattern: String, options: Set<RegexOption>) : this(pattern, emptySet())
public actual constructor(pattern: String, option: RegexOption) : this(pattern, setOf(option))

/**
 * Creates a regular expression from the specified [pattern] string and the specified set of
 * options.
 */
public actual fun Regex(pattern: String): Regex = Regex(pattern, emptySet())

/**
 * Creates a regular expression from the specified [pattern] string and the default options.
 */
public actual fun Regex(pattern: String): Regex = Regex(pattern, emptySet())

/**
 * Creates a regular expression from the specified [pattern] string and the default options.
 */
public actual fun Regex(pattern: String): Regex = Regex(pattern, emptySet())

/**
 * Indicates whether the regular expression matches the entire [input].
 */
public actual infix fun matches(input: CharSequence): Boolean {
val match = nativePattern.exec(input.toString())
return match != null && match.index == 0 &&
nativePattern.lastIndex == input.length
/** Indicates whether the regular expression can find at least one match in the specified [input]. */
public actual fun containsMatchIn(input: CharSequence): Boolean {
    nativePattern.reset()
    return nativePattern.test(input.toString())
/** Returns the first match of a regular expression in the [input], beginning at the specified [startIndex]. */
    * @param startIndex An index to start search with, by default 0. Must be not less than zero and not greater than `input.length()` * @return An instance of [MatchResult] if match was found or `null` otherwise.
    * @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char sequence.
    */
    public actual fun find(input: CharSequence, startIndex: Int = 0): MatchResult? {
        if (startIndex < 0 || startIndex > input.length) {
            throw IndexOutOfBoundsException("Start index out of bounds: $startIndex, input length: ${input.length}")
        }
        return nativePattern.findNext(input.toString(), startIndex)
    }

    /**
     * Returns a sequence of all occurrences of a regular expression within the [input] string, beginning at the specified [startIndex].
     * @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char sequence.
     */
    public actual fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> {
        if (startIndex < 0 || startIndex > input.length) {
            throw IndexOutOfBoundsException("Start index out of bounds: $startIndex, input length: ${input.length}")
        }
        return generateSequence({ find(input, startIndex) }, { match -> match.next() })
    }

    /**
     * Attempts to match the entire [input] CharSequence against the pattern.
     * @return An instance of [MatchResult] if the entire input matches or `null` otherwise.
     */
    public actual fun matchEntire(input: CharSequence): MatchResult? {
        if (pattern.startsWith('^') && pattern.endsWith('$'))
            return find(input)
        else
            return Regex("^${pattern.trimStart('^').trimEnd('$')}$", options).find(input)
    }

    /**
     * Replaces all occurrences of this regular expression in the specified [input] string with specified [replacement] expression.
     */
    public actual fun replace(input: CharSequence, replacement: String): String = input.toString().nativeReplace(nativePattern, replacement)

    /**
     * Replaces the first occurrence of this regular expression in the specified [input] string with specified [replacement] expression.
     */
    public actual fun replaceFirst(input: CharSequence, replacement: String): String {
        val nonGlobalOptions = options.map { it.value }.joinToString(separator = "")
        return input.toString().nativeReplace(nativePattern, nonGlobalOptions)
    }

    /**
     * Splits the [input] CharSequence around matches of this regular expression.
     * @param limit Non-negative value specifying the maximum number of substrings the string can be split to. * @param replace A replacement expression that can include substitutions. See [String.prototype.replace](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/replace) function docs for details.*
     */
    public actual fun split(input: CharSequence, limit: Int = 0): List<String> {
        require(limit >= 0) { "Limit must be non-negative, but was $limit" }
        return generateSequence({ find(input) }, { match -> match.next() })
            .filter { it.range.endInclusive < input.length }
            .map { input.subSequence(it.range.start, it.range.endInclusive) }
$limit" )\n    val matches = findAll(input).let { if (limit == 0) it else it.take(limit - 1) }\n    val result = mutableListOf<String>()\n    val lastStart = 0\n    for (match in matches) {\n        result.add(input.subSequence(lastStart, match.range.start).toString())\n        lastStart = match.range.endInclusive + 1\n    }\n    result.add(input.subSequence(lastStart, input.length).toString())\n    return result\n
/**
 * Returns the string representation of this regular expression, namely the [pattern] of this regular
 * expression.\n */\nactual override fun toString(): String = nativePattern.toString()

actual companion object {
    /**
     * Returns a regular expression that
     * matches the specified [literal] string literally.\n     * No characters of that string will have special meaning when
     * searching for an occurrence of the regular expression.
     */\n    actual fun fromLiteral(literal: String): Regex = Regex(escape(literal))

    /**
     * Returns a regular expression pattern string that matches the
     * specified [literal] string literally.\n     * No characters of that string will have special meaning when searching for
     * an occurrence of the regular expression.
     */\n    actual fun escape(literal: String): String = literal.nativeReplace(patternEscape, "\\$&")

    /**
     * Returns a literal replacement expression for the
     * specified [literal] string.
     */\n    actual fun escapeReplacement(literal: String): String = literal.nativeReplace(replacementEscape, "$$$$")

    private val patternEscape = RegExp("""[\-\\^$*+?.()|\[\]{}]|(\\)""", "g")
    private val replacementEscape = RegExp("""\$""", "g")
}

/**
 * Creates a regular expression from the specified [pattern] string and the default options.
 */
@Deprecated("Provided for binary compatibility", level = DeprecationLevel.HIDDEN)
@JsName("Regex_61zpoe\$")
public fun Regex_1(pattern: String): Regex = Regex(pattern, emptySet())

/** Creates a regular expression from the specified
 * [pattern] string and the specified single [option].
 */
@Deprecated("Provided for binary compatibility", level = DeprecationLevel.HIDDEN)
@JsName("Regex_sb3q2\$")
public fun Regex_0(pattern: String, option: RegexOption): Regex = Regex(pattern, setOf(option))

/**
 * Returns `true` if this string starts with
 * the specified prefix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.startsWith(prefix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeStartsWith(prefix, 0)
    else
        return regionMatches(0, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if a substring of this string starting at the specified offset
 * [startIndex] starts with the specified prefix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.startsWith(prefix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return regionMatches(startIndex, prefix, 0, prefix.length, ignoreCase)
return nativeStartsWith(prefix, startIndex)
else
    return regionMatches(startIndex, prefix, 0, prefix.length, ignoreCase) 

/* An @ Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS") */
public actual fun String.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeEndsWith(suffix)
    else
        return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCase) 

/* An @ Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS") */
public actual fun String.matches(regex: String): Boolean {
    return result.result !=null
}

public fun String.matches(regex: String): Boolean {
    val result = this.match(regex)
    return result != null && result.size != 0
}

public actual fun CharSequence.isBlank(): Boolean = length == 0 || (if (this is String) this else this.toString()).matches("^\s\xA0+$")

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String?.equals(other: String?, ignoreCase: Boolean = false): Boolean =
    if (this == null)
        other == null
    else if (!ignoreCase)
        this == other
    else
        other != null && other.toLowerCase() == this.toLowerCase()

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharSequence.regionMatches(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean = false): Boolean =
    regionMatchesImpl(thisOffset, other, otherOffset, length, ignoreCase)

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.capitalize(): String {
    return if (isNotEmpty()) substring(0, 1).toUpperCase() + substring(1) else this
}

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.decapitalize(): String {
    return if (isNotEmpty()) substring(0, 1).toLowerCase() + substring(1) else this
}

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharSequence.repeat(n: Int): String {
    require(n >= 0) { "Count 'n' must be non-negative, but was $n." }
    return when (n) {
        0 -> ""
        1 -> this.toString()
        else -> {
            var result = ""
            if (!isEmpty()) {
                var s = this.toString()
                var count = n
                while (true) {
                    if ((count and 1) == 1) {
                        result += s
                    }
                    count = count ushr 1
                    if (count == 0) {
                        break
                    }
                    s += s
                }
            }
            return result
        }
    }
}

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "gi" else "g"),
        Regex.escapeReplacement(newValue))

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""),
        newChar.toString())

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "i" else ""),
        Regex.escapeReplacement(newValue))

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""),
        newChar.toString())

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code point corresponding to UTF-16 surrogate pair, \n * where the first of the pair is the [high] and the second is in the [string]. \n * Returns zero if the pair is malformed and [throwOnMalformed] is false. \n * @throws CharacterCodingException if the pair is malformed and [throwOnMalformed] is true. \n */
private fun codePointFromSurrogate(string: String, high: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
   val low = string[index].toInt() \n   if (low !in 0xDC00..0xDFFF) {
      return malformed(0, index, throwOnMalformed) \n   } \n   \n   return 0x10000 + ((high and 0x3FF) shl 10) or (low and 0x3FF) \n}

/**
 * Returns code point corresponding to UTF-8 sequence of two bytes, \n * where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array at the [index]. \n * Returns zero if the sequence is malformed and [throwOnMalformed] is false. \n * @throws CharacterCodingException if the sequence of two bytes is malformed and [throwOnMalformed] is true. \n */
private fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
   if (byte1 and 0x1E == 0 || index >= endIndex) {
      return malformed(0, index, throwOnMalformed) \n   } \n   val byte2 = bytes[index].toInt() \n   if (byte2 and 0xC0 != 0x80) {
      return malformed(0, index, throwOnMalformed) \n   } \n   return (byte1 shl 6) xor byte2 xor 0xF80 \n}

/**
 * Returns code point corresponding to UTF-8 sequence of three bytes, \n * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index]. \n * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence \n * if the sequence is malformed and [throwOnMalformed] is false. \n * @throws CharacterCodingException if the sequence of three bytes is malformed and [throwOnMalformed] is true. \n */
private fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
   if (index >= endIndex) {
      return malformed(0, index, throwOnMalformed) \n   } \n   val byte2 = bytes[index].toInt() \n   if (byte1 and 0xF == 0) {
      if (byte2 and 0xF0 <= 0x80) {
         // Non-shortest form \n         return malformed(0, index, throwOnMalformed) \n      } \n      else if (byte1 and 0xF == 0x1E || index + 1 == endIndex) {
         // Surrogate code point \n         return malformed(0, index, throwOnMalformed) \n      } \n      else if (byte2 and 0xF0 != 0x80) {
         return malformed(1, index, throwOnMalformed) \n      } \n      else if (index + 1 == endIndex) {
         return malformed(1, index, throwOnMalformed) \n      } \n      if (index + 2 == endIndex) {
         return malformed(2, index, throwOnMalformed) \n      } \n      val byte3 = bytes[index + 1].toInt() \n      if (byte3 and 0xC0 != 0x80) {
         return malformed(2, index, throwOnMalformed) \n      } \n      if (index + 3 == endIndex) {
         return malformed(3, index, throwOnMalformed) \n      } \n      val byte4 = bytes[index + 2].toInt() \n      if (byte4 and 0xC0 != 0x80) {
         return malformed(3, index, throwOnMalformed) \n      } \n      return (byte1 shl 12) xor (byte2 shl 10) xor (byte3 shl 6) xor byte4 xor 0xF800 \n}

/**
 * Returns code point corresponding to UTF-8 sequence of four bytes, \n * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index]. \n * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence \n * if the sequence is malformed and [throwOnMalformed] is false. \n * @throws CharacterCodingException if the sequence of four bytes is malformed and [throwOnMalformed] is true. \n */
   if (index >= endIndex) {
      return malformed(0, index, throwOnMalformed) \n   } \n   val byte2 = bytes[index].toInt() \n   if (byte1 and 0xF == 0) {
      if (byte2 and 0xF0 <= 0x80) {
         // Non-shortest form \n         return malformed(0, index, throwOnMalformed) \n      } \n      else if (byte1 and 0xF == 0x1E || index + 1 == endIndex) {
         // Out of Unicode code points domain (larger than U+10FFFF) \n         return malformed(0, index, throwOnMalformed) \n      } \n      else if (byte2 and 0xF0 > 0x84) {
         return malformed(0, index, throwOnMalformed) \n      } \n      else if (byte2 and 0xC0 != 0x80) {
         return malformed(1, index, throwOnMalformed) \n      } \n      if (index + 1 == endIndex) {
         return malformed(1, index, throwOnMalformed) \n      } \n      val byte3 = bytes[index + 1].toInt() \n      if (byte3 and 0xC0 != 0x80) {
         return malformed(1, index, throwOnMalformed) \n      } \n      if (index + 2 == endIndex) {
         return malformed(2, index, throwOnMalformed) \n      } \n      val byte4 = bytes[index + 2].toInt() \n      if (byte4 and 0xC0 != 0x80) {
         return malformed(2, index, throwOnMalformed) \n      } \n      return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl 6) xor byte4 xor 0xF8000 \n}}

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*0x10000..0x10FFFF* are represented by a pair of surrogate `Char`s and are encoded in four bytes.

```kotlin
private const val MAX_BYTES_PER_CHAR = 3

/**
 * The byte sequence a malformed UTF-16 char sequence is
 * replaced by.
 */
private val REPLACEMENT_BYTE_SEQUENCE: ByteArray = byteArrayOf(0xEF.toByte(),
  0xBF.toByte(), 0xBD.toByte())

/**
 * Encodes the [string] using UTF-8 and returns the resulting [ByteArray].
 */
internal fun encodeUtf8(string: String, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): ByteArray {
  val byteIndex = startIndex
  val charIndex = startIndex
  var byteIndex = 0
  var charIndex = startIndexOf
  while (charIndex < endIndex) {
    val code = string[charIndex++].toInt()
    when {
      code < 0x80 ->
        byteIndex++
      code < 0x800 -> {
        byteIndex++
        byteIndex++ = ((code shr 6) or 0x80).toByte()
      }
      code < 0xD800 || code >= 0xE000 -> {
        byteIndex++
        byteIndex++ = (((code shr 12) and 0x3F) or 0x80).toByte()
        byteIndex++ = ((code and 0x3F) or 0x80).toByte()
      }
      else -> { // Surrogate char value
        val codePoint = codePointFromSurrogate(string, code, charIndex, endIndexOf, throwOnMalformed)
        if (codePoint <= 0) {
          byteIndex++ = REPLACEMENT_BYTE_SEQUENCE[0]
          byteIndex++ = REPLACEMENT_BYTE_SEQUENCE[1]
          byteIndex++ = REPLACEMENT_BYTE_SEQUENCE[2]
        } else {
          byteIndex++ = ((codePoint shr 18) or 0xF0).toByte()
          byteIndex++ = (((codePoint shr 12) and 0x3F) or 0x80).toByte()
          byteIndex++ = (((codePoint shr 6) and 0x3F) or 0x80).toByte()
          byteIndex++ = (codePoint and 0x3F) or 0x80
        }
      }
    }
  }
  return byteIndex == byteIndex
}

/**
 * The character a malformed UTF-8 byte sequence is replaced by.
 */
private const val REPLACEMENT_CHAR = '\uFFFD'

/**
 * Decodes the UTF-8 [bytes] array and returns the resulting [String].
 */
internal fun decodeUtf8(bytes: ByteArray, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {
  val byteIndex = startIndex
  val charIndex = startIndex
  while (byteIndex < endIndex) {
    val byte = bytes[byteIndex++]
    when {
      byte >= 0 ->
        stringBuilder.append(byte.toChar())
      byte shr 5 == -2 -> {
        val code = codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed)
        if (code <= 0) {
          stringBuilder.append(REPLACEMENT_CHAR)
          byteIndex += -code
        } else {
          stringBuilder.append(code.toChar())
          byteIndex += 1
        }
      }
      byte shr 4 == -2 -> {
        val code = codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed)
        if (code <= 0) {
          stringBuilder.append(REPLACEMENT_CHAR)
          byteIndex += -code
        } else {
          stringBuilder.append(code.toChar())
          byteIndex += 2
        }
      }
      byte shr 3 == -2 -> {
        val code = codePointFrom4(bytes, byte, byteIndex, endIndex, throwOnMalformed)
        if (code <= 0) {
          stringBuilder.append(REPLACEMENT_CHAR)
          byteIndex += -code
        } else {
          stringBuilder.append(code.toChar())
          byteIndex += 3
        }
      }
      else -> {
        val high = (code - 0x10000) shr 10 or 0xD800
        val low = (code and 0x3FF) or 0xDC00
        stringBuilder.append(high.toChar())
        charIndex++
        byteIndex++ = (codePoint shr 18) or 0xF0
        byteIndex++ = (((codePoint shr 12) and 0x3F) or 0x80).toByte()
        byteIndex++ = (((codePoint shr 6) and 0x3F) or 0x80).toByte()
        byteIndex++ = (codePoint and 0x3F) or 0x80
      }
    }
  }
  return stringBuilder.toString()
}
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/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin

/**
 * Returns the detailed description of this throwable with its stack trace.
 * The detailed description includes:
 * - the short description (see Throwable.toString()) of this throwable;
 * - the complete stack trace;
 * - detailed descriptions of the exceptions that were suppressed;
 * - the detailed description of each throwable in the Throwable.caused chain.
 */

fun Throwable.stackTraceToString(): String = ExceptionTraceBuilder().buildFor(this)

fun Throwable.printStackTrace() {
    console.error(this.stackTraceToString())
}

fun Throwable.addSuppressed(exception: Throwable) {
    if (this !== exception) {
        val suppressed = this.asDynamic()._suppressed.unsafeCast<MutableList<Throwable>?>()
        if (suppressed == null) {
            this.asDynamic()._suppressed = mutableListOf(exception)
        } else {
            suppressed.add(exception)
        }
    }
}

fun Throwable.suppressedExceptions: List<Throwable>
    get() {
        return this.asDynamic()._suppressed?.unsafeCast<List<Throwable>>() ?: emptyList()
    }

private class ExceptionTraceBuilder {
    private val target = StringBuilder()
    private val visited = arrayOf<Throwable>()
    private var topStack: String = ""
    private var topStackStart: Int = 0

    fun buildFor(exception: Throwable): String {
        exception.dumpFullTrace("", "")
        return target.toString()
    }

    private fun hasSeen(exception: Throwable): Boolean = visited.any { it === exception }

    private fun Throwable.dumpSelfTrace(indent: String, qualifier: String): Boolean {
        target.append(indent).append(qualifier)
        val shortInfo = this.toString()
        if (hasSeen(this)) {
            target.append("[CIRCULAR REFERENCE, SEE ABOVE:"]
            if (shortInfo.isEmpty()) {
                return false
            } else {
                target.append(shortInfo).append("\n")
            }
        }
        visited.asDynamic().push(this)

        var stack = this.asDynamic().stack as String?
        if (stack != null) {
            val stackStart = stack.indexOf(shortInfo).let { if (it < 0) 0 else it + shortInfo.length }
            if (stackStart == 0) {
                target.append(shortInfo).append("\n")
            } else {
                stack = dropCommonFrames(stack, stackStart)
            }
        }

        if (indent.isNotEmpty()) {
            // indent stack, but avoid indenting exception message lines
            val messageLines = if (stackStart == 0) 0 else 1 + shortInfo.count { it == '\n' }
            stack.lineSequence().forEachIndexed { index: Int, line: String ->
                if (index >= messageLines) {
                    target.append(indent).append(line).append("\n")
                }
            }
        } else {
            target.append(stack).append("\n")
        }

        val suppressed = suppressedExceptions
        if (suppressed.isNotEmpty()) {
            target.append("Suppressed:")
            for (s in suppressed) {
                s.dumpFullTrace(indent,"")
            }
        }
        return true
    }

    private fun dropCommonFrames(stack: String, stackStart: Int): String {
        var commonFrames: Int = 0
        var lastBreak: Int = 0
        var preLastBreak: Int = 0
        for (pos in 0 until minOf(topStack.length - topStackStart, stack.length - stackStart)) {
            val c = stack[stackStart + pos]
            if (c != topStack[topStackStart + pos]) break
            if (c == '\n') {
                commonFrames += 1
                preLastBreak = lastBreak
                lastBreak = pos
            } else {
                target.append(stack).append("...")
                break
            }
        }

        if (commonFrames <= 1) return stack
        return suppressedIndent = indent + "\n"
        while (preLastBreak > 0 && stack[stackStart + preLastBreak - 1] == ' ')
            preLastBreak -= 1
        return suppressed = suppressedExceptions
    }

    private fun Throwable.dumpFullTrace(indent: String, qualifier: String) {
        this.dumpSelfTrace(indent,"")
        val shortInfo = this.toString()
        if (hasSeen(this)) {
            target.append("[CIRCULAR REFERENCE, SEE ABOVE:"]
            if (shortInfo.isEmpty()) {
                return false
            } else {
                target.append(shortInfo).append("\n")
            }
        }
        visited.asDynamic().push(this)

        var stack = this.asDynamic().stack as String?
        if (stack != null) {
            val stackStart = stack.indexOf(shortInfo).let { if (it < 0) 0 else it + shortInfo.length }
            if (stackStart == 0) {
                target.append(shortInfo).append("\n")
            } else {
                stack = dropCommonFrames(stack, stackStart)
            }
        }

        if (indent.isNotEmpty()) {
            // indent stack, but avoid indenting exception message lines
            val messageLines = if (stackStart == 0) 0 else 1 + shortInfo.count { it == '\n' }
            stack.lineSequence().forEachIndexed { index: Int, line: String ->
                if (index >= messageLines) {
                    target.append(indent).append(line).append("\n")
                }
            }
        } else {
            target.append(stack).append("\n")
        }

        val suppressed = suppressedExceptions
        if (suppressed.isNotEmpty()) {
            target.append("Suppressed:")
            for (s in suppressed) {
                s.dumpFullTrace(indent,"")
            }
        }
        return true
    }

    private fun dropCommonFrames(stack: String, stackStart: Int): String {
        var commonFrames: Int = 0
        var lastBreak: Int = 0
        var preLastBreak: Int = 0
        for (pos in 0 until minOf(topStack.length - topStackStart, stack.length - stackStart)) {
            val c = stack[stackStart + pos]
            if (c != topStack[topStackStart + pos]) break
            if (c == '\n') {
                commonFrames += 1
                preLastBreak = lastBreak
                lastBreak = pos
            } else {
                target.append(stack).append("...")
                break
            }
        }

        if (commonFrames <= 1) return stack
        return suppressedIndent = indent + "\n"
        while (preLastBreak > 0 && stack[stackStart + preLastBreak - 1] == ' ')
            preLastBreak -= 1
        return suppressed = suppressedExceptions
    }
}
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```kotlin
package kotlin.time

@SinceKotlin("1.3")
@ExperimentalTime
public actual enum class DurationUnit(internal val scale: Double) {
    /**
     * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
     */
    NANOSECONDS(1e0),
    /**
     * Time unit representing one microsecond, which is 1/1000 of a millisecond.
     */
    MICROSECONDS(1e3),
    /**
     * Time unit representing one millisecond, which is 1/1000 of a second.
     */
    MILLISECONDS(1e6),
    /**
     * Time unit representing one second.
     */
    SECONDS(1e9),
    /**
     * Time unit representing one minute.
     */
    MINUTES(60e9),
    /**
     * Time unit representing one hour.
     */
    HOURS(3600e9),
    /**
     * Time unit representing one day, which is always equal to 24 hours.
     */
    DAYS(86400e9)
}

@SinceKotlin("1.3")
@ExperimentalTime
internal actual fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double {
    val sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)
    return when {
        sourceCompareTarget > 0 -> value * (sourceUnit.scale / targetUnit.scale)
        sourceCompareTarget < 0 -> value / (targetUnit.scale / sourceUnit.scale)
        else -> value
    }
}

import org.w3c.performance.

@SinceKotlin("1.3")
@ExperimentalTime
internal actual object MonotonicTimeSource : TimeSource {
    private val actualSource: TimeSource = when {
        isNode -> HrTimeSource(js("process").unsafeCast<Process>())
        else -> js("self").unsafeCast<GlobalPerformance?>()?.performance?.let(::PerformanceTimeSource)
    }

    override fun markNow(): TimeMark = actualSource.markNow()
}

class HrTimeSource(val process: Process) : TimeSource {
    override fun markNow(): TimeMark = object : TimeMark() {
        val startedAt = process.hrtime()
        override fun elapsedNow(): Duration = process.hrtime(startedAt).let { (seconds, nanos) -> seconds.seconds + nanos.nanoseconds }
    }
}

class PerformanceTimeSource(val performance: Performance) : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {
    override fun read(): Double = performance.now()
    override fun toString(): String = "TimeSource(self.performance.now())"
}

object DateNowTimeSource : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {
    override fun read(): Double = kotlin.js.Date.now()
    override fun toString(): String = "TimeSource(Date.now())"
}

@SinceKotlin("1.3")
@ExperimentalTime
internal actual fun formatToExactDecimals(value: Double, decimals: Int): String {
    val rounded = if (decimals == 0) {
        value
    } else {
        val pow = 10.0.pow(decimals)
        kotlin.js.Math.round(abs(value) * pow) / pow * sign(value)
    }
    return rounded.asDynamic().toFixed(decimals).unsafeCast<String>()
}

@SinceKotlin("1.3")
@ExperimentalTime
internal actual fun formatUpToDecimals(value: Double, decimals: Int): String {
    return value.asDynamic().toLocaleString("en-us", json("maximumFractionDigits" to decimals)).unsafeCast<String>()
}

@SinceKotlin("1.3")
@ExperimentalTime
internal actual fun formatScientific(value: Double): String {
    return value.asDynamic().toExponential(2).unsafeCast<String>()
}
```

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the specified [init] function.

```kotlin
public fun Document.createElement(name: String, init: Element.() -> Unit): Element {
    contract { callsInPlace(init, InvocationKind.EXACTLY_ONCE) } // returns a newly created element with the specified [name] to this element.

    * The element is initialized with the specified [init] function.

    // * An * Element.appendElement(name: String, init: Element.() -> Unit): Element {
    contract { callsInPlace(init, InvocationKind.EXACTLY_ONCE) } // returns the ownerDocument!! of the newly created element.

    * * Element.appendChild(it) } } 
```

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```kotlin
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

import kotlin.contracts.*

/**
 * A mutable sequence of characters.
 * 
 * String builder can be used to efficiently perform multiple string manipulation operations.
 */
expect class StringBuilder : Appendable, CharSequence {
    /** Constructs an empty string builder. */
    constructor()

    /** Constructs an empty string builder with the specified initial [capacity]. */
    constructor(capacity: Int)

    /** Constructs a string builder that contains the same characters as the specified [content] string. */
    constructor(content: String)

    /** Constructs a string builder that contains the same characters as the specified [content] sequence. */
    constructor(content: CharSequence)

    /** Reverses the contents of this string builder and returns this instance. */
    fun reverse(): StringBuilder

    private fun reverse(): StringBuilder

    override val length: Int

    override operator fun get(index: Int): Char

    override fun subSequence(startIndex: Int, endIndex: Int): CharSequence

    override fun append(value: Char): StringBuilder
    override fun append(value: CharSequence?): StringBuilder

    override fun append(value: String): StringBuilder
    override fun append(value: CharSequence?): StringBuilder

    override fun append(value: String): StringBuilder
    override fun append(value: CharSequence?, start: Int, end: Int): StringBuilder

    override fun append(value: CharSequence?, start: Int, end: Int): StringBuilder
```

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    /** Constructs a string builder that contains the same characters as the specified [content] sequence. */
    constructor(content: CharSequence)

    /** Reverses the contents of this string builder and returns this instance. */
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    private fun reverse(): StringBuilder

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    override operator fun get(index: Int): Char

    override fun subSequence(startIndex: Int, endIndex: Int): CharSequence

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    override fun append(value: String): StringBuilder
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    override fun append(value: String): StringBuilder
    override fun append(value: CharSequence?, start: Int, end: Int): StringBuilder

    override fun append(value: CharSequence?, start: Int, end: Int): StringBuilder
```
""\uDC00\uDC00\uDC00\uDC00" produces "\uDC00\uDC00\uDC00\uDC00" which is a valid surrogate pair.

fun reverse():
    StringBuilder

     * Appends the string representation of the specified object [value] to this string builder and returns this instance.
     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was appended to this string builder.
     * Appends characters in the specified character array [value] to this string builder and returns this instance.

    @SinceKotlin("1.3")
    @WasExperimental(ExperimentalStdlibApi::class)
    fun append(value: Any?): StringBuilder

        /\n        * Appends the specified string [value] to this string builder and returns this instance.
        * If [value] is `null`, then the four characters `\null\null\null\null` are appended.

    @SinceKotlin("1.3")
    fun append(value: CharArray): StringBuilder

        /\n        * Returns the current capacity of this string builder.
        * The capacity is the maximum length this string builder can have before an allocation occurs.
        * If the current capacity is less than the [minimumCapacity], a new backing storage is allocated with greater capacity.
        * Otherwise, this method takes no action and simply returns.

    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    fun append(value: Char): StringBuilder

        /\n        * Appends the specified character [value] to this string builder and returns this instance.

    @SinceKotlin("1.4")
    fun insert(index: Int, value: Boolean): StringBuilder

        /\n        * Inserts the string representation of the specified boolean [value] to this string builder and returns this instance.

    @SinceKotlin("1.3")
    @WasExperimental(ExperimentalStdlibApi::class)
    fun append(value: Boolean): StringBuilder

        /\n        * Appends the string representation of the specified boolean [value] to this string builder and returns this instance.

    @SinceKotlin("1.3")
    @WasExperimental(ExperimentalStdlibApi::class)
    fun append(value: String?): StringBuilder

        /\n        * Appends the specified string [value] to this string builder and returns this instance.

    @SinceKotlin("1.3")
    @WasExperimental(ExperimentalStdlibApi::class)
    fun ensureCapacity(minimumCapacity: Int)

        /\n        * Ensures that the capacity of this string builder is at least equal to the specified [minimumCapacity].
        * If the current capacity is less than the [minimumCapacity], a new backing storage is allocated with greater capacity.

    @ExperimentalStdlibApi
    @Deprecated("Obtaining StringBuilder capacity is not supported in JS and common code.", level = DeprecationLevel.ERROR)
    fun capacity(): Int

        /\n        * Returns the current capacity of this string builder.

    @SinceKotlin("1.3")
    @WasExperimental(ExperimentalStdlibApi::class)
    fun lastIndexOf(string: String, startIndex: Int): Int

        /\n        * Returns the last occurrence of the specified string in this string builder.
        * The last occurrence of empty string `""` is considered to be at the index equal to `this.length`.
        * Returns `-1` if the specified string does not occur in this string builder.

    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    fun lastIndexOf(string: String): Int

        /\n        * Returns the last occurrence of the specified string in this string builder.
        * If the specified string does not occur in this string builder, this method takes no action and simply returns.

    @SinceKotlin("1.3")
    @WasExperimental(ExperimentalStdlibApi::class)
    fun indexOf(string: String, startIndex: Int): Int

        /\n        * Returns the index within this string builder of the last occurrence of the specified [string].
        * Returns `-1` if the specified [string] does not occur in this string builder.

    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    fun indexOf(string: String): Int

        /\n        * Returns the index within this string builder of the first occurrence of the specified [string].
        * Returns `-1` if the specified [string] does not occur in this string builder.

    @SinceKotlin("1.3")
    fun reverse(): StringBuilder

        /\n        * Reverses the characters in this string builder.

    @SinceKotlin("1.4")
    fun capacity(): Int

        /\n        * Returns the current capacity of this string builder.
character at the specified [index] from this string builder and returns this instance.

* @param index the index of ‘Char’ to remove.
* @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.

* @param startIndex the beginning (inclusive) of the range to remove.
* @param endIndex the end (exclusive) of the range to remove.
* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

* Append characters from this string builder into the [destination] character array.
* @param destination the array to copy to.
* @param destinationOffset the position in the array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
* @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

* @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
* @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

* @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
* @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

* @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
* @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

* Insert characters in a subarray of the specified character array [value] into this string builder and returns this instance.

* @param index the position in this string builder to insert at.
* @param startIndex the beginning (inclusive) of the subarray to insert.
* @param endIndex the end (exclusive) of the subarray to insert.
* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

* Insert characters in a subsequence of the specified character sequence [value] into this string builder and returns this instance.

* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

* Insert characters in a subarray of the specified character array [value] into this string builder and returns this instance.

* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

* Insert characters in a subsequence of the specified character sequence [value] into this string builder and returns this instance.

* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

* Insert characters in a subarray of the specified character array [value] into this string builder and returns this instance.

* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

* Insert characters in a subsequence of the specified character sequence [value] into this string builder and returns this instance.

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* Insert characters in a subarray of the specified character array [value] into this string builder and returns this instance.

* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

* Insert characters in a subsequence of the specified character sequence [value] into this string builder and returns this instance.
sequence, starting at [index].

* @param index the position in this string builder to insert at.

* @param o the character sequence to insert.

* @throws IndexOutOfBoundsException when [index] is out of range of the [value] character sequence indices or when [index] is less than zero or greater than the length of this string builder.

* @throws IndexOutOfBoundsException or IllegalArgumentException when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when [startIndex] > [endIndex].

* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

* @param startIndex the beginning (inclusive) of the subsequence to insert.

* @param endIndex the end (exclusive) of the subsequence to insert.

* @throws IndexOutOfBoundsException or IllegalArgumentException when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when [startIndex] > [endIndex].

* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

* @param endIndex the end (exclusive) of the subsequence to insert.

* @param value the character sequence from which a subsequence is inserted.

* @param startIndex the beginning (inclusive) of the subsequence to insert.

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 *
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 *
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 * license/LICENSE.txt file.

/**
 * Exposes the JavaScript
 * WebGLBuffer(https://developer.mozilla.org/en/docs/Web/API/WebGLBuffer) to Kotlin
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.

/**
 * Exposes the JavaScript
 * WebGLFrameBuffer(https://developer.mozilla.org/en/docs/Web/API/WebGLFramebuffer) to Kotlin
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/**
 * Exposes the JavaScript
 * WebGLProgram(https://developer.mozilla.org/en/docs/Web/API/WebGLProgram) to Kotlin
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.

/**
 * Exposes the JavaScript
 * WebGLRenderer(https://developer.mozilla.org/en/docs/Web/API/WebGLRenderer) to Kotlin
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.

/**
 * Exposes the JavaScript
 * WebGLShader(https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin
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 * license/LICENSE.txt file.

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fun getProgramParameter(program: WebGLProgram?, pname: Int): Any?
fun getProgramInfoLog(program: WebGLProgram?): String?
fun getRenderbufferParameter(target: Int, pname: Int): Any?
fun getShaderParameter(shader: WebGLShader?, pname: Int): Any?
fun getShaderPrecisionFormat(shadertype: Int, precisiontype: Int): WebGLShaderPrecisionFormat?
fun getShaderInfoLog(shader: WebGLShader?): String?
fun getShaderSource(shader: WebGLShader?): String?
fun getProgramInfoLog(shader: WebGLShader?): String?
fun getUniform(program: WebGLProgram?, location: WebGLUniformLocation?, pname: Int): Any?
fun getUniformLocation(program: WebGLProgram?, name: String): WebGLUniformLocation?
fun getVertexAttrib(index: Int, pname: Int): Any?
fun getVertexAttribOffset(index: Int, pname: Int): Int
fun hint(target: Int, mode: Int)
fun isBuffer(buffer: WebGLBuffer?): Boolean
fun isEnabled(cap: Int): Boolean
fun isFramebuffer(framebuffer: WebGLFramebuffer?): Boolean
fun isProgram(program: WebGLProgram?): Boolean
fun isRenderbuffer(renderbuffer: WebGLRenderbuffer?): Boolean
fun isTexture(texture: WebGLTexture?): Boolean
fun lineWidth(width: Float)
fun linkProgram(program: WebGLProgram?)
fun pixelStorei(pname: Int, param: Int)
fun polygonOffset(factor: Float, units: Float)
fun readPixels(x: Int, y: Int, width: Int, height: Int, format: Int, type: Int, pixels: ArrayBufferView?)
fun renderbufferStorage(target: Int, internalformat: Int, width: Int, height: Int)
fun sampleCoverage(value: Float, invert: Boolean)
fun scissor(x: Int, y: Int, width: Int, height: Int)
fun shaderSource(shader: WebGLShader?, source: String)
fun stencilFunc(func: Int, ref: Int, mask: Int)
fun stencilFuncSeparate(face: Int, func: Int, ref: Int, mask: Int)
fun stencilMask(mask: Int)
fun stencilMaskSeparate(face: Int, mask: Int)
fun stencilOp(fail: Int, zfail: Int, zpass: Int)
fun texImage2D(target: Int, level: Int, internalformat: Int, format: Int, type: Int, source: TexImageSource?)
fun texParameterf(target: Int, pname: Int, param: Float)
fun texParameteri(target: Int, pname: Int, param: Int)
fun uniform1f(location: WebGLUniformLocation?, x: Float)
fun uniform1fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform1fv(location: WebGLUniformLocation?, v: Array<Float>)
fun uniform1i(location: WebGLUniformLocation?, x: Int)
fun uniform1iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform1iv(location: WebGLUniformLocation?, v: Array<Int>)
fun uniform2f(location: WebGLUniformLocation?, x: Float, y: Float)
fun uniform2fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform2fv(location: WebGLUniformLocation?, v: Array<Float>)
fun uniform2i(location: WebGLUniformLocation?, x: Int, y: Int)
fun uniform2iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform2iv(location: WebGLUniformLocation?, v: Array<Int>)
fun uniform3f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float)
fun uniform3fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform3fv(location: WebGLUniformLocation?, v: Array<Float>)
fun uniform3i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int)
fun uniform3iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform3iv(location: WebGLUniformLocation?, v: Array<Int>)
fun uniform4f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float, w: Float)
fun uniform4fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform4fv(location: WebGLUniformLocation?, v: Array<Float>)
fun uniform4i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int, w: Int)
fun uniform4iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform4iv(location: WebGLUniformLocation?, v: Array<Int>)
fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
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```
useProgram(program: WebGLProgram?)
fun validateProgram(program: WebGLProgram?)
fun vertexAttrib1f(index: Int, x: Float)
fun vertexAttrib1fv(index: Int, values: dynamic)
fun vertexAttrib2f(index: Int, x: Float, y: Float)
fun vertexAttrib2fv(index: Int, values: dynamic)
fun vertexAttrib3f(index: Int, x: Float, y: Float, z: Float)
fun vertexAttrib3fv(index: Int, values: dynamic)
fun vertexAttrib4f(index: Int, x: Float, y: Float, z: Float, w: Float)
fun vertexAttrib4fv(index: Int, values: dynamic)
fun viewport(x: Int, y: Int, width: Int, height: Int)

companion object {
    val DEPTH_BUFFER_BIT: Int
    val STENCIL_BUFFER_BIT: Int
    val COLOR_BUFFER_BIT: Int
    val POINTS: Int
    val LINES: Int
    val LINE_LOOP: Int
    val LINE_STRIP: Int
    val TRIANGLES: Int
    val TRIANGLE_STRIP: Int
    val TRIANGLE_FAN: Int
    val ZERO: Int
    val ONE: Int
    val SRC_COLOR: Int
    val SRC_ALPHA: Int
    val DST_ALPHA: Int
    val ONE_MINUS_DST_ALPHA: Int
    val DST_COLOR: Int
    val SRC_ALPHA_SATURATE: Int
    val BLEND_EQUATION: Int
    val BLEND_EQUATION_RGB: Int
    val BLEND_EQUATION_ALPHA: Int
    val FUNC_ADD: Int
    val BLEND_EQUATION: Int
    val FUNC_SUBTRACT: Int
    val FUNC_REVERSE_SUBTRACT: Int
    val BLEND_SRC_RGB: Int
    val BLEND_SRC_ALPHA: Int
    val BLEND_DST_RGB: Int
    val BLEND_DST_ALPHA: Int
    val BLEND_COLOR: Int
    val ARRAY_BUFFER: Int
    val ELEMENT_ARRAY_BUFFER: Int
    val ARRAY_BUFFER_BINDING: Int
    val ELEMENT_ARRAY_BUFFER_BINDING: Int
    val STREAM_DRAW: Int
    val STATIC_DRAW: Int
    val DYNAMIC_DRAW: Int
    val BUFFER_SIZE: Int
    val BUFFER_USAGE: Int
    val CURRENT_VERTEX_ATTRIB: Int
    val FRONT: Int
    val BACK: Int
    val FRONT_AND_BACK: Int
    val CULL_FACE: Int
    val BLEND: Int
    val DITHER: Int
    val STENCIL_TEST: Int
    val DEPTH_TEST: Int
    val SCISSOR_TEST: Int
    val POLYGON_OFFSET_FILL: Int
    val SAMPLE_ALPHA_TO_COVERAGE: Int
    val SAMPLE_COVERAGE: Int
    val SAMPLE_BUFFERS: Int
    val SAMPLE_COVERAGE_VALUE: Int
    val SAMPLE_COVERAGE_INVERT: Int
    val COMPRESSED_TEXTURE_FORMATS: Int
    val DONT_CARE: Int
    val FASTEST: Int
    val NICEST: Int
    val GENERATE_MIPMAP_HINT: Int
    val BYTE: Int
    val UNSIGNED_BYTE: Int
    val SHORT: Int
    val UNSIGNED_SHORT: Int
    val INT: Int
    val UNSIGNED_INT: Int
    val POLYGON_OFFSET_UNITS: Int
    val POLYGON_OFFSET_FACTOR: Int
    val TEXTURE_BINDING_2D: Int
    val MAX_TEXTURE_SIZE: Int
    val MAX_VIEWPORT_DIMS: Int
    val SUBPIXEL_BITS: Int
    val RED_BITS: Int
    val GREEN_BITS: Int
    val BLUE_BITS: Int
    val ALPHA_BITS: Int
    val DEPTH_BITS: Int
    val STENCIL_BITS: Int
    val PACK_ALIGNMENT: Int
    val MAX_TEXTURE_SIZE: Int
    val MAX_VIEWPORT_DIMS: Int
    val SUBPIXEL_BITS: Int
    val RED_BITS: Int
    val GREEN_BITS: Int
    val BLUE_BITS: Int
    val ALPHA_BITS: Int
    val DEPTH_BITS: Int
    val STENCIL_BITS: Int
    val TEXTURE_BINDING: Int
    val UNPACK_ALIGNMENT: Int
    val MAX_TEXTURE_SIZE: Int
    val MAX_VIEWPORT_DIMS: Int
```

---

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RENDERBUFFER_GREEN_SIZE: Int
val RENDERBUFFER_BLUE_SIZE: Int
val RENDERBUFFER_ALPHA_SIZE: Int
val RENDERBUFFER_DEPTH_SIZE: Int
val RENDERBUFFER_STENCIL_SIZE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
val COLOR_ATTACHMENT0: Int
val DEPTH_ATTACHMENT: Int
val STENCIL_ATTACHMENT: Int
val DEPTH_STENCIL_ATTACHMENT: Int
val NONE: Int
val FRAMEBUFFER_COMPLETE: Int
val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int
val FRAMEBUFFER_UNSUPPORTED: Int
val FRAMEBUFFER_BINDING: Int
val RENDERTBUFFER_BINDING: Int
val MAX_RENDERBUFFER_SIZE: Int
val INVALID_FRAMEBUFFER_OPERATION: Int
val UNPACK_FLIP_Y_WEBGL: Int
val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
val CONTEXT_LOST_WEBGL: Int
val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
val BROWSER_DEFAULT_WEBGL: Int
val DEPTH_BUFFER_BIT: Int
val STENCIL_BUFFER_BIT: Int
val COLOR_BUFFER_BIT: Int
val POINTS: Int
val LINES: Int
val LINE_LOOP: Int
val LINE_STRIP: Int
val TRIANGLES: Int
val TRIANGLE_STRIP: Int
val SRC_COLOR: Int
val ONE_MINUS_SRC_COLOR: Int
val SRC_ALPHA: Int
val ONE_MINUS_SRC_ALPHA: Int
val DST_ALPHA: Int
val ONE_MINUS_DST_ALPHA: Int
val DST_COLOR: Int
val ONE_MINUS_DST_COLOR: Int
val SRC_ALPHA_SATURATE: Int
val FUNC_ADD: Int
val BLEND_EQUATION: Int
val BLEND_EQUATION_RGB: Int
val BLEND_EQUATION_ALPHA: Int
val FUNC_SUBTRACT: Int
val BLEND_SRC_RGB: Int
val BLEND_SRC_ALPHA: Int
val BLEND_DST_RGB: Int
val BLEND_DST_ALPHA: Int
val CONSTANT_COLOR: Int
val ONE_MINUS_CONSTANT_COLOR: Int
val CONSTANT_ALPHA: Int
val ONE_MINUS_CONSTANT_ALPHA: Int
val BLEND_COLOR: Int
val ARRAY_BUFFER: Int
val ELEMENT_ARRAY_BUFFER: Int
val STREAM_DRAW: Int
val STATIC_DRAW: Int
val BUFFER_SIZE: Int
val CURRENT_VERTEX_ATTRIB: Int
val FRONT: Int
val BACK: Int
val CULL_FACE: Int
val BLEND: Int
val DITHER: Int
val STENCIL_TEST: Int
val DEPTH_TEST: Int
val SCISSOR_TEST: Int
val POLYGON_OFFSET_FILL: Int
val SAMPLE_ALPHA_TO_COVERAGE: Int
val NO_ERROR: Int
val INVALID_ENUM: Int
val INVALID_OPERATION: Int
val OUT_OF_MEMORY: Int
val CW: Int
val CCW: Int
val LINE_WIDTH: Int
val ALIASED_POINT_SIZE_RANGE: Int
val ALIASED_LINE_WIDTH_RANGE: Int
val CULL_FACE_MODE: Int
val FRONT_FACE: Int
val DEPTH_RANGE: Int
val DEPTH_WRITEMASK: Int
val DEPTH_CLEAR_VALUE: Int
val DEPTH_FUNC: Int
val STENCIL_CLEAR_VALUE: Int
val STENCIL_FUNC: Int
val STENCIL_PASS_DEPTH_FAIL: Int
val STENCIL_PASS_DEPTH_PASS: Int
val STENCIL_REF: Int
val STENCIL_VALUE_MASK: Int
val STENCIL_BACK_FUNC: Int
val STENCIL_BACK_FAIL: Int
val STENCIL_BACK_PASS_DEPTH_FAIL: Int
val STENCIL_BACK_PASS_DEPTH_PASS: Int
val STENCIL_BACK_REF: Int
val STENCIL_BACK_VALUE_MASK: Int
val
STENCIL_BACK_WRITEMASK: Int
        val VIEWPORT: Int
        val SCISSOR_BOX: Int
        val COLOR_CLEAR_VALUE: Int
        val COLOR_WRITEMASK: Int
        val UNPACK_ALIGNMENT: Int
        val PACK_ALIGNMENT: Int
        val MAX_TEXTURE_SIZE: Int
        val MAX_VIEWPORT_DIMS: Int
        val SUBPIXEL_BITS: Int
        val RED_BITS: Int
        val GREEN_BITS: Int
        val BLUE_BITS: Int
        val ALPHA_BITS: Int
        val DEPTH_BITS: Int
        val STENCIL_BITS: Int
        val POLYGON_OFFSET_UNITS: Int
        val POLYGON_OFFSET_FACTOR: Int
        val TEXTURE_BINDING_2D: Int
        val SAMPLE_BUFFERS: Int
        val SAMPLES: Int
        val SAMPLE_COVERAGE_VALUE: Int
        val SAMPLE_COVERAGE_INVERT: Int
        val COMPRESSED_TEXTURE_FORMATS: Int
        val DONT_CARE: Int
        val FASTEST: Int
        val NICEST: Int
        val GENERATE_MIPMAP_HINT: Int
        val BYTE: Int
        val UNSIGNED_BYTE: Int
        val SHORT: Int
        val UNSIGNED_SHORT: Int
        val INT: Int
        val UNSIGNED_INT: Int
        val FLOAT: Int
        val DEPTH_COMPONENT: Int
        val ALPHA: Int
        val RGB: Int
        val RGBA: Int
        val LUMINANCE: Int
        val LUMINANCE_ALPHA: Int
        val UNSIGNED_SHORT_4_4_4_4: Int
        val UNSIGNED_SHORT_5_5_5_1: Int
        val UNSIGNED_SHORT_5_6_5: Int
        val FRAGMENT_SHADER: Int
        val VERTEX_SHADER: Int
        val MAX_VERTEX_ATTRIBS: Int
        val MAX_VERTEX_UNIFORM_VECTORS: Int
        val MAX_VARYING_VECTORS: Int
        val MAX_COMBINED_TEXTURE_IMAGE_UNITS: Int
        val MAX_VERTEX_TEXTURE_IMAGE_UNITS: Int
        val MAX_TEXTURE_IMAGE_UNITS: Int
        val MAX_FRAGMENT_UNIFORM_VECTORS: Int
        val SHADER_TYPE: Int
        val DELETE_STATUS: Int
        val ACTIVE_UNIFORMS: Int
        val ACTIVE_ATTRIBUTES: Int
        val SHADING_LANGUAGE_VERSION: Int
        val CURRENT_PROGRAM: Int
        val NEVER: Int
        val LESS: Int
        val EQUAL: Int
        val LEQUAL: Int
        val GREATER: Int
        val NOTEQUAL: Int
        val GEQUAL: Int
        val ALWAYS: Int
        val KEEP: Int
        val REPLACE: Int
        val INCR: Int
        val DECR: Int
        val INVERT: Int
        val INCR_WRAP: Int
        val DECR_WRAP: Int
        val VENDOR: Int
        val RENDERER: Int
        val VERSION: Int
        val TEXTURE_MAG_FILTER: Int
        val TEXTURE_MIN_FILTER: Int
        val TEXTURE_WRAP_S: Int
        val TEXTURE_WRAP_T: Int
        val TEXTURE_CUBE_MAP: Int
        val TEXTURE_BINDING_CUBE_MAP: Int
        val TEXTURE_CUBE_MAP_POSITIVE_X: Int
        val TEXTURE_CUBE_MAP_NEGATIVE_X: Int
        val TEXTURE_CUBE_MAP_POSITIVE_Y: Int
        val TEXTURE_CUBE_MAP_NEGATIVE_Y: Int
        val TEXTURE_CUBE_MAP_POSITIVE_Z: Int
        val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int
        val TEXTURE_CUBE_MAP_TEXTURE_SIZE: Int
        val TEXTURE0: Int
        val TEXTURE1: Int
        val TEXTURE2: Int
        val TEXTURE3: Int
        val TEXTURE4: Int
        val TEXTURE5: Int
        val TEXTURE6: Int
        val TEXTURE7: Int
        val TEXTURE8: Int
        val TEXTURE9: Int
        val TEXTURE10: Int
        val TEXTURE11: Int
        val TEXTURE12: Int
        val TEXTURE13: Int
        val TEXTURE14: Int
        val TEXTURE15: Int
        val TEXTURE16: Int
        val TEXTURE17: Int
        val TEXTURE18: Int
        val TEXTURE19: Int
        val TEXTURE20: Int
        val TEXTURE21: Int
        val TEXTURE22: Int
        val TEXTURE23: Int
        val TEXTURE24: Int
        val TEXTURE25: Int
        val TEXTURE26: Int
        val TEXTURE27: Int
        val TEXTURE28: Int
        val TEXTURE29: Int
        val TEXTURE30: Int
        val TEXTURE31: Int
        val TEXTURE32: Int
        val TEXTURE33: Int
        val TEXTURE34: Int
        val TEXTURE35: Int
        val ACTIVE_TEXTURE: Int
        val REPEAT: Int
        val CLAMP_TO_EDGE: Int
        val MIRRORED_REPEAT: Int
        val FLOAT_VEC2: Int
        val FLOAT_VEC3: Int
        val FLOAT_VEC4: Int
        val INT_VEC2: Int
        val INT_VEC3: Int
        val INT_VEC4: Int
        val BOOL: Int
        val BOOL_VEC2: Int
        val BOOL_VEC3: Int
        val BOOL_VEC4: Int
        val SAMPLER_2D: Int
        val SAMPLER_CUBE: Int
        val VERTEX_ATTRIB_ARRAY_ENABLED:
Int\n val VERTEX_ATTRIB_ARRAY_SIZE: Int\n val VERTEX_ATTRIB_ARRAY_STRIDE: Int\n val VERTEX_ATTRIB_ARRAY_TYPE: Int\n val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int\n val VERTEX_ATTRIB_ARRAY_POINTER: Int\n val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int\n val IMPLEMENTATION_COLOR_READ_TYPE: Int\n val IMPLEMENTATION_COLOR_READ_FORMAT: Int\n val COMPILE_STATUS: Int\n val LOW_FLOAT: Int\n val MEDIUM_FLOAT: Int\n val HIGH_FLOAT: Int\n val LOW_INT: Int\n val MEDIUM_INT: Int\n val HIGH_INT: Int\n val FRAMEBUFFER: Int\n val RENDERBUFFER: Int\n val RGBA4: Int\n val RGB5_A1: Int\n val RGB565: Int\n val DEPTH_COMPONENT16: Int\n val STENCIL_INDEX: Int\n val STENCIL_INDEX8: Int\n val DEPTH_STENCIL: Int\n val RENDERBUFFER_WIDTH: Int\n val RENDERBUFFER_HEIGHT: Int\n val RENDERBUFFER_INTERNAL_FORMAT: Int\n val RENDERBUFFER_RED_SIZE: Int\n val RENDERBUFFER_GREEN_SIZE: Int\n val RENDERBUFFER_ALPHA_SIZE: Int\n val RENDERBUFFER_DEPTH_SIZE: Int\n val RENDERBUFFER_STENCIL_SIZE: Int\n val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int\n val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int\n val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int\n val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int\n val COLOR_ATTACHMENT0: Int\n val DEPTH_ATTACHMENT: Int\n val STENCIL_ATTACHMENT: Int\n val DEPTH_STENCIL_ATTACHMENT: Int\n val NONE: Int\n val FRAMEBUFFER_COMPLETE: Int\n val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int\n val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int\n val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int\n val FRAMEBUFFER_UNSUPPORTED: Int\n val FRAMEBUFFER_BINDING: Int\n val RENDERBUFFER_BINDING: Int\n val MAX_RENDERBUFFER_SIZE: Int\n val INVALID_FRAMEBUFFER_OPERATION: Int\n val UNPACK_FLIP_Y_WEBGL: Int\n val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int\n val CONTEXT_LOST_WEBGL: Int\n val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int\n val BROWSER_DEFAULT_WEBGL: Int

/**
 * Exposes the JavaScript
 *[WebGLContextEvent](https://developer.mozilla.org/en/docs/Web/API/WebGLContextEvent) to Kotlin
 */
public external open class WebGLContextEvent(type: String, eventInit: WebGLContextEventInit = definedExternally) : Event {
    open val statusMessage: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    constructor(eventInit: WebGLContextEventInit = definedExternally) : Event

    fun get() = definedExternally
    fun set(value: String) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["statusMessage"] = statusMessage
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 *[ArrayBuffer](https://developer.mozilla.org/en/docs/Web/API/ArrayBuffer) to Kotlin
 */
public external open class ArrayBuffer(length: Int) : BufferDataSource {
    open val byteLength: Int
    fun slice(begin: Int, end: Int = definedExternally): ArrayBuffer

    companion object {
        fun isView(value: Any?): Boolean
    }
}

/**
 * Exposes the JavaScript
 *[ArrayBufferView](https://developer.mozilla.org/en/docs/Web/API/ArrayBufferView) to Kotlin
 */
public external interface ArrayBufferView : BufferDataSource {
    val buffer: ArrayBuffer
    val byteOffset: Int
    val byteLength: Int
    fun slice(begin: Int, end: Int = definedExternally): ArrayBufferView
}

/**
 * Exposes the JavaScript
 *[Int8Array](https://developer.mozilla.org/en/docs/Web/API/Int8Array) to Kotlin
 */
public external class Int8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int)
}
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```kotlin
open class Uint32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint32Array)
    constructor(array: Array<Int>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.get(index: Int): Int = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.set(index: Int, value: Int) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Uint32Array](https://developer.mozilla.org/en/docs/Web/API/Uint32Array) to Kotlin
 */
public external open class Uint32Array : ArrayBufferView {
    \n\n    constructor(length: Int)\n\n    constructor(array: Uint32Array)\n\n    constructor(array: Array<Int>)\n    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.get(index: Int): Int = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.set(index: Int, value: Int) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Float32Array](https://developer.mozilla.org/en/docs/Web/API/Float32Array) to Kotlin
 */
public external open class Float32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float32Array)
    constructor(array: Array<Float>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.get(index: Int): Float = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.set(index: Int, value: Float) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array) to Kotlin
 */
public external open class Float64Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float64Array)
    constructor(array: Array<Double>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.get(index: Int): Double = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.set(index: Int, value: Double) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [DataView](https://developer.mozilla.org/en/docs/Web/API/ DataView) to Kotlin
 */
public external open class DataView(buffer: ArrayBuffer, byteOffset: Int = definedExternally, byteLength: Int = definedExternally) : ArrayBufferView {
    \n\n    fun getInt8(byteOffset: Int): Byte
    fun getUint8(byteOffset: Int): Byte
    fun getInt16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
    fun getUint16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
    fun getInt32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getUint32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getFloat32(byteOffset: Int, littleEndian: Boolean = definedExternally): Float
    fun getFloat64(byteOffset: Int, littleEndian: Boolean = definedExternally): Double
    fun getInt8(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getUint8(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getInt16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
    fun getUint16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
    fun getInt32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getUint32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getFloat32(byteOffset: Int, littleEndian: Boolean = definedExternally): Float
    fun getFloat64(byteOffset: Int, littleEndian: Boolean = definedExternally): Double
    fun setInt8(byteOffset: Int, value: Byte) { asDynamic()[byteOffset] = value }
    fun setUint8(byteOffset: Int, value: Byte) { asDynamic()[byteOffset] = value }
    fun setInt16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally): Int
    fun setUint16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally): Int
    fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally): Int
    fun setUint32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally): Int
    fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally): Int
    fun setUint32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally): Int
    fun setFloat32(byteOffset: Int, value: Float, littleEndian: Boolean = definedExternally): Float
    fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean = definedExternally): Double
}

public external interface BufferDataSource

public external interface TexImageSource
```

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 *
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.*/
Open Source Used In DNAC Platform Arica
Exposes the JavaScript
[CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin
*\n\n```kotlin
public abstract class CSSStyleDeclaration : ItemArrayLike<String> {
    open var cssText: String
    open val parentRule: CSSRule?
    open val cssFloat: String
    open var alignContent: String
    open var alignItems: String
    open var alignItems: String
    open var animationDelay: String
    open var animationDirection: String
    open var animationDuration: String
    open var animationFillMode: String
    open var animationIterationCount: String
    open var background: String
    open var backgroundAttachment: String
    open var backgroundClip: String
    open var backgroundOrigin: String
    open var backgroundPosition: String
    open var backgroundColor: String
    open var borderBottom: String
    open var borderBottomColor: String
    open var borderBottomLeftRadius: String
    open var borderBottomRightRadius: String
    open var borderBottomStyle: String
    open var borderBottomWidth: String
    open var borderCollapse: String
    open var borderColor: String
    open var borderImage: String
    open var borderImageOutset: String
    open var borderImageRepeat: String
    open var borderImageSlice: String
    open var borderTop: String
    open var borderTopColor: String
    open var borderTopLeftRadius: String
    open var borderTopRightRadius: String
    open var borderTopStyle: String
    open var borderTopWidth: String
    open var borderRadius: String
    open var borderRight: String
    open var borderRightColor: String
    open var borderRightStyle: String
    open var borderRightWidth: String
    open var borderSpacing: String
    open var borderTop: String
    open var borderTopColor: String
    open var borderTopLeftRadius: String
    open var borderTopRightRadius: String
    open var borderTopStyle: String
    open var borderTopWidth: String
    open var borderWidth: String
    open var bottom: String
    open var boxDecorationBreak: String
    open var boxShadow: String
    open var boxSizing: String
    open var breakAfter: String
    open var breakBefore: String
    open var breakInside: String
    open var breakBefore: String
    open var breakAfter: String
    open var breakInside: String
    open var captionSide: String
    open var clear: String
    open var clip: String
    open var color: String
    open var columnCount: String
    open var columnFill: String
    open var columnGap: String
    open var columnRule: String
    open var columnRuleColor: String
    open var columnRuleStyle: String
    open var columnRuleWidth: String
    open var columnSpan: String
    open var columnWidth: String
    open var columns: String
    open var content: String
    open var counterIncrement: String
    open var counterReset: String
    open var cursor: String
    open var direction: String
    open var emptyCells: String
    open var filter: String
    open var flex: String
    open var flexBasis: String
    open var flexGrow: String
    open var flexShrink: String
    open var flexWrap: String
    open var font: String
    open var fontFamily: String
    open var fontFeatureSettings: String
    open var fontKerning: String
    open var fontLanguageOverride: String
    open var fontsize: String
    open var fontSizeAdjust: String
    open var fontStyle: String
    open var fontSynthesis: String
    open var fontVariant: String
    open var fontVariantAlternates: String
    open var fontVariantEastAsian: String
    open var fontVariantLigatures: String
    open var fontVariantNumeric: String
    open var fontWeight: String
    open var hangingPunctuation: String
    open var height: String
    open var imageOrientation: String
    open var imageRendering: String
    open var imeMode: String
    open var justifyContent: String
    open var letterSpacing: String
    open var lineHeight: String
    open var listStyle: String
    open var listStylePosition: String
    open var listStyleType: String
    open var margin: String
    open var marginBottom: String
    open var marginRight: String
    open var marginTop: String
    open var mark: String
    open var markAfter: String
    open var marqueeDirection: String
    open var marqueePlayCount: String
    open var marqueeSpeed: String
    open var mask: String
    open var maskType: String
    open var maxHeigh: String
```
String
    open var maxWidth: String
    open var minHeight: String
    open var minWidth: String
    open var navDown: String
    open var navIndex: String
    open var navLeft: String
    open var navRight: String
    open var navUp: String
    open var objectFit: String
    open var objectPosition: String
    open var opacity: String
    open var order: String
    open var orphans: String
    open var outline: String
    open var outlineColor: String
    open var outlineOffset: String
    open var outlineStyle: String
    open var outlineWidth: String
    open var overflowWrap: String
    open var overflowX: String
    open var overflowY: String
    open var padding:
    open var paddingBottom: String
    open var paddingLeft: String
    open var paddingRight: String
    open var paddingTop: String
    open var pageBreakAfter: String
    open var pageBreakBefore: String
    open var pageBreakInside: String
    open var perspective: String
    open var perspectiveOrigin: String
    open var phonemes: String
    open var position: String
    open var quotes: String
    open var resize: String
    open var rest: String
    open var restAfter: String
    open var restBefore: String
    open var right: String
    open var tabSize: String
    open var tableLayout: String
    open var textAlign: String
    open var textAlignLast: String
    open var textCombineUpright: String
    open var textDecoration: String
    open var textDecorationColor: String
    open var textDecorationLine: String
    open var textDecorationStyle: String
    open var textIndent: String
    open var textJustify: String
    open var textOrientation: String
    open var textOverflow: String
    open var textShadow: String
    open var textTransform: String
    open var textUnderlinePosition: String
    open var top: String
    open var transform: String
    open var transformOrigin: String
    open var transformStyle: String
    open var transition: String
    open var transitionDelay: String
    open var transitionDuration: String
    open var transitionProperty: String
    open var transitionTimingFunction: String
    open var unicodeBidi: String
    open var verticalAlign: String
    open var visibility: String
    open var voiceBalance: String
    open var voicePitch: String
    open var voicePitchRange: String
    open var voiceRate: String
    open var voiceStress: String
    open var voiceVolume: String
    open var whiteSpace: String
    open var widows: String
    open var width: String
    open var wordBreak: String
    open var wordSpacing: String
    open var wordWrap: String
    open var writingMode: String
    open var zIndex: String
    open var _dashed_attribute: String
    open var _camel_cased_attribute: String
    open var _webkit_cased_attribute: String
    fun getPropertyValue(property: String): String
    fun getPriority(property: String): String
    fun setProperty(property: String, value: String, priority: String = definedExternally)
    fun setPropertyValue(property: String, value: String)
    fun setPropertyPriority(property: String, priority: String)
    fun removeProperty(property: String): String
    override fun item(index: Int): String
}

@kotlin.internal.InlineOnly
public inline operator fun CSSStyleDeclaration.get(index: Int): String? = asDynamic()[index]

public external interface ElementCSSInlineStyle {
    val style: CSSStyleDeclaration
}

/**
 * Exposes the JavaScript [CSS](https://developer.mozilla.org/en/docs/Web/API/CSS) to Kotlin
 */
public external abstract class CSS {...

companion object {
    fun escape(ident: String): String
}

package org.w3c.dom.encryptedmedia

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

public external interface MediaKeySystemConfiguration {
    var label: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var initDataTypes: Array<String>? /* = arrayOf() */
        get() = definedExternally
        set(value) = definedExternally
    var videoCapabilities: ....

String
    open var max Width: String
    open var min Height: String
    open var min Width: String
    open var nav Down: String
    open var nav Index: String
    open var nav Left: String
    open var nav Right: String
    open var nav Up: String
    open var object Fit: String
    open var object Position: String
    open var opacity: String
    open var order: String
    open var orphans: String
    open var outline: String
    open var outline Color: String
    open var outline Offset: String
    open var outline Style: String
    open var outline Width: String
    open var overflow Wrap: String
    open var overflow X: String
    open var overflow Y: String
    open var padding:
    open var padding Bottom: String
    open var padding Left: String
    open var padding Right: String
    open var padding Top: String
    open var page Break After: String
    open var page Break Before: String
    open var page Break Inside: String
    open var perspective: String
    open var perspective Origin: String
    open var phonemes: String
    open var position: String
    open var quotes: String
    open var resize: String
    open var rest: String
    open var rest After: String
    open var rest Before: String
    open var right: String
    open var tab Size: String
    open var table Layout: String
    open var text Align: String
    open var text Align Last: String
    open var text Combine Upright: String
    open var text Decoration: String
    open var text Decoration Line: String
    open var text Decoration Style: String
    open var text Indent: String
    open var text Justify: String
    open var text Orientation: String
    open var text Overflow: String
    open var text Shadow: String
    open var text Transform: String
    open var text Underline Position: String
    open var top: String
    open var transform: String
    open var transform Origin: String
    open var transform Style: String
    open var transition: String
    open var transition Delay: String
    open var transition Duration: String
    open var transition Property: String
    open var transition Timing Function: String
    open var vertical Align: String
    open var visibility: String
    open var voice Balance: String
    open var voice Pitch: String
    open var voice Pitch Range: String
    open var voice Rate: String
    open var voice Stress: String
    open var voice Volume: String
    open var white Space: String
    open var widows: String
    open var width: String
    open var word Break: String
    open var word Spacing: String
    open var word Wrap: String
    open var writing Mode: String
    open var zIndex: String
    open var _dashed_attribute: String
    open var _camel_cased_attribute: String
    fun getPropertyValue(property: String): String
    fun getPriority(property: String): String
    fun setProperty(property: String, value: String, priority: String = definedExternally)
    fun setPropertyValue(property: String, value: String)
    fun setPropertyPriority(property: String, priority: String)
    fun removeProperty(property: String): String
    override fun item(index: Int): String
}

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public inline operator fun CSSStyleDeclaration.get(index: Int): String? = asDynamic()[index]

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    val style: CSSStyleDeclaration
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 * Exposes the JavaScript [CSS](https://developer.mozilla.org/en/docs/Web/API/CSS) to Kotlin
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companion object {
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package org.w3c.dom.encryptedmedia

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

public external interface MediaKeySystemConfiguration {
    var label: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var initDataTypes: Array<String>? /* = arrayOf() */
        get() = definedExternally
        set(value) = definedExternally
    var audioCapabilities: ....
Array<MediaKeySystemMediaCapability>? /* = arrayOf() */
    get() = definedExternally
    set(value) = definedExternally

var distinctiveIdentifier: MediaKeysRequirement? /* = MediaKeysRequirement.OPTIONAL */
    get() = definedExternally
    set(value) = definedExternally

var persistentState: MediaKeysRequirement?
    get() = definedExternally
    set(value) = definedExternally

set(value) = definedExternally

var sessionTypes: Array<String>?
    get() = definedExternally
    set(value) = definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["label"] = label
    o["initDataTypes"] = initDataTypes
    o["audioCapabilities"] = audioCapabilities
    o["videoCapabilities"] = videoCapabilities
    o["distinctiveIdentifier"] = distinctiveIdentifier
    o["persistentState"] = persistentState
    o["sessionTypes"] = sessionTypes
    return o
}

public external interface MediaKeySystemMediaCapability {
    var contentType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var robustness: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaKeySystemMediaCapability(contentType: String? = "", robustness: String? = ""): MediaKeySystemMediaCapability {
    val o = js("({})")
    o["contentType"] = contentType
    o["robustness"] = robustness
    return o
}

public external abstract class MediaKeySystemAccess {
    open val keySystem: String
    fun getConfiguration(): MediaKeySystemConfiguration
    fun createMediaKeys(): Promise<MediaKeys>
}

public external abstract class MediaKeys {
    fun createSession(sessionType: MediaKeySessionType = definedExternally): MediaKeySession
}

public external abstract class MediaKeySession : EventTarget {
    open val sessionId: String
    open val expiration: Double
    open val closed: Promise<Unit>
    open var keyStatuses: MediaKeyStatusMap
    open var onKeyStatusesChange: ((Event) -> dynamic)?
    open var onMessage: ((MessageEvent) -> dynamic)?
    open var onKeyStatusesChange: ((Event) -> dynamic)?
    open var onMessage: ((MessageEvent) -> dynamic)?
    open val onKeyStatusesChange: ((Event) -> dynamic)?
    open val onMessage: ((MessageEvent) -> dynamic)?
    open val onKeyStatusesChange: ((Event) -> dynamic)?
    open val onMessage: ((MessageEvent) -> dynamic)?
    fun generateRequest(initDataType: String, initData: dynamic): Promise<Unit>
    fun load(sessionId: String): Promise<MediaKeySession>?
    fun remove(): Promise<Unit>
    fun update(response: dynamic): Promise<Unit>
    fun close(): Promise<Unit>
    fun remove(): Promise<Unit>
}

public external abstract class MediaKeyStatusMap {
    open val size: Int
    fun has(keyId: dynamic): Boolean
    fun get(keyId: dynamic): Any?
}

public external open class MediaKeyMessageEvent(type: String, eventInitDict: MediaKeyMessageEventInit) : Event {
    open val messageType: MediaKeyMessageType
    open val message: ArrayBuffer

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MediaKeyMessageEventInit : EventInit {
    var messageType: MediaKeyMessageType? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var message: ArrayBuffer?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["messageType"] = messageType
    o["message"] = message
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external open class MediaEncryptedEvent(type: String, eventInitDict: MediaEncryptedEventInit) : Event {
    open val initDataType: String
    open val initData: ArrayBuffer

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MediaEncryptedEventInit : EventInit {
    var initDataType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var initData: ArrayBuffer
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["initDataType"] = initDataType
    o["initData"] = initData
    return o
}
    val o = js("{}")
    o["initDataType"] = initDataType
    o["initData"] = initData
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    return o
} /* please, don't implement this interface! */

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*

org.w3c.dom.encryptedmedia.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [UIEvent](https://developer.mozilla.org/en/docs/Web/API/UIEvent) to Kotlin
 */
public external open class UIEvent(type: String, eventInitDict: UIEventInit = definedExternally) : Event {
    open var view: Window?
    open val detail: Int

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface UIEventInit : EventInit {
    var view: Window? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var detail: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [FocusEvent](https://developer.mozilla.org/en/docs/Web/API/FocusEvent) to Kotlin
 */
public external open class FocusEvent(type: String, eventInitDict: FocusEventInit = definedExternally) : UIEvent {
    open val relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface FocusEventInit : UIEventInit {
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["relatedTarget"] = relatedTarget
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin
 */
public external open class MouseEvent(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent, UnionElementOrMouseEvent {
    open val screenX: Int
    open val screenY: Int
    open val clientX: Int
    open val clientY: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val region: String?
    open val pageX: Double
    open val pageY: Double
    open val x: Double
    open val y: Double
    open val offsetX: Double
    open val offsetY: Double
    open val button: Short
    open val buttons: Short
    fun getModifierState(keyArg: String): Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MouseEventInit : EventModifierInit {
    var screenX: Int? /* = 0 */
        get() = screenX
        set(value) = screenX
    var screenY: Int? /* = 0 */
        get() = screenY
        set(value) = screenY
    var clientX: Int? /* = 0 */
        get() = clientX
        set(value) = clientX
    var clientY: Int? /* = 0 */
        get() = clientY
        set(value) = clientY
    var button: Short? /* = 0 */
        get() = button
        set(value) = button
    var buttons: Short? /* = 0 */
        get() = buttons
        set(value) = buttons
    var relatedTarget: EventTarget? /* = null */
        get() = relatedTarget
        set(value) = relatedTarget
    var region: String? /* = null */
        get() = region
        set(value) = region
    var getModifierState(keyArg: String): Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
    val o = js("({})")
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external interface EventModifierInit : UIEventInit {
    var ctrlKey: Boolean? = false
        get() = definedExternally
        set(value) = definedExternally
    var shiftKey: Boolean? = false
        get() = definedExternally
        set(value) = definedExternally
    var altKey: Boolean? = false
        get() = definedExternally
        set(value) = definedExternally
    var metaKey: Boolean? = false
        get() = definedExternally
        set(value) = definedExternally
    var modifierAltGraph: Boolean? = false
        get() = definedExternally
        set(value) = definedExternally
    var modifierCapsLock: Boolean? = false
        get() = definedExternally
        set(value) = definedExternally
    var modifierFn: Boolean? = false
        get() = definedExternally
        set(value) = definedExternally
    var modifierHyper: Boolean? = false
        get() = definedExternally
        set(value) = definedExternally
    var modifierNumLock: Boolean? = false
        get() = definedExternally
        set(value) = definedExternally
    var modifierScrollLock: Boolean? = false
        get() = definedExternally
        set(value) = definedExternally
    var modifierSuper: Boolean? = false
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbol: Boolean? = false
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbolLock: Boolean? = false
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 [*WheelEvent*](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin
 */
public external open class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {
    open val deltaX: Double
    open val deltaY: Double
    open val deltaZ: Double
    open val deltaMode: Int

    companion object {
        val DOM_DELTA_PIXEL: Int
        val DOM_DELTA_LINE: Int
        val DOM_DELTA_PAGE: Int
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface WheelEventInit : MouseEventInit {
    var deltaX: Double? = 0.0
        get() = definedExternally
        set(value) = definedExternally
    var deltaY: Double? = 0.0
        get() = definedExternally
        set(value) = definedExternally
    var deltaZ: Double? = 0.0
        get() = definedExternally
        set(value) = definedExternally
}
definedExternally
var deltaMode: Int? /* = 0 */

get() = definedExternally
set(value) =

definedExternally
@kotlin.internal.InlineOnly
public inline fun WheelEventInit(
    deltaX: Double? = 0.0,
    deltaY: Double? = 0.0,
    deltaMode: Int? = 0,
    screenX: Int? = 0,
    screenY: Int? = 0,
    clientX: Int? = 0,
    clientY: Int? = 0,
    button: Short? = 0,
    buttons: Short? = 0,
    relatedTarget: EventTarget? = null,
    region: String? = null,
    ctrlKey: Boolean? = false,
    shiftKey: Boolean? = false,
    altKey: Boolean? = false,
    metaKey: Boolean? = false,
    modifierAltGraph: Boolean? = false,
    modifierCapsLock: Boolean? = false,
    modifierFn: Boolean? = false,
    modifierFnLock: Boolean? = false,
    modifierHyper: Boolean? = false,
    modifierNumLock: Boolean? = false,
    modifierScrollLock: Boolean? = false,
    modifierSuper: Boolean? = false,
    modifierSymbol: Boolean? = false,
    modifierSymbolLock: Boolean? = false,
    view: Window? = null,
    detail: Int? = 0,
    bubbles: Boolean? = false,
    cancelable: Boolean? = false,
    composed: Boolean? = false): WheelEventInit {
    val o = js("({})")
    o["deltaX"] = deltaX
    o["deltaY"] = deltaY
    o["deltaZ"] = deltaZ
    o["deltaMode"] = deltaMode
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return
}

/**
 * Exposes the JavaScript [InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent) to
 * Kotlin
 */
public external open class InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) :
    UIEvent {
    open val data: String
    open val isComposing: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface InputEventInit : UIEventInit {
    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun InputEventInit(data: String? = "", isComposing: Boolean? = false,
    view: Window? = null,
    detail: Int? = 0,
    bubbles: Boolean? = false,
    cancelable: Boolean? = false,
    composed: Boolean? = false): InputEventInit {
    val o = js("({})")
    o["data"] = data
    o["isComposing"] = isComposing
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return
}

/**
 * Exposes the JavaScript [KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin
 */
public external open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) :
    UIEvent {
    open val key: String
    open val code: String
    open val location: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val repeat: Boolean

    fun getModifierState(keyArg: String): Boolean

    companion object {
        val DOM_KEY_LOCATION_STANDARD: Int
        val DOM_KEY_LOCATION_LEFT: Int
        val DOM_KEY_LOCATION_RIGHT: Int
        val DOM_KEY_LOCATION_NUMPAD: Int
    }
}

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var data: String
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean?
        get() = definedExternally
    var repeat: Boolean?
        get() = definedExternally
    var value: String
        get() = definedExternally
    var isComposing: Boolean
        get() = definedExternally
    var relatedTarget: EventTarget
        get() = definedExternally
        set(value) = definedExternally
    var view: Window
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun KeyboardEventInit(key: String? = "\"",
    code: String? = "\"",
    location: Int? = 0,
    repeat: Boolean? = false,
    isComposing: Boolean? = false,
    value: String? = "\"",
    relatedTarget: EventTarget? = null,
    view: Window? = null,
    detail: Int? = 0,
    bubbles: Boolean? = false,
    cancelable: Boolean? = false,
    composed: Boolean? = false): KeyboardEventInit {
    val o = js("({})")
    o["key"] = key
    o["code"] = code
    o["location"] = location
    o["repeat"] = repeat
    o["isComposing"] = isComposing
    o["value"] = value
    o["relatedTarget"] = relatedTarget
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return
}
    val o =
    o["key"] = key
    o["code"] = code
    o["location"] = location
    o["repeat"] = repeat
    o["isComposing"] = isComposing
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [CompositionEvent](https://developer.mozilla.org/en/docs/Web/API/CompositionEvent) to Kotlin
 */
public external open class CompositionEvent(type: String, eventInitDict: CompositionEventInit = definedExternally) :
    UIEvent {
    open val data: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface CompositionEventInit : UIEventInit {
    var data: String? /* = "" */
        get() =
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CompositionEventInit(data: String? = "", view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false,
cancelable: Boolean? = false, composed: Boolean? = false): CompositionEventInit {
    val o =
    o["data"] = data
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [Event](https://developer.mozilla.org/en/docs/Web/API/Event) to Kotlin
 */
public external open class Event(type: String, eventInitDict: EventInit = definedExternally) {
    open val type: String
    open val target: EventTarget?
    open val currentTarget: EventTarget?
    open val eventPhase: Short
    open val bubbles: Boolean
    open val cancelable: Boolean
    open val defaultPrevented: Boolean
    open val composed: Boolean
    open val isTrusted: Boolean
    open val timeStamp: Number
    fun composedPath(): Array<EventTarget>
    fun stopPropagation(): Boolean
    fun stopImmediatePropagation(): Boolean
    fun preventDefault(): Boolean
    fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean): Boolean
}

/**
 * Exposes the JavaScript [EventListener](https://developer.mozilla.org/en/docs/Web/API/EventListener) to Kotlin
 */
public external interface EventListener {
    fun handleEvent(event: Event)
}
org.w3c.dom.pointerevents.*
uniport org.w3c.dom.svg.*
uniport org.w3c.dom.url.*
uniport org.w3c.fetch.*
uniport org.w3c.files.*
uniport org.w3c.notifications.*
uniport org.w3c.performance.*
uniport org.w3c.workers.*
uniport org.w3c.xhr.*

public external abstract class HTMLAllCollection { 
    open val length: Int
    fun item(nameOrIndex: String = definedExternally): UnionElementOrHTMLCollection? 
    fun namedItem(name: String): UnionElementOrHTMLCollection? 
    @kotlin.internal.InlineOnly 
    public inline operator fun HTMLAllCollection.get(index: Int): Element? = 
        asDynamic()[index]@kotlin.internal.InlineOnly
    
    /** 
     * Exposes the JavaScript [HTMLFormControlsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLFormControlsCollection) to Kotlin
     */
    public external abstract class HTMLFormControlsCollection : HTMLCollection

    /** 
     * Exposes the JavaScript [RadioNodeList](https://developer.mozilla.org/en/docs/Web/API/RadioNodeList) to Kotlin
     */
    public external abstract class RadioNodeList : NodeList, UnionElementOrRadioNodeList {
        open var value: String
    }

    /** 
     * Exposes the JavaScript [HTMLOptionsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionsCollection) to Kotlin
     */
    public external abstract class HTMLOptionsCollection : HTMLCollection {
        override var length: Int
        open var selectedIndex: Int
        fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
        fun remove(index: Int)
        @kotlin.internal.InlineOnly 
        public inline operator fun HTMLOptionsCollection.set(index: Int, option: HTMLOptionElement?) { asDynamic()[index] = option 
    }

    /** 
     * Exposes the JavaScript [HTMLElement](https://developer.mozilla.org/en/docs/Web/API/HTMLElement) to Kotlin
     */
    public external abstract class HTMLElement : Element, GlobalEventHandlers, DocumentAndElementEventHandlers, 
        ElementContentEditable, ElementCSSInlineStyle { 
        open var title: String
        open var lang: String
        open var translate: Boolean
        open var dir: String
        open val dataset: DOMStringMap
        open var hidden: Boolean
        open var tabIndex: Int
        open var accessKey: String
        open val accessKeyLabel: String
        open var draggable: Boolean
        open val dropzone: DOMTokenList
        open var contextMenu: HTMLMenuElement?
        open var spellcheck: Boolean
        open var innerText: String
        open val offsetParent: Element?
        open val offsetTop: Int
        open val offsetLeft: Int
        open val offsetWidth: Int
        open val offsetHeight: Int
        fun click()
        fun focus()
        fun blur()
        fun forceSpellCheck()

        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        }
    }

    /** 
     * Exposes the JavaScript [HTMLUnknownElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUnknownElement) to Kotlin
     */
    public external abstract class HTMLUnknownElement : HTMLElement {
        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        }
    }
DOMStringMap

**DOMStringMap**

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.get(name: String): String? = asDynamic()[name]

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.set(name: String, value: String) { asDynamic()[name] = value }
```

**HTMLHeadElement**

```kotlin
public external abstract class HTMLHeadElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

**HTMLTitleElement**

```kotlin
public external abstract class HTMLTitleElement : HTMLElement {
    open var text: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

**HTMLBaseElement**

```kotlin
public external abstract class HTMLBaseElement : HTMLElement {
    open var href: String
    open var target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```
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[HTMLLinkElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLinkElement) to Kotlin

```kotlin
public external abstract class HTMLLinkElement : HTMLElement, LinkStyle {
    open var href: String
    open var crossOrigin: String?
    open var rel: String
    open var `as`: RequestDestination
    open val relList: DOMTokenList
    open var media: String
    open var nonce: String
    open var hreflang: String
    open var type: String
    open val sizes: DOMTokenList
    open var referrerPolicy: String
    open var charset: String
    open var rev: String
    open var target: String
    open var scope: String
    open var workerType: WorkerType

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

[HTMLMetaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMetaElement) to Kotlin

```kotlin
public external abstract class HTMLMetaElement : HTMLElement {
    open var name: String
    open var httpEquiv: String
    open var content: String
    open var scheme: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

[HTMLStyleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLStyleElement) to Kotlin

```kotlin
public external abstract class HTMLStyleElement : HTMLElement, LinkStyle {
    open var media: String
    open var nonce: String
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

[HTMLBodyElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBodyElement) to Kotlin

```kotlin
public external abstract class HTMLBodyElement : HTMLElement, WindowEventHandlers {
    open var text: String
    open var link: String
    open var vLink: String
    open var aLink: String
    open var bgColor: String
    open var background: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
```
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

Exposes the JavaScript [HTMLHeadingElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadingElement) to Kotlin

```
public external abstract class HTMLHeadingElement : HTMLElement {
    open var align: String
    open var noShade: Boolean
    open var color: String
    open var size: String
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

Exposes the JavaScript [HTMLParagraphElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParagraphElement) to Kotlin

```
public external abstract class HTMLParagraphElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

Exposes the JavaScript [HTMLHRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHRElement) to Kotlin

```
public external abstract class HTMLHRElement : HTMLElement {
    open var align: String
    open var color: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

Exposes the JavaScript [HTMLPreElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPreElement) to Kotlin

```
public external abstract class HTMLPreElement : HTMLElement {
    open var width: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```
/* Exposes the JavaScript HTMLQuoteElement to Kotlin */
public external abstract class HTMLQuoteElement : HTMLElement {
    open var cite: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/* Exposes the JavaScript HTMLOListElement to Kotlin */
public external abstract class HTMLOListElement : HTMLElement {
    open var reversed: Boolean
    open var start: Int
    open var type: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/* Exposes the JavaScript HTMLUListElement to Kotlin */
public external abstract class HTMLUListElement : HTMLElement {
    open var compact: Boolean
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/* Exposes the JavaScript HTMLLIElement to Kotlin */
public external abstract class HTMLLIElement : HTMLElement {
    open var value: Int
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/* Exposes the JavaScript HTMLDListElement to Kotlin */
public external abstract class HTMLDListElement : HTMLElement {
    open var value: Int
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
external abstract class HTMLDListElement : HTMLElement {
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLDivElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDivElement) to Kotlin
 */
public external abstract class HTMLDivElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLAnchorElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAnchorElement) to Kotlin
 */
public external abstract class HTMLAnchorElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open val relList: DOMTokenList
    open var hreflang: String
    open var type: String
    open var text: String
    open var referrerPolicy: String
    open var coords: String
    open var charset: String
    open var name: String
    open var rev: String
    open var shape: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLDataElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataElement) to Kotlin
 */
public external abstract class HTMLDataElement : HTMLElement {
    open var value: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin
 */
public
external abstract class HTMLTimeElement : HTMLElement {
    open var dateTime: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin */
public external abstract class HTMLSpanElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin */
public external abstract class HTMLBRElement : HTMLElement {
    open var clear: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin */
public external interface HTMLHyperlinkElementUtils {
    var href: String
    val origin: String
    var protocol: String
    var username: String
    var password: String
    var host: String
    var hostname: String
    var port: String
    var pathname: String
    var search: String
    var hash: String
}

/**
 * Exposes the JavaScript [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin */
public external abstract class HTMLModElement : HTMLElement {
    open var cite: String
    open var dateTime: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
private external abstract class HTMLPictureElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external abstract class HTMLSourceElement : HTMLElement {
    open var src: String
    open var type: String
    open var srcset: String
    open var sizes: String
    open var media: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external abstract class HTMLImageElement : HTMLElement, HTMLOrSVGImageElement, TexImageSource {
    open var alt: String
    open var src: String
    open var srcset: String
    open var sizes: String
    open var crossOrigin: String?
    open var useMap: String
    open var isMap: Boolean
    open var width: Int
    open var height: Int
    open val naturalWidth: Int
    open val naturalHeight: Int
    open val complete: Boolean
    open var lowsrc: String
    open var align: String
    open var hspace: Int
    open var vspace: Int
    open var longDesc: String
    open var border: String
    open val x: Int
    open val y: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external abstract class HTMLIFrameElement : HTMLElement {
    open var src: String
    open var srcdoc: String
    open var name: String
    open val sandbox: DOMTokenList
    open var allowFullscreen: Boolean
    open var allowUserMedia: Boolean
    open var width: String
    open var height: String
    open var referrerPolicy: String
    open var referrer: String
    open var contentDocument: Document?
    open var contentWindow: Window?
    open var align: String
    open var scrolling: String
    open var frameborder: String
    open var longDesc: String
    open var marginHeight: String
    open var marginWidth: String
    fun getSVGDocument(): Document?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/* Exposes the JavaScript [HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to Kotlin

```kotlin
public external abstract class HTMLEmbedElement : HTMLElement {
    open var src: String
    open var type: String
    open var width: String
    open var height: String
    open var align: String
    open var name: String
    fun getSVGDocument(): Document?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

/* Exposes the JavaScript [HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin

```kotlin
public external abstract class HTMLObjectElement : HTMLElement {
    open var data: String
    open var type: String
    open var typeMustMatch: Boolean
    open var name: String
    open var useMap: String
    open var form: HTMLFormElement?
    open var width: String
    open var height: String
    open var contentDocument: Document?
    open var contentWindow: Window?
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open var align: String
    open var archive: String
    open var code: String
    open var declare: Boolean
    open var hspace: Int
    open var standby: String
    open var vspace: Int
    open var codeBase: String
    open var codeType: String
    open var border: String
    fun getSVGDocument(): Document?
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

/* Exposes the JavaScript [HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin

```kotlin
public external abstract class HTMLParamElement : HTMLElement {
    open var name: String
    open var value: String
    open var type: String
    open var valueType: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
    }
```
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
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DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
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val DOCUMENT_POSITION_PRECEDING: Short
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DOCUMENT_POSITION_DISCONNECTED: Short
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val DOCUMENT_POSITION_FOLLOWING: Short
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val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENTPOSITION_DISCONNECTED: Short
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```kotlin
public abstract class HTMLMediaElement : HTMLElement {
    open val error: MediaError?
    open var src: String
        open var srcObject: MediaProvider?
    open val currentSrc: String
    open var crossOrigin: String?
    open val networkState: Short
    open var preload: String
    open val buffered: TimeRanges
    open val readyState: Short
    open var seeking: Boolean
    open var currentTime: Double
    open val duration: Double
    open var autoplay: Boolean
    open var loop: Boolean
    open var controls: Boolean
    open var volume: Double
    open var muted: Boolean
    open var defaultMuted: Boolean
    open val audioTracks: AudioTrackList
    open val videoTracks: VideoTrackList
    open val textTracks: TextTrackList
    open val mediaKeys: MediaKeys?
    open var onencrypted: ((Event) -> dynamic)?
    open var onwaitingforkey: ((Event) -> dynamic)?
    fun load()
    fun canPlayType(type: String): CanPlayTypeResult
    fun fastSeek(time: Double)
    fun getStartDate(): dynamic
    fun play(): Promise<Unit>
    fun pause()
    fun addTextTrack(kind: TextTrackKind, label: String = definedExternally, language: String = definedExternally): TextTrack
    fun setMediaKeys(mediaKeys: MediaKeys?): Promise<Unit>

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin
 */
public abstract class MediaError {
    open val code: Short

    companion object {
        val MEDIA_ERR_ABORTED: Short
        val MEDIA_ERR_NETWORK: Short
        val MEDIA_ERR_DECODE: Short
        val MEDIA_ERR_SRC_NOT_SUPPORTED: Short
    }
}

/**
 * Exposes the JavaScript [AudioTrackList](https://developer.mozilla.org/en/docs/Web/API/AudioTrackList) to Kotlin
 */
public abstract class AudioTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): AudioTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun AudioTrackList.get(index: Int): AudioTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [AudioTrack](https://developer.mozilla.org/en/docs/Web/API/AudioTrack) to Kotlin
 */
public abstract class AudioTrack : UnionAudioTrackOrTextTrackOrVideoTrack {
    open val id: String
    open val kind:
    open val label: String
    open val language: String
    open var enabled: Boolean
    open val sourceBuffer: SourceBuffer?
}

/**
 * Exposes the JavaScript [VideoTrackList](https://developer.mozilla.org/en/docs/Web/API/VideoTrackList) to Kotlin
 */
public abstract class VideoTrackList : EventTarget {
    open val length: Int
    open val selectedIndex: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    fun getTrackByIndex(index: Int): VideoTrack?
}
```

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The code snippet provided seems to be a representation of the JavaScript API for text tracks in a web browser's media player. It includes various classes and methods related to handling text tracks, including methods for adding, removing, and manipulating text tracks and cues. The code is written in Kotlin and includes inline XML annotations for JavaScript events.

The snippet contains classes such as `TextTrack`, `TextTrackList`, `TextTrackCueList`, `TextTrackCue`, and `TimeRanges`, each with their respective properties and methods. The `TextTrack` class, for example, contains properties like `kind`, `label`, `language`, `id`, `inBandMetadataTrackDispatchType`, and `cues`, along with methods for adding and removing cues.

The code is part of a larger framework that interacts with the browser's media player API, allowing developers to dynamically manipulate text tracks in a video or audio content.

```
public external abstract class TextTrack : EventTarget, UnionAudioTrackOrTextTrackOrVideoTrack {
    open val kind: TextTrackKind
    open val label: String
    open val language: String
    open val id: String
    open val inBandMetadataTrackDispatchType: String
    open var mode: TextTrackMode
    open val cues: TextTrackCueList?
    open val activeCues: TextTrackCueList?
    open var oncuechange: ((Event) -> dynamic)?
    open val sourceBuffer: SourceBuffer?
    fun addCue(cue: TextTrackCue)
    fun removeCue(cue: TextTrackCue)
}
```

This is just a snippet of the larger codebase, which is designed to provide a Kotlin interface to the JavaScript API for text tracks, enabling developers to write more idiomatic Kotlin code for managing media player features.
referrerPolicy: String
    open var noHref: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript [HTMLTableElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableElement) to Kotlin
 */
public external abstract class HTMLTableElement : HTMLElement {
    open var caption: HTMLTableCaptionElement?
    open var tHead: HTMLTableSectionElement?
    open var tFoot: HTMLTableSectionElement?
    open val tBodies: HTMLCollection
    open val rows: HTMLCollection
    open var align: String
    open var border: String
    open var frame: String
    open var rules: String
    open var summary: String
    open var width: String
    open var bgColor: String
    open var cellPadding: String
    open var cellSpacing: String

    fun createCaption(): HTMLTableCaptionElement
    fun deleteCaption()
    fun createTHead(): HTMLTableSectionElement
    fun deleteTHead()
    fun createTFoot(): HTMLTableSectionElement
    fun deleteTFoot()
    fun createTBody(): HTMLTableSectionElement
    fun insertRow(index: Int = definedExternally): HTMLTableRowElement
    fun deleteRow(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript [HTMLTableCaptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCaptionElement) to Kotlin
 */
public external abstract class HTMLTableCaptionElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript [HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to Kotlin
 */
public external abstract class HTMLTableColElement : HTMLElement {
    open var span: Int
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

*/

/**
 * Exposes the JavaScript [HTMLTableSectionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableSectionElement) to Kotlin
 */
public external abstract class HTMLTableSectionElement : HTMLElement {
    open val rows: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    fun insertRow(index: Int = definedExternally): HTMLElement
    fun deleteRow(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement) to Kotlin
 */
public external abstract class HTMLTableRowElement : HTMLElement {
    open val rowIndex: Int
    open var sectionRowIndex: Int
    open val cells: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var bgColor: String
    fun insertCell(index: Int = definedExternally): HTMLElement
    fun deleteCell(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement) to Kotlin
 */
public external abstract class HTMLTableCellElement : HTMLElement {
    open var colSpan: Int
    open var rowSpan: Int
    open var headers: String
    open val cellIndex: Int
    open var scope: String
    open var abbr: String
    open var align: String
    open var axis: String
    open var height: String
    open var width: String
    open var ch: String
    open var chOff: String
    open var noWrap: Boolean
    open var vAlign: String
    open var bgColor: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin
 */
public external abstract class HTMLFormElement : HTMLElement {
    open var acceptCharset: String
    open var
action: String
open var autocomplete: String
open var enctype: String
open var encoding: String
open var method: String
open var name: String
open var noValidate: Boolean
open var target: String
open var elements: HTMLFormControlsCollection
open val length: Int
fun submit(): Unit
fun reset(): Unit
fun checkValidity(): Boolean
fun reportValidity(): Boolean
companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(name: String): UnionElementOrRadioNodeList? = asDynamic()[name]

/**
 * Exposes the JavaScript [HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin
 */
public external abstract class HTMLLabelElement : HTMLElement {
open val form: HTMLFormElement?
open var htmlFor: String
open val control: HTMLElement?

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin
 */
public external abstract class HTMLInputElement : HTMLElement {
open var accept: String
open var alt: String
open var autocomplete: String
open var autofocus: Boolean
open var defaultChecked: Boolean
open var checked: Boolean
open var dirName: String
open var disabled: Boolean
open val form: HTMLFormElement?
open val files: FileList?
open var formAction: String
open var formEnctype: String
open var formMethod: String
open var formNoValidate: Boolean
open var formTarget: String
open var height: Int
open var indeterminate: Boolean
open var inputMode: String
open var label: String
open var type: String
open var valueAsDate: dynamic
open var valueAsNumber: Double
open var width: Int
open var willValidate: Boolean
open var validity: ValidityState
open var validationMessage: String
open val elements: HTMLFormControlsCollection
open val length: Int
fun submit(): Unit
fun reset(): Unit
fun checkValidity(): Boolean
fun reportValidity(): Boolean
companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

\n
Short

val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin
 */
public external abstract class HTMLButtonElement : HTMLElement {
    open var autofocus: Boolean
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var name: String
    open var type: String
    open var value: String
    open var menu: HTMLMenuElement?
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement) to Kotlin
 */
public external abstract class HTMLSelectElement : HTMLElement, ItemArrayLike<Element> {
    open var autocomplete: String
    open var autofocus: Boolean
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var multiple: Boolean
    open var name: String
    open var required: Boolean
    open var size: Int
    open var type: String
    open val options: HTMLOptionsCollection
    override var length: Int
    open val selectedOptions: HTMLCollection
    open var selectedIndex: Int
    open var value: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun namedItem(name: String): HTMLOptionElement?
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
    fun remove(index: Int)
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    override fun item(index: Int): Element?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

    @kotlin.internal.InlineOnly
    public inline operator fun HTMLSelectElement.get(index: Int): Element? = asDynamic()[index]
    @kotlin.internal.InlineOnly
    public inline operator fun HTMLSelectElement.set(index: Int,
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```kotlin
/**
 * Exposes the JavaScript [HTMLDataListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataListElement) to Kotlin
 */
public external abstract class HTMLDataListElement : HTMLElement {
    open val options: HTMLCollection

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLOptGroupElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptGroupElement) to Kotlin
 */
public external abstract class HTMLOptGroupElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open var label: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLOptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionElement) to Kotlin
 */
public external abstract class HTMLOptionElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var label: String
    open var defaultSelected: Boolean
    open var selected: Boolean
    open var value: String
    open var text: String
    open val index: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTextAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTextAreaElement) to Kotlin
 */
public external abstract class HTMLTextAreaElement : HTMLElement {
    open var autocomplete: String
    open var autofocus: Boolean
    open var cols: Int
    open var dirName: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var inputMode: String
    open var maxLength: Int
    open var minLength: Int
    open var name: String
    open var placeholder: String
    open var readOnly: Boolean
    open var required: Boolean
    open var rows: Int
    open var wrap: String
    open var type: String
    open var defaultValue: String
    open var value: String
    open val textLength: Int
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    open var selectionStart: Int?
    open var selectionEnd: Int?
    open var selectionDirection: String?
    fun checkValidity():
```
fun reportValidity(): Boolean
fun setCustomValidity(error: String)
fun select()
fun setRangeText(replacement: String)
fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLKeygenElement](https://developer.mozilla.org/en/docs/Web/API/HTMLKeygenElement) to Kotlin
 */
public external abstract class HTMLKeygenElement : HTMLElement {
    open var autofocus: Boolean
    open var challenge: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var keytype: String
    open var name: String
    open val type: String
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open var labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLOutputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOutputElement) to Kotlin
 */
public external abstract class HTMLOutputElement : HTMLElement {
    open val htmlFor: DOMTokenList
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open var defaultValue: String
    open var value: String
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open var labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin
 */
public external abstract class HTMLProgressElement : HTMLElement {
    open var value: Double
    open var max: Double
    open val position: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
**Exposes the JavaScript [HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin**

```kotlin
public external abstract class HTMLMeterElement : HTMLElement {
    open var value: Double
    open var min: Double
    open var max: Double
    open var low: Double
    open var high: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin
 */
public external abstract class HTMLFieldSetElement : HTMLElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open val elements: HTMLCollection
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin
 */
public external abstract class HTMLLegendElement : HTMLElement {
    open val form: HTMLFormElement?
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin
 */
public external
abstract class ValidityState {
    open val valueMissing: Boolean
    open val typeMismatch: Boolean
    open val
    patternMismatch: Boolean
    open val tooLong: Boolean
    open val tooShort: Boolean
    open val rangeUnderflow: Boolean
    open val rangeOverflow: Boolean
    open val stepMismatch: Boolean
    open val badInput: Boolean
    open val customError: Boolean
    open val valid: Boolean
}

/**
 * Exposes the
 * JavaScript [HTMLDetailsElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDetailsElement) to
 * Kotlin
 */
public external abstract class HTMLDetailsElement : HTMLElement {
    open var open: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external abstract class HTMLMenuElement : HTMLElement {
    open var type: String
    open var label: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external abstract class HTMLMenuItemElement : HTMLElement {
    open var type: String
    open var label: String
    open var icon: String
    open var disabled: Boolean
    open var checked: Boolean
    open var radiogroup: String
    open var default: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external open class RelatedEvent(type: String, eventInitDict: RelatedEventInit = definedExternally) : Event {
    open val relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["relatedTarget"] = relatedTarget
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the
 * JavaScript [HTMLDialogElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDialogElement) to
 * Kotlin
 */
*public external abstract class HTMLDialogElement : HTMLElement {
    open var open: Boolean
    open var returnValue: String
    fun show(anchor: UnionElementOrMouseEvent = definedExternally)
definedExternally
    set(value) = definedExternally
    var role: String? /* = null */
    get() =
    definedExternally
    set(value) = definedExternally

    val o = js("()")
    o["path"] = path
    o["fillRule"] = fillRule
    o["id"] = id
    o["parentID"] = parentID
    o["cursor"] = cursor
    o["control"] = control
    o["label"] = label
    o["role"] = role
    return o
}

@kotlin.internal.InlineOnly
public inline fun
    val o = js("()")
    o["path"] = path
    o["fillRule"] = fillRule
    o["id"] = id
    o["parentID"] = parentID
    o["cursor"] = cursor
    o["control"] = control
    o["label"] = label
    o["role"] = role
    return o
}

/**
 * Exposes the JavaScript
 */
public external open class
ImageData : ImageBitmapSource, TexImageSource {
    constructor(sw: Int, sh: Int)
    constructor(data: Uint8ClampedArray, sw: Int, sh: Int)
    open val width: Int
    open val height: Int
    open val data: Uint8ClampedArray
}

/**
 * Exposes the JavaScript
 */
public external open class
Path2D() : CanvasPath {
    constructor(path: Path2D)
    constructor(paths: Array<Path2D>, fillRule: CanvasFillRule = definedExternally)
    constructor(d: String)
    fun addPath(path: Path2D, transform: dynamic = definedExternally)
    override fun closePath()
    override fun moveTo(x: Double, y: Double)
    override fun lineTo(x: Double, y: Double)
    override fun quadraticCurveTo(cp1x: Double, cp1y: Double, x: Double, y: Double)
    override fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double)
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double)
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double)
    override fun rect(x: Double, y: Double, w: Double, h: Double)
    override fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */)
    override fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */)
}

/**
 * Exposes the JavaScript
 */
public external abstract class
ImageBitmapRenderingContext {
    open val canvas: HTMLCanvasElement
    fun transferFromImageBitmap(bitmap: ImageBitmap?)
}

public external interface
ImageBitmapRenderingContextSettings {
    var alpha: Boolean? /* = true */
    get() = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun
    val o = js("()")
    o["alpha"] = alpha
    return o
}

/**
 * Exposes the JavaScript
 */
public external abstract class
CustomElementRegistry {
    fun define(name: String, constructor: () -> dynamic, options: ElementDefinitionOptions = definedExternally)
    fun get(name: String): Any?
    fun whenDefined(name: String): Promise<Unit>
}

public external interface
ElementDefinitionOptions {
    var extends: String?
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun
ElementDefinitionOptions(extends: String? = undefined): ElementDefinitionOptions {
    val o = js("()")
    o["extends"] = extends
    return o
}

public external interface
ElementContentEditable {
    var contentEditable: String
    val isContentEditable: Boolean
}

/**
 * Exposes the JavaScript
 */
public external abstract class
DataTransfer {
    open var dropEffect: String
    open var effectAllowed: String
    open val items: DataTransferItemList
    open val types: Array<out String>
    open val files: FileList
    fun setDragImage(image: Element, x: Int, y: Int)
    fun getData(format: String): String
    fun setData(format: String, data: String)
    fun clearData(format: String): DataTransferItemList
    fun open var dropEffect: String
    fun open var effectAllowed: Allowed: String
    fun open val items: Array<String>
    fun open val types: Array<out String>
    fun open val files: FileList
    fun setDragImage(image: Element, x: Int, y: Int)
    fun getData(format: String): String
    fun setData(format: String, data: String)
    fun clearData(format: String): DataTransferItemList
}

public external abstract class
DataTransferItemList {
    open val length: Int
    fun add(data: String): DataTransferItem
    fun add(data: File): DataTransferItem
    fun remove(index: Int)
    fun clear(): Unit
}

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DataTransferItem? = asDynamic()[index]\n\n/**
 * Exposes the JavaScript
 [DataTransferItem](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem) to Kotlin
 */

external abstract class DataTransferItem {
    open val kind: String
    open val type: String
    fun getAsString(_callback: ((String) -> Unit)?)
    fun getAsFile(): File?
}

/**
 * Exposes the JavaScript
 [DragEvent](https://developer.mozilla.org/en/docs/Web/API/DragEvent) to Kotlin
 */
public external open class DragEvent(type: String, eventInitDict: DragEventInit = definedExternally) : MouseEvent {
    open val dataTransfer: DataTransfer?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface DragEventInit : MouseEventInit {
        var dataTransfer: DataTransfer? /* = null */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["dataTransfer"] = dataTransfer
        o["screenX"] = screenX
        o["screenY"] = screenY
        o["clientX"] = clientX
        o["clientY"] = clientY
        o["button"] = button
        o["relatedTarget"] = relatedTarget
        o["region"] = region
        o["ctrlKey"] = ctrlKey
        o["shiftKey"] = shiftKey
        o["metaKey"] = metaKey
        o["altKey"] = altKey
        o["dataTransfer"] = dataTransfer
        o["dataTransfer"] = dataTransfer
        o["dataTransfer"] = dataTransfer
        o["dataTransfer"] = dataTransfer
    }

    /**
     * Exposes the JavaScript
     [Window](https://developer.mozilla.org/en/docs/Web/API/Window) to Kotlin
     */
    public external abstract class Window : EventTarget, GlobalEventHandlers, WindowEventHandlers, WindowOrWorkerGlobalScope, WindowSessionStorage, WindowLocalStorage, GlobalPerformance, UnionMessagePortOrWindowProxy {
        open val window: Window
        open val self: Window
        open val document: Document
        open var name: String
        open val location: Location
        open val history: History
        open val customElements: CustomElementRegistry
        open val locationbar: BarProp
        open val menubar: BarProp
        open val personalbar: BarProp
        open val scrollbars: BarProp
        open val statusbar: BarProp
        open val toolbar: BarProp
        open var status: String
        open val closed: Boolean
        open val frames: Window
        open val length: Int
        open val top: Window
        open var opener: Any?
        open val parent: Window
        open val frameElement: Element
        open val navigator: Navigator
        open val applicationCache: ApplicationCache
        open val external: External
        open val screen: Screen
        open val innerWidth: Int
        open val innerHeight: Int
        open val scrollX: Double
        open val scrollY: Double
        open val pageXOffset: Double
        open val screenX: Int
        open val screenY: Int
        open val outerWidth: Int
        open val outerHeight: Int
        open val devicePixelRatio: Double
        fun close(): Unit
        fun focus(): Unit
        fun blur(): Unit
        fun open(url: String = definedExternally, target: String = definedExternally, features: String = definedExternally): Window
        fun alert(): Unit
        fun alert(message: String)
        fun confirm(message: String): Boolean
        fun prompt(message: String = definedExternally, default: String = definedExternally): String?
        fun postMessage(message: Any?, targetOrigin: String, transfer: Array<dynamic> = definedExternally)
        fun captureEvents(): Unit
        fun releaseEvents(): Unit
        fun matchMedia(query: String): MediaQueryList
        fun moveTo(x: Int, y: Int)
        fun moveBy(x: Int, y: Int)
        fun resizeTo(x: Int, y: Int)
        fun resizeBy(x: Int, y: Int)
        fun resizeTo(x: Int, y: Int)
        fun resizeBy(x: Int, y: Int)
    }
get() = definedExternally
set(value) = definedExternally
var oncuechange: ((Event) -> dynamic)?

get() = definedExternally
set(value) = definedExternally
var ondblclick: ((MouseEvnet) -> dynamic)?

get() = definedExternally
set(value) = definedExternally
var ondrag: ((DragEvent) -> dynamic)?

get() = definedExternally
set(value) = definedExternally
var ondragend: ((DragEvent) -> dynamic)?

get() = definedExternally
set(value) = definedExternally
var ondragexit: ((DragEvent) -> dynamic)?

get() = definedExternally
set(value) = definedExternally
var ondragover: ((DragEvent) -> dynamic)?

get() = definedExternally
set(value) = definedExternally
var ondragstart: ((DragEvent) -> dynamic)?

get() = definedExternally
set(value) = definedExternally
var ondrop: ((DragEvent) -> dynamic)?

get() = definedExternally
set(value) = definedExternally
var ondurationchange: ((Event) -> dynamic)?

get() = definedExternally
set(value) = definedExternally
var onerror: ((dynamic, String, Int, Int, Any?) ->
        dynamic)?

get() = definedExternally
set(value) = definedExternally
var onfocus: ((FocusEvent) ->
        dynamic)?

get() = definedExternally
set(value) = definedExternally
var oninput: ((InputEvent) ->
        dynamic)?

get() = definedExternally
set(value) = definedExternally
var oninvalid: ((Event) ->
        dynamic)?

get() = definedExternally
set(value) = definedExternally
var onkeydown:

get() = definedExternally
set(value) = definedExternally
var onkeypress:

get() = definedExternally
set(value) = definedExternally
var onkeyup:

get() = definedExternally
set(value) = definedExternally
var onblur:

get() = definedExternally
set(value) = definedExternally
var onblur:

get() = definedExternally
set(value) = definedExternally
var oncontextmenu:

get() = definedExternally
set(value) = definedExternally
var onclick:

get() = definedExternally
set(value) = definedExternally
var onchange:

get() = definedExternally
set(value) = definedExternally
var onbeforeunload:

get() = definedExternally
set(value) = definedExternally
var onblur:

get() = definedExternally
set(value) = definedExternally
var onblur:

get() = definedExternally
set(value) = definedExternally
var oncontextmenu:

get() = definedExternally
set(value) = definedExternally
var onclick:

get() = definedExternally
set(value) = definedExternally
var onchange:

get() = definedExternally
set(value) = definedExternally
var onbeforeunload:

get() = definedExternally
set(value) = definedExternally
var onblur:

get() = definedExternally
set(value) = definedExternally
var onblur:

get() = definedExternally
set(value) = definedExternally
var oncontextmenu:

get() = definedExternally
set(value) = definedExternally
var onclick:

get() = definedExternally
set(value) = definedExternally
var onchange:

get() = definedExternally
set(value) = definedExternally
var onbeforeunload:
Open Source Used In DNAC Platform Arica 9901

Promise<ImageBitmap>

fun fetch(input: dynamic, init: RequestInit = definedExternally):
Promise<Response>

/**
 * Exposes the JavaScript
[Navigator](https://developer.mozilla.org/en/docs/Web/API/Navigator) to Kotlin
 */
public external abstract class Navigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorContentUtils, NavigatorCookies, NavigatorPlugins, NavigatorConcurrentHardware {
    open val open: val clipboard: Clipboard
    open val mediaDevices: MediaDevices
    open val allowedMediaTypes: MediaMediaTypes
    open val requestMediaKeySystemAccess(keySystem: String, supportedConfigurations: Array<MediaKeySystemConfiguration>): Promise<MediaKeySystemAccess>
    fun requestMediaKeySystemAccess(keySystem: String, supportedConfigurations: Array<MediaKeySystemConfiguration>): Promise<MediaKeySystemAccess>
    fun getUserMedia(constraints: MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback: (dynamic) -> Unit)
    fun vibrate(pattern: dynamic): Boolean
}

/**
 * Exposes the JavaScript
[NavigatorID](https://developer.mozilla.org/en/docs/Web/API/NavigatorID) to Kotlin
 */
public external interface NavigatorID {
    val appCodeName: String
    val appName: String
    val appVersion: String
    val platform: String
    val product: String
    val productSub: String
    val userAgent: String
    val vendor: String
    val vendorSub: String
    fun taintEnabled(): Boolean
}

/**
 * Exposes the JavaScript
[NavigatorLanguage](https://developer.mozilla.org/en/docs/Web/API/NavigatorLanguage) to Kotlin
 */
public external interface NavigatorLanguage {
    val language: String
    val languages: Array<out String>
}

public external interface NavigatorContentUtils {
    fun registerProtocolHandler(scheme: String, url: String, title: String)
    fun registerContentHandler(mimeType: String, url: String, title: String)
    fun isProtocolHandlerRegistered(scheme: String, url: String): String
    fun isContentHandlerRegistered(mimeType: String, url: String): String
    fun unregisterProtocolHandler(scheme: String, url: String)
    fun unregisterContentHandler(mimeType: String, url: String, title: String)
}

public external interface NavigatorCookies {
    val cookieEnabled: Boolean
}

/**
 * Exposes the JavaScript
[NavigatorPlugins](https://developer.mozilla.org/en/docs/Web/API/NavigatorPlugins) to Kotlin
 */
public external interface NavigatorPlugins {
    val plugins: PluginArray
    val mimeTypes: MimeTypeArray
    fun javaEnabled(): Boolean
}

/**
 * Exposes the JavaScript
[PluginArray](https://developer.mozilla.org/en/docs/Web/API/PluginArray) to Kotlin
 */
public external abstract class PluginArray : ItemArrayLike<Plugin> {
    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?
}

@kotlin.internal.InlineOnly
public inline operator fun PluginArray.get(index: Int): Plugin? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun PluginArray.get(name: String): Plugin? = asDynamic()[name]

/**
 * Exposes the JavaScript
[MimeTypeArray](https://developer.mozilla.org/en/docs/Web/API/MimeTypeArray) to Kotlin
 */
public abstract class MimeTypeArray : ItemArrayLike<MimeType> {
    override fun item(index: Int): MimeType?
    fun namedItem(name: String): MimeType?
}

@kotlin.internal.InlineOnly
public inline operator fun MimeTypeArray.get(index: Int): MimeType? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun MimeTypeArray.get(name: String): MimeType? = asDynamic()[name]

/**
 * Exposes the JavaScript
[Plugin](https://developer.mozilla.org/en/docs/Web/API/Plugin) to Kotlin
 */
public external abstract class Plugin : ItemArrayLike<MimeType> {
    open val name: String
    open val description: String
    open val filename: String
    override fun item(index: Int): MimeType?
    fun namedItem(name: String): MimeType?
}

@kotlin.internal.InlineOnly
public inline operator fun Plugin.get(index: Int): MimeType? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Plugin.get(name: String): MimeType? = asDynamic()[name]
fun close() { ImageOrientation? /* = ImageOrientation.NONE */ get() = definedExternally
    set(value) = definedExternally
    get() = definedExternally
    var premultiplyAlpha: PremultiplyAlpha? /* = PremultiplyAlpha.DEFAULT */ get() = definedExternally
    var colorSpaceConversion: ColorSpaceConversion? /* = ColorSpaceConversion.DEFAULT */ get() = definedExternally
    var resizeWidth: Int? get() = definedExternally
    var resizeHeight: Int? get() = definedExternally
    var resizeQuality: ResizeQuality? /* = ResizeQuality.LOW */ get() = definedExternally

        val o = js("({})")
        o["imageOrientation"] = imageOrientation
        o["premultiplyAlpha"] = premultiplyAlpha
        o["colorSpaceConversion"] = colorSpaceConversion
        o["resizeWidth"] = resizeWidth
        o["resizeHeight"] = resizeHeight
        return o
    }

    Companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally) : Event {
        open val data: Any?
        open val origin: String
        open val lastEventId: String
        open val source: UnionMessagePortOrWindowProxy?
        open val ports: Array<MessagePort>

        fun initMessageEvent(type: String, bubbles: Boolean, cancelable: Boolean, data: Any?, origin: String, lastEventId: String, source: UnionMessagePortOrWindowProxy?, ports: Array<MessagePort>)

        Companion object {
            val NONE: Short
            val CAPTURING_PHASE: Short
            val AT_TARGET: Short
            val BUBBLING_PHASE: Short
        }

        interface MessageEventInit : EventInit {
            var data: Any? /* = null */
                get() = definedExternally
                set(value) = definedExternally
            var origin: String? /* = "" */
                get() = definedExternally
                set(value) = definedExternally
            var lastEventId: String? /* = "" */
                get() = definedExternally
                set(value) = definedExternally
            var source: UnionMessagePortOrWindowProxy? /* = null */
                get() = definedExternally
                set(value) = definedExternally
            var ports: Array<MessagePort>? /* = arrayOf() */
                get() = definedExternally
                set(value) = definedExternally
        }

        @kotlin.internal.InlineOnly
            val o = js("({})")
            o["data"] = data
            o["origin"] = origin
            o["lastEventId"] = lastEventId
            o["source"] = source
            o["ports"] = ports
            o["bubbles"] = bubbles
            o["cancelable"] = cancelable
            o["composed"] = composed
            return o
        }

        /**
         * Exposes the JavaScript [EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin
         */
        public external open class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally) : EventTarget {
            open val url: String
            open val readyState: Short
            open val bufferedAmount: Number
            var onopen: ((Event) -> dynamic)?
            var onerror: ((Event) -> dynamic)?
            var onclose: ((Event) -> dynamic)?
            fun close() { EventTarget { open
                url: String
                onopen: ((Event) -> dynamic)?
                onerror: ((Event) -> dynamic)?
                onclose: ((Event) -> dynamic)?
            }
        }

        public external interface EventSourceInit {
            var withCredentials: Boolean? /* = false */
                get() = definedExternally
                set(value) = definedExternally
        }

        @kotlin.internal.InlineOnly
        public inline fun EventSourceInit(withCredentials: Boolean? = false): EventSourceInit {
            val o = js("({})")
            o["withCredentials"] = withCredentials
            return o
        }

        /**
         * Exposes the JavaScript [WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to Kotlin
         */
        public external open class WebSocket(url: String, protocols: dynamic = definedExternally) : EventTarget {
            open val url: String
            open val readyState: Short
            open val bufferedAmount: Number
            var onopen: ((Event) -> dynamic)?
            var onerror: ((Event) -> dynamic)?
            fun close() { EventTarget { open
                url: String
                onopen: ((Event) -> dynamic)?
                onerror: ((Event) -> dynamic)?
            }
        }

        public external interface WebSocketInit {
            var protocols: dynamic? /* = definedExternally */
                get() = definedExternally
                set(value) = definedExternally
        }

        @kotlin.internal.InlineOnly
        public inline fun WebSocketInit(protocols: dynamic? = definedExternally): WebSocketInit {
            val o = js("({})")
            o["protocols"] = protocols
            return o
        }
    }

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String
  var onmessage: ((MessageEvent) -> dynamic)?
fun close(code: Short
= definedExternally, reason: String = definedExternally)
fun send(data: String?)
fun send(data: ArrayBuffer?)
fun send(data: ArrayBufferView?)
fun companion object {
  val CONNECTING: Short
  val OPEN: Short
  val CLOSING: Short
  val CLOSED: Short
}

/**
 * Exposes the
 * [CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent) to Kotlin
 */
public external
  open class CloseEvent(type: String?, eventInitDict: CloseEventInit = definedExternally) : Event {
    open val wasClean: Boolean
    open val code: Short
    open val reason: String

    companion object {
      val NONE: Short
      val CAPTURING_PHASE: Short
      val AT_TARGET: Short
      val BUBBLING_PHASE: Short
    }
}

public external interface CloseEventInit : EventInit {
  var wasClean: Boolean? /* = false */
  var code: Short? /* = 0 */
  var reason: String? /* = "" */
}

@kotlin.internal.InlineOnly
public inline fun CloseEventInit(wasClean: Boolean? = false, code: Short? = 0, reason: String? = "", bubbles: Boolean? = false,
cancelable: Boolean? = false): CloseEventInit {
  val o = js("({})")
  o["wasClean"] = wasClean
  o["code"] = code
  o["reason"] = reason
  o["bubbles"] = bubbles
  o["cancelable"] = cancelable
  return o
}

/**
 * Exposes the
 * [MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin
 */
public external
  open class MessageChannel {
    open val port1: MessagePort
    open val port2: MessagePort
}

/**
 * Exposes the
 * [MessagePort](https://developer.mozilla.org/en/docs/Web/API/MessagePort) to Kotlin
 */
public external
  abstract class MessagePort : EventTarget, UnionMessagePortOrWindowProxy,
  UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    fun start()
    fun close()
}

/**
 * Exposes the
 * [BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin
 */
public external
  open class BroadcastChannel(name: String) : EventTarget {
    open val name: String
    var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?)
    fun close()
}

/**
 * Exposes the
 * [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin
 */
public external
  abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope,
  GlobalPerformance {
    open val self: WorkerGlobalScope
    open val location: WorkerLocation
    open var navigator: WorkerNavigator
    open var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    open var onlanguagechange: ((Event) -> dynamic)?
    open var onoffline: ((Event) -> dynamic)?
    open var ononline: ((Event) -> dynamic)?
    open var onrejectionhandled: ((Event) -> dynamic)?
    open var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
    fun importScripts(vararg urls: String?)
}

/**
 * Exposes the
 * [AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin
 */
public external
  interface AbstractWorker {
    var onerror: ((Event) -> dynamic)?
    fun get(): definedExternally
    fun set(value) = definedExternally
}

/**
 * Exposes the
 * [Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin
 */
public external
  abstract class Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    var onmessage: ((MessageEvent) -> dynamic)?
    override var onerror: ((Event) -> dynamic)?
    fun terminate()


String
open var codeBase: String
open var height: String
open var hspace: Int
open var name:
open var object: String
open var vspace: Int
open var width: String

val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
[HTMLMarqueeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMarqueeElement) to Kotlin
*/
public external abstract class HTMLMarqueeElement : HTMLElement {
    open var behavior: String
    open var bgColor: String
    open var direction: String
    open var height: String
    open var hspace: Int
    open var loop: Int
    open var scrollAmount: Int
    open var scrollDelay: Int
    open var trueSpeed: Boolean
    open var vspace: Int
    open var width: String
    open var onbounce: ((Event) -> dynamic)?
    open var onfinish: ((Event) -> dynamic)?
    open var onstart: ((Event) -> dynamic)?
    fun start()
    fun stop()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLFrameSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameSetElement) to Kotlin
*/
public external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {
    open var cols: String
    open var rows: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLFrameElement : HTMLElement {
    open var name: String
    open var scrolling: String
    open var src: String
    open var frameBorder: String
    open var longDesc: String
    open var noResize: Boolean
    open val contentDocument: Document?
    open val contentWindow: Window?
    open var marginHeight: String
    open var marginWidth: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLFontElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFontElement) to Kotlin
 */
public external abstract class HTMLFontElement : HTMLElement {
    open var color: String
    open var face: String
open var size: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface External {
    fun AddSearchProvider()
    fun IsSearchProviderInstalled()
}

public external interface EventInit {
var bubbles: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
var cancelable: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
var composed: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun EventInit(bubbles: Boolean? = false,
cancelable: Boolean? = false, composed: Boolean? = false): EventInit {
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [CustomEvent](https://developer.mozilla.org/en/docs/Web/API/CustomEvent) to Kotlin
 */
public external open class CustomEvent(type: String, eventInitDict: CustomEventInit = definedExternally) : Event {
open val detail: Any?
    fun initCustomEvent(type: String, bubbles: Boolean, cancelable: Boolean, detail: Any?)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface CustomEventInit : EventInit {
var detail: Any? /* = null */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CustomEventInit(detail: Any? = null,
    val o = js("({})")
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external interface EventListenerOptions {
var capture: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun EventListenerOptions(capture: Boolean? = false,
    once: Boolean? = false): EventListenerOptions {
    val o = js("({})")
    o["capture"] = capture
    o["once"] = once
    return o
}
AddEventListenerOptions {
    val o = js("({})")
    o["passive"] = passive
    o["once"] = once
    o["capture"] = capture
    return o
}

private fun getElementById(elementId: String): Element? =
definedExternally

public external interface DocumentOrShadowRoot {
    fun fullscreenElement: Element?
        get() = definedExternally
}

/**
 * Exposes the JavaScript
[DocumentOrShadowRoot](https://developer.mozilla.org/en/docs/Web/API/DocumentOrShadowRoot) to Kotlin
*/
public external interface ParentNode {
    fun children: HTMLCollection
    fun firstElementChild: Element?
    fun lastElementChild: Element?
    fun childElementCount: Int
    fun prepend(vararg nodes: dynamic): void
    fun append(vararg nodes: dynamic): void
    fun querySelector(selectors: String): Element?
    fun querySelectorAll(selectors: String): NodeList
}

/**
 * Exposes the JavaScript
[ParentNode](https://developer.mozilla.org/en/docs/Web/API/ParentNode) to Kotlin
*/
public external interface DocumentOrShadowRoot {
    fun valfullscreenElement: Element?
        get() = definedExternally
}

/**
 * Exposes the JavaScript
[NonElementParentNode](https://developer.mozilla.org/en/docs/Web/API/NonElementParentNode) to Kotlin
*/
public external interface NonElementParentNode {
    fun
getElementById(elementId: String): Element?
}

/**
 * Exposes the JavaScript
[NonDocumentTypeChildNode](https://developer.mozilla.org/en/docs/Web/API/NonDocumentTypeChildNode) to Kotlin
*/
public external interface NonDocumentTypeChildNode {
    fun
previousElementSibling: Element?
    nextElementSibling: Element?
}

/**
 * Exposes the JavaScript
[ChildNode](https://developer.mozilla.org/en/docs/Web/API/ChildNode) to Kotlin
*/
public external interface ChildNode {
    fun before(vararg nodes: dynamic): void
    fun after(vararg nodes: dynamic): void
    fun replaceWith(vararg nodes: dynamic): void
    fun remove(): void
}

/**
 * Exposes the JavaScript
[Slotable](https://developer.mozilla.org/en/docs/Web/API/Slotable) to Kotlin
*/
public external interface Slotable {
    fun
assignedSlot: HTMLSlotElement?
}

/**
 * Exposes the JavaScript
[NodeList](https://developer.mozilla.org/en/docs/Web/API/NodeList) to Kotlin
*/
public abstract class NodeList : ItemArrayLike<Node> {
    override fun item(index: Int): Node?
}

@kotlin.internal.InlineOnly
public inline operator fun NodeList.get(index: Int): Node? =
asDynamic()[index]

/**
 * Exposes the JavaScript
[HTMLCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLCollection) to Kotlin
*/
public abstract class HTMLCollection : ItemArrayLike<Element>, UnionElementOrHTMLCollection {
    override fun item(index: Int): Element?
    fun namedItem(name: String): Element?
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLCollection.get(index: Int): Element? =
asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLCollection.get(name: String): Element? =
asDynamic()[name]

/**
 * Exposes the JavaScript
[MutationObserver](https://developer.mozilla.org/en/docs/Web/API/MutationObserver) to Kotlin
*/
public open class MutationObserver(callback: (Array<MutationRecord>, MutationObserver) -> Unit) {
    fun observe(target: Node, options: MutationObserverInit = definedExternally)
    fun disconnect(): Unit
    fun takeRecords(): Array<MutationRecord>
}

/**
 * Exposes the JavaScript
[MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin
*/
public external interface MutationObserverInit {
    var childList: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var attributes: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterData: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var subtree: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var attributeOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterDataOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var attributeFilter: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    o["subtree"] = subtree
    o["attributeOldValue"] = attributeOldValue
    o["characterDataOldValue"] =
characterDataOldValue o["attributeFilter"] = attributeFilter return o
} /* Exposes the JavaScript [MutationRecord](https://developer.mozilla.org/en/docs/Web/API/MutationRecord) to Kotlin */

public abstract class MutationRecord {
    open val type: String
    open val target: Node
    open val addedNodes: NodeList
    open val removedNodes: NodeList
    open val previousSibling: Node?
    open val nextSibling: Node?
    open val attributeName: String?
    open val attributeNamespace: String?
    open val oldValue: String?
}

/**
 * Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin */
public external abstract class Node : EventTarget {
    open val nodeType: Short
    open val nodeName: String
    open val baseURI: String
    open val isConnected: Boolean
    open val ownerDocument: Document
    open val parentNode: Node?
    open val parentElement: Element?
    open val childNodes: NodeList
    open val firstChild: Node?
    open val lastChild: Node?
    open val previousSibling: Node?
    open val nextSibling: Node?
    open var nodeValue: String?
    open var textContent: String?
    fun getRootNode(options: GetRootNodeOptions = definedExternally): Node
    fun hasChildNodes(): Boolean
    fun normalize()
    fun cloneNode(deep: Boolean = definedExternally): Node
    fun isEqualNode(otherNode: Node?): Boolean
    fun isSameNode(otherNode: Node?): Boolean
    fun compareDocumentPosition(other: Node): Short
    fun contains(other: Node?): Boolean
    fun lookupPrefix(namespace: String?): String?
    fun lookupNamespaceURI(prefix: String?): String?
    fun isDefaultNamespace(namespace: String?): Boolean
    fun insertBefore(node: Node, child: Node?): Node
    fun appendChild(node: Node): Node
    fun replaceChild(node: Node, child: Node): Node
    fun removeChild(child: Node): Node

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface GetRootNodeOptions {
    var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun GetRootNodeOptions(composed: Boolean? = false): GetRootNodeOptions {
    val o = js("({})")
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [Document](https://developer.mozilla.org/en/docs/Web/API/Document) to Kotlin */
    open val implementation: DOMImplementation
    open val URL: String
    open val documentURI: String
    open val origin: String
    open val compatMode: String
    open val characterSet: String
    open val inputEncoding: String
    open val contentType: String
    open val doctype: DocumentType
    open val documentElement: Element
    open val location: Location?
    var domain: String
    var referrer: String
    var cookie: String
    open val lastModified: String
    var title: String
    var dir: String
    var body: HTMLElement?
    open val head: HTMLHeadElement?
    open val images: HTMLCollection
    open val URL: String
    open val documentURI: String
    open val origin: String
    open val compatMode: String
    open val characterSet: String
    open val inputEncoding: String
    open val contentType: String
    open val doctype: DocumentType
    open val documentElement: Element
    open val location: Location?
    var domain: String
    var referrer: String
    var cookie: String
    var lastModified: String
    var title: String
    var dir: String
    var body: HTMLElement
    open val open: Boolean
    open val fullscrenEnabled: Boolean
    open val fullscren: Boolean
    open val onfullscreenchange: ((Event) -> dynamic)
    open val onfullscreenerror: ((Event) -> dynamic)
    override var

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public external abstract class DOMImplementation {
    fun createDocumentType(qualifiedName: String?,
        namespace: String?): DocumentType
    fun createDocument(title: String?, doctype: DocumentType?,
        xmlns: String? = definedExternally): XMLDocument
    fun createHTMLDocument(title: String? = definedExternally): Document
    fun hasFeature(): Boolean
}

/**
 * Exposes the JavaScript [DOMImplementation](https://developer.mozilla.org/en/docs/Web/API/DOMImplementation) to Kotlin
 */
public external abstract class DocumentType : Node, ChildNode {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
}

/**
 * Exposes the JavaScript [DocumentFragment](https://developer.mozilla.org/en/docs/Web/API/DocumentFragment) to Kotlin
 */
public external abstract class DocumentFragment : Node, NonElementParentNode, ParentNode {
    override val children: HTMLCollection
    override val firstElementChild: Element?
    override val lastElementChild: Element?
    override val childElementCount: Int
    override fun getElementById(elementId: String): Element?
    override fun prepend(vararg nodes: dynamic)
    override fun append(vararg nodes: dynamic)
    override fun querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList
}

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
}

/**
 * Exposes the JavaScript [ShadowRoot](https://developer.mozilla.org/en/docs/Web/API/ShadowRoot) to Kotlin
 */
public external abstract class ShadowRoot : DocumentFragment, DocumentOrShadowRoot {
    val mode: ShadowRootMode
    override val fullscreenElement: Element?
}

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
}
[Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin
*/
public external abstract class

public external interface 

@kotlin.internal.InlineOnly
public inline fun ShadowRootInit(mode: ShadowRootMode?): ShadowRootInit {
    val o = js("({})")
    o["mode"] = mode
    return o
}

/**
 * Exposes the JavaScript [NamedNodeMap](https://developer.mozilla.org/en/docs/Web/API/NamedNodeMap) to Kotlin
 */
public external abstract class NamedNodeMap : ItemArrayLike<Attr> {
    fun getNamedItemNS(namespace: String?, localName: String): Attr?
    fun setNamedItem(attr: Attr): Attr?
    fun setNamedItemNS(attr: Attr): Attr?
    fun removeNamedItem(qualifiedName: String): Attr
    fun removeNamedItemNS(namespace: String?, localName: String): Attr
    override fun item(index: Int): Attr?
    fun getNamedItem(qualifiedName: String): Attr?
}

@kotlin.internal.InlineOnly
public inline operator fun
NamedNodeMap.get(index: Int): Attr? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator

fun NamedNodeMap.get(qualifiedName: String): Attr? = asDynamic()[qualifiedName]

/**
 * Exposes the JavaScript [Attr](https://developer.mozilla.org/en/docs/Web/API/Attr) to Kotlin
 */
public external abstract class Attr : Node {
    open val namespaceURI: String?
    open val prefix: String?
    open val localName: String
    open val name: String
    open var value: String
    open val ownerElement: Element?
    open val specified: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [CharacterData](https://developer.mozilla.org/en/docs/Web/API/CharacterData) to Kotlin
 */
public external abstract class CharacterData : Node, NonDocumentTypeChildNode, ChildNode {
    open var data: String
    open val length: Int
    fun substringData(offset: Int, count: Int): String
    fun appendData(data: String)
    fun insertData(offset: Int, data: String)
    fun deleteData(offset: Int, count: Int)
    fun replaceData(offset: Int, count: Int, data: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Text](https://developer.mozilla.org/en/docs/Web/API/Text) to Kotlin
 */
public external open class Text(data: String = definedExternally) : CharacterData, Slotable, GeometryUtils {
    open val wholeText: String
    override val assignedSlot: HTMLSlotElement?
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    fun splitText(offset: Int): Text
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */) : Array<DOMQuad>
    override fun convertQuadFromNode(quad: DOMQuad, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */) : DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */) : DOMQuad
    override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */) : DOMPoint
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
public external open class CDATASection : Text {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class ProcessingInstruction : CharacterData, LinkStyle, UnionElementOrProcessingInstruction {
    open val target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external open class Comment(data: String = definedExternally) : CharacterData {
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external open class Range {
    open val startContainer: Node
    open val startOffset: Int
    open val endContainer: Node
    open val endOffset: Int
    open val collapsed: Boolean
    open val commonAncestorContainer: Node
    fun setStart(node: Node, offset: Int)
    fun setEnd(node: Node, offset: Int)
    fun setStartBefore(node: Node)
    fun setStartAfter(node: Node)
    fun setEndBefore(node: Node)
    fun setEndAfter(node: Node)
    fun collapse(toStart: Boolean = definedExternally)
    fun selectNode(node: Node)
    fun selectNodeContents(node: Node)
    fun compareBoundaryPoints(how: Short, sourceRange: Range): Short
    fun deleteContents()
    fun extractContents(): DocumentFragment
    fun cloneContents(): DocumentFragment
    fun insertNode(node: Node)
    fun surroundContents(newParent: Node)
    fun isPointInRange(node: Node, offset: Int): Boolean
    fun comparePoint(node: Node, offset: Int): Short
    fun intersectsNode(node: Node): Boolean
    fun getClientRects(): Array<DOMRect>
    fun getBoundingClientRect(): DOMRect
    fun createContextualFragment(fragment: String): DocumentFragment

[CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin

### Open Source Used In DNAC Platform Arica 9914

[ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction) to Kotlin

[Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to Kotlin

[Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin
companion object {
    val START_TO_START: Short
    val START_TO_END: Short
    val END_TO_END: Short
    val END_TO_START: Short
}

/**
 * Exposes the JavaScript [NodeIterator](https://developer.mozilla.org/en/docs/Web/API/NodeIterator) to Kotlin
 */
public external abstract class NodeIterator {
    open val root: Node
    open val referenceNode: Node
    open val pointerBeforeReferenceNode: Boolean
    open val whatToShow: Int
    open val filter: NodeFilter?
    fun nextNode(): Node?
    fun previousNode(): Node?
    fun detach()
}

/**
 * Exposes the JavaScript [TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin
 */
public external abstract class TreeWalker {
    open val root: Node
    open val whatToShow: Int
    open val filter: NodeFilter?
    open var currentNode: Node
    fun parentNode(): Node?
    fun firstChild(): Node?
    fun lastChild(): Node?
    fun previousSibling(): Node?
    fun nextSibling(): Node?
    fun previousNode(): Node?
    fun nextNode(): Node?
}

/**
 * Exposes the JavaScript [NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NodeFilter {
    fun acceptNode(node: Node): Short

    companion object {
        val FILTER_ACCEPT: Short
        val FILTER_REJECT: Short
        val FILTER_SKIP: Short
        val SHOW_ALL: Int
        val SHOW_ELEMENT: Int
        val SHOW_ATTRIBUTE: Int
        val SHOW_TEXT: Int
        val SHOW_CDATA_SECTION: Int
        val SHOW_ENTITY_REFERENCE: Int
        val SHOW_ENTITY: Int
        val SHOW_PROCESSING_INSTRUCTION: Int
        val SHOW_COMMENT: Int
        val SHOW_DOCUMENT: Int
        val SHOW_DOCUMENT_TYPE: Int
        val SHOW_DOCUMENT_FRAGMENT: Int
        val SHOW_NOTATION: Int
    }
}

/**
 * Exposes the JavaScript [DOMTokenList](https://developer.mozilla.org/en/docs/Web/API/DOMTokenList) to Kotlin
 */
public external abstract class DOMTokenList : ItemArrayLike<String> {
    open var value: String
    fun contains(token: String): Boolean
    fun add(vararg tokens: String)
    fun remove(vararg tokens: String)
    fun toggle(token: String, force: Boolean = definedExternally): Boolean
    fun replace(token: String, newToken: String)
    fun supports(token: String): Boolean
    override fun item(index: Int): String?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMTokenList.get(index: Int): String? = asDynamic()[index]

/**
 * Exposes the JavaScript [DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin
 */
public external open class DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally) : DOMRectReadOnly {
    override var x: Double
    override var y: Double
    override var width: Double
    override var height: Double
}

@kotlin.internal.InlineOnly
public inline fun DOMPointInit(x: Double? = 0.0, y: Double? = 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["z"] = z
    o["w"] = w
    return o
}

// Other code elements are not shown for brevity.
Open Source Used In DNAC Platform Arica 9916

[DOMRectReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMRectReadOnly) to Kotlin

```
public external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) {
    open val x: Double
    open val y: Double
    open val width: Double
    open val height: Double
}
```

```
@kotlin.internal.InlineOnly
public inline fun DOMRectInit(x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["width"] = width
    o["height"] = height
    return o
}
```

```
public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}
```

```
@kotlin.internal.InlineOnly
public inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]
```

```
/**
 * Exposes the JavaScript [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin
 */
public external open class DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)
    open val p1: DOMPoint
    open val p2: DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint
    open val bounds: DOMRectReadOnly
}
```

```
/**
 * Exposes the JavaScript [DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin
 */
public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {
    open val a: Double
    open val b: Double
    open val c: Double
    open val d: Double
    open val e: Double
    open val f: Double
    open val m11: Double
    open val m12: Double
    open val m13: Double
    open val m14: Double
    open val m21: Double
    open val m22: Double
    open val m23: Double
    open val m24: Double
    open val m31: Double
    open val m32: Double
    open val m33: Double
    open val m34: Double
    open val m41: Double
    open val m42: Double
    open val m43: Double
    open val m44: Double
    open val is2D: Boolean
    open val isIdentity: Boolean
    fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun rotate(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun rotateFromVector(x: Double, y: Double): DOMMatrix
    fun rotateAxisAngle(x: Double, y: Double, z: Double, angle: Double): DOMMatrix
    fun skewX(sx: Double): DOMMatrix
    fun skewY(sy: Double): DOMMatrix
    fun multiply(other: DOMMatrix): DOMMatrix
    fun multiplySelf(other: DOMMatrix): DOMMatrix
    fun inverse(): DOMMatrix
    fun transformPoint(point: DOMPointInit = definedExternally): DOMPoint
    fun toFloat32Array(): Float32Array
    fun toFloat64Array(): Float64Array
}
```

```
/**
 * Exposes the JavaScript [DOMMatrix](https://developer.mozilla.org/en/docs/Web/API/DOMMatrix) to Kotlin
 */
public external class DOMMatrix() : DOMMatrixReadOnly {
    constructor(transformList: String)
    constructor(other: DOMMatrixReadOnly)
    constructor(array32: Float32Array)
    constructor(array64: Float64Array)
    constructor(numberSequence: Array<Double>)
    fun preMultiplySelf(other: DOMMatrix): DOMMatrix
}```
DOMMatrix
  fun translateSelf(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
  fun scaleSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
  fun scale3dSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
  fun scaleNonUniformSelf(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
  fun rotateSelf(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
  fun rotateFromVectorSelf(x: Double, y: Double, z: Double, angle: Double): DOMMatrix
  fun skewXSelf(sx: Double): DOMMatrix
  fun skewYSelf(sy: Double): DOMMatrix
  fun invertSelf(): DOMMatrix
  fun setMatrixValue(transformList: String): DOMMatrix
}

public external interface ScrollOptions {
    var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ScrollOptions(behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollOptions {
    var o = js("({})")
    o["behavior"] = behavior
    return o
}

/**
 * Exposes the JavaScript [ScrollToOptions](https://developer.mozilla.org/en/docs/Web/API/ScrollToOptions) to Kotlin
 */
public external interface ScrollToOptions : ScrollOptions {
    var left: Double?
    get() = definedExternally
    set(value) = definedExternally
    var top: Double?
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    var o = js("({})")
    o["left"] = left
    o["top"] = top
    o["behavior"] = behavior
    return o
}

/**
 * Exposes the JavaScript [MediaQueryList](https://developer.mozilla.org/en/docs/Web/API/MediaQueryList) to Kotlin
 */
public external abstract class MediaQueryList : EventTarget {
    open val media: String
    open val matches: Boolean
    open var onchange: ((Event) -> dynamic)?

    fun addListener(listener: EventListener?)
    fun addListener(listener: ((Event) -> Unit)?)
    fun removeListener(listener: EventListener?)
    fun removeListener(listener: ((Event) -> Unit)?)
}

/**
 * Exposes the JavaScript [MediaQueryListEvent](https://developer.mozilla.org/en/docs/Web/API/MediaQueryListEvent) to Kotlin
 */
public external open class MediaQueryListEvent(type: String, eventInitDict: MediaQueryListEventInit = definedExternally) : Event {
    open val media: String
    open val matches: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MediaQueryListEventInit : EventInit {
    var media: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
    var matches: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    var o = js("({})")
    o["media"] = media
    o["matches"] = matches
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [Screen](https://developer.mozilla.org/en/docs/Web/API/Screen) to Kotlin
 */
public external abstract class Screen {
    open val availWidth: Int
    open val availHeight: Int
    open val width: Int
    open val height: Int
    open val colorDepth: Int
    open val pixelDepth: Int
}

/**
 * Exposes the JavaScript [CaretPosition](https://developer.mozilla.org/en/docs/Web/API/CaretPosition) to Kotlin
 */
public external abstract class CaretPosition {
    open val offsetNode: Node
    open val offset: Int
    fun getClientRect(): DOMRect?
}

public external interface ScrollIntoViewOptions : ScrollOptions {
    var block: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
    get() = definedExternally
    set(value) = definedExternally
    var inline: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    var o = js("({})")
    o["block"] = block
    o["inline"] = inline
    return o
}
((MouseEvent) -> dynamic)?
override var onmouseenter: ((MouseEvent) -> dynamic)?
override var onmouseleave: ((MouseEvent) -> dynamic)?
override var onmousemove: ((MouseEvent) -> dynamic)?
override var onmouseout: ((MouseEvent) -> dynamic)?
override var onmouseover: ((MouseEvent) -> dynamic)?
override var onmouseup: ((MouseEvent) -> dynamic)?
override var onwheel: ((WheelEvent) -> dynamic)?
override var onpause: ((Event) -> dynamic)?
override var onplay: ((Event) -> dynamic)?
override var onratechange: ((Event) -> dynamic)?
override var onreset: ((Event) -> dynamic)?
override var onresize: ((Event) -> dynamic)?
override var onscroll: ((Event) -> dynamic)?
override var onseeked: ((Event) -> dynamic)?
override var onseeking: ((Event) -> dynamic)?
override var onsubmit: ((Event) -> dynamic)?
override var onsuspend: ((Event) -> dynamic)?
override var onontoggle: ((Event) -> dynamic)?
override var onvolumechange: ((Event) -> dynamic)?
override var onwaiting: ((Event) -> dynamic)?
override var oncontextmenu: ((Event) -> dynamic)?
override var onkeydown: ((KeyboardEvent) -> dynamic)?
override var onkeypress: ((KeyboardEvent) -> dynamic)?
override var onkeyup: ((KeyboardEvent) -> dynamic)?
override var onbeforeunload: ((BeforeUnloadEvent) -> dynamic)?
override var onkeydown: ((KeyboardEvent) -> dynamic)?
override var onkeypress: ((KeyboardEvent) -> dynamic)?
override var onkeyup: ((KeyboardEvent) -> dynamic)?
override var onload: ((Event) -> dynamic)?
override var onunload: ((Event) -> dynamic)?

override var onpointerdown: ((PointerEvent) -> dynamic)?
override var onpointerup: ((PointerEvent) -> dynamic)?
override var onpointercancel: ((PointerEvent) -> dynamic)?
override var onpointermove: ((PointerEvent) -> dynamic)?
override var onpointerenter: ((PointerEvent) -> dynamic)?
override var onpointerleave: ((PointerEvent) -> dynamic)?
override var oncontextmenu: ((Event) -> dynamic)?
override var oncopy: ((ClipboardEvent) -> dynamic)?
override var oncut: ((ClipboardEvent) -> dynamic)?
override var onpaste: ((ClipboardEvent) -> dynamic)?
override var contentEditable: String
override val isContentEditable: Boolean
override val style: CSSStyleDeclaration
override val children: HTMLCollection
override val firstElementChild: Element?
override val lastElementChild: Element?
override val childElementCount: Int
override val previousElementSibling: Element?
override val nextElementSibling: Element?
override val assignedSlot: HTMLSlotElement?
override fun prepend(vararg nodes: dynamic)
override fun append(vararg nodes: dynamic)
override fun querySelector(selectors: String): Element?
override fun querySelectorAll(selectors: String): NodeList
override fun before(vararg nodes: dynamic)
override fun after(vararg nodes: dynamic)
override fun replaceWith(vararg nodes: dynamic)
override fun moveAfter(vararg nodes: dynamic)
override fun moveBefore(vararg nodes: dynamic)
override fun replace(vararg nodes: dynamic)
override fun remove(): Unit
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val ENTITY_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external open class Audio(src: String = definedExternally): HTMLAudioElement

Audio(src: String = definedExternally): HTMLAudioElement
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public inline val TextTrackMode.Companion.DISABLED: TextTrackMode get() = "disabled".asDynamic().unsafeCast<TextTrackMode>()

public inline val TextTrackMode.Companion.HIDDEN: TextTrackMode get() = "hidden".asDynamic().unsafeCast<TextTrackMode>()

public inline val TextTrackMode.Companion.SHOWING: TextTrackMode get() = "showing".asDynamic().unsafeCast<TextTrackMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackKind {
    companion object
}

public inline val TextTrackKind.Companion.SUBTITLES: TextTrackKind get() = "subtitles".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.CAPTIONS: TextTrackKind get() = "captions".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.DESCRIPTIONS: TextTrackKind get() = "descriptions".asDynamic().unsafeCast<TextTrackKind>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SelectionMode {
    companion object
}

public inline val SelectionMode.Companion.SELECT: SelectionMode get() = "select".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.START: SelectionMode get() = "start".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.END: SelectionMode get() = "end".asDynamic().unsafeCast<SelectionMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasFillRule {
    companion object
}

public inline val CanvasFillRule.Companion.NONZERO: CanvasFillRule get() = "nonzero".asDynamic().unsafeCast<CanvasFillRule>()

public inline val CanvasFillRule.Companion.EVENODD: CanvasFillRule get() = "evenodd".asDynamic().unsafeCast<CanvasFillRule>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageSmoothingQuality {
    companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineCap {
    companion object
}

public inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() = "butt".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.ROUND: CanvasLineCap get() = "round".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.SQUARE: CanvasLineCap get() = "square".asDynamic().unsafeCast<CanvasLineCap>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineJoin {
    companion object
}

public inline val CanvasLineJoin.Companion.BEVEL: CanvasLineJoin get() = "bevel".asDynamic().unsafeCast<CanvasLineJoin>()

public inline val CanvasLineJoin.Companion.MITER: CanvasLineJoin get() = "miter".asDynamic().unsafeCast<CanvasLineJoin>()
/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResizeQuality {
    companion object
}

public inline val ResizeQuality.Companion.PIXELATED: ResizeQuality get() = "pixelated".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.LOW: ResizeQuality get() = "low".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.MEDIUM: ResizeQuality get() = "medium".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.HIGH: ResizeQuality get() = "high".asDynamic().unsafeCast<ResizeQuality>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface BinaryType {
    companion object
}

public inline val BinaryType.Companion.BLOB: BinaryType get() = "blob".asDynamic().unsafeCast<BinaryType>()

public inline val BinaryType.Companion.ARRAYBUFFER: BinaryType get() = "arraybuffer".asDynamic().unsafeCast<BinaryType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WorkerType {
    companion object
}

public inline val WorkerType.Companion.CLASSIC: WorkerType get() = "classic".asDynamic().unsafeCast<WorkerType>()

public inline val WorkerType.Companion.MODULE: WorkerType get() = "module".asDynamic().unsafeCast<WorkerType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ShadowRootMode {
    companion object
}

public inline val ShadowRootMode.Companion.OPEN: ShadowRootMode get() = "open".asDynamic().unsafeCast<ShadowRootMode>()

public inline val ShadowRootMode.Companion.CLOSED: ShadowRootMode get() = "closed".asDynamic().unsafeCast<ShadowRootMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollBehavior {
    companion object
}

public inline val ScrollBehavior.Companion.AUTO: ScrollBehavior get() = "auto".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.INSTANT: ScrollBehavior get() = "instant".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.SMOOTH: ScrollBehavior get() = "smooth".asDynamic().unsafeCast<ScrollBehavior>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollLogicalPosition {
    companion object
}


public inline val ScrollLogicalPosition.Companion.CENTER: ScrollLogicalPosition get() = "center".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.END: ScrollLogicalPosition get() = "end".asDynamic().unsafeCast<ScrollLogicalPosition>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CSSBoxType {
    companion object
}

public inline val CSSBoxType.Companion.MARGIN: CSSBoxType get() = "margin".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.BORDER: CSSBoxType get() = "border".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.CONTENT: CSSBoxType get() = "content".asDynamic().unsafeCast<CSSBoxType>()
```kotlin
/**
 * Exposes the JavaScript Headers to Kotlin
 */
public external open class Headers(init: dynamic = definedExternally) {
    fun append(name: String, value: String)
    fun delete(name: String)
    fun get(name: String): String?
    fun has(name: String): Boolean
    fun set(name: String, value: String)
}

/**
 * Exposes the JavaScript Body to Kotlin
 */
public external interface Body {
    val bodyUsed: Boolean
    fun arrayBuffer(): Promise<ArrayBuffer>
    fun blob(): Promise<Blob>
    fun formData(): Promise<FormData>
    fun json(): Promise<Any?>
    fun text(): Promise<String>
}

/**
 * Exposes the JavaScript Request to Kotlin
 */
public external open class Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    open val method: String
    open val url: String
    open val headers: Headers
    open val type: RequestType
    open val destination: RequestDestination
    open val referrer: String
    open val referrerPolicy: dynamic
    open val mode: RequestMode
    open val credentials: RequestCredentials
    open val cache: RequestCache
    open val redirect: RequestRedirect
    open val integrity: String
    open val keepalive: Boolean
    override val bodyUsed: Boolean
    fun clone(): Request
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>
}

public external interface RequestInit {
    var method: String?
    var headers: dynamic
    var body: dynamic
    var referrer: String?
    var referrerPolicy: dynamic
    var mode: RequestMode?
    var credentials: RequestCredentials?
    var cache: RequestCache?
    var redirect: RequestRedirect?
    var integrity: String?
    var keepalive: Boolean?
    var window: Any?
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["method"] = method
    o["headers"] = headers
    o["body"] = body
    o["referrer"] = referrer
    o["referrerPolicy"] = referrerPolicy
    o["mode"] = mode
    o["credentials"] = credentials
    o["cache"] = cache
    o["redirect"] = redirect
    o["integrity"] = integrity
    o["keepalive"] = keepalive
    o["window"] = window
    return o
}

/**
 * Exposes the JavaScript Response to Kotlin
 */
public external open class Response(body: dynamic = definedExternally, init: ResponseInit = definedExternally) : Body {
    open val type: ResponseType
    open val url: String
    open val status: Short
    open val ok: Boolean
    open val statusText: String
    open val headers: Headers
    open val body: dynamic
    open val trailer: Promise<Headers>
    open valło: Promise<Headers>
    fun clone(): Response
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>

    companion object {
        fun error(): Response
        fun redirect(url: String, status: Short = definedExternally): Response
    }
}
```
RequestDestination.Companion.XSLT: RequestDestination get() = "xslt".asDynamic().unsafeCast&lt;RequestDestination&gt;()/* please, don't implement this interface! */

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestMode {

    companion object
}

public inline val RequestMode.Companion.NAVIGATE: RequestMode get() = "navigate".asDynamic().unsafeCast&lt;RequestMode&gt;()/* please, don't implement this interface! */

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCredentials {
    companion object
}

public inline val RequestCredentials.Companion.OMIT: RequestCredentials get() = "omit".asDynamic().unsafeCast&lt;RequestCredentials&gt;()/* please, don't implement this interface! */

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCache {
    companion object
}

public inline val RequestCache.Companion.DEFAULT: RequestCache get() = "default".asDynamic().unsafeCast&lt;RequestCache&gt;()/* please, don't implement this interface! */

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestRedirect {
    companion object
}

public inline val RequestRedirect.Companion.FOLLOW: RequestRedirect get() = "follow".asDynamic().unsafeCast&lt;RequestRedirect&gt;()/* please, don't implement this interface! */

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResponseType {
    companion object
}

public inline val ResponseType.Companion.BASIC: ResponseType get() = "basic".asDynamic().unsafeCast&lt;ResponseType&gt;()/* Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors. Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */

Open Source Used In DNAC Platform Arica 9928
kotlin.js/*unimport org.khronos.webgl.*unimport org.w3c.css.masking.*unimport org.w3c.dom.*unimport org.w3c.dom.clipboard.*unimport org.w3c.dom.css.*unimport org.w3c.dom.encryptedmedia.*unimport org.w3c.dom.events.*unimport org.w3c.dom.mediasearch.*unimport org.w3c.dom.parsing.*unimport org.w3c.dom.pointerevents.*unimport org.w3c.dom.svg.*unimport org.w3c.dom.url.*unimport org.w3c.fetch.*unimport org.w3c.files.*unimport org.w3c.notifications.*unimport org.w3c.performance.*unimport org.w3c.workers.*unimport org.w3c.xhr.**/un/** * Exposes the JavaScript

[MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin

```kotlin
/**
 * Exposes the JavaScript [MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin
 */
public external open class MediaStream() : EventTarget, MediaProvider {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?
    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?
    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>
    fun getTracks(): Array<MediaStreamTrack>
    fun getTrackById(trackId: String): MediaStreamTrack?
    fun addTrack(track: MediaStreamTrack)
    fun removeTrack(track: MediaStreamTrack)
    fun clone(): MediaStream
}

/**
 * Exposes the JavaScript [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin
 */
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open val label: String
    open var enabled: Boolean
    open var muted: Boolean
    open var onmute: ((Event) -> dynamic)?
    open var onunmute: ((Event) -> dynamic)?
    open val readyState: MediaStreamTrackState
    open var onended: ((Event) -> dynamic)?
    open var onoverconstrained: ((Event) -> dynamic)?
    fun clone(): MediaStreamTrack
    fun stop(): Array<MediaStreamTrack>
    fun getCapabilities(): MediaStreamCapabilities
    fun getSettings(): MediaStreamSettings
    fun applyConstraints(constraints: MediaStreamTrackSupportedConstraints = definedExternally): Promise<Unit>
}

/**
 * Exposes the JavaScript [MediaStreamTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackSupportedConstraints) to Kotlin
 */
public external interface MediaStreamTrackSupportedConstraints {
    var width: Boolean? /* = true */
    var height: Boolean? /* = true */
    var aspectRatio: Boolean? /* = true */
    var frameRate: Boolean? /* = true */
    var facingMode: Boolean? /* = true */
    var resizeMode: Boolean? /* = true */
    var volume: Boolean? /* = true */
    var sampleRate: Boolean? /* = true */
    var sampleSize: Boolean? /* = true */
    var echoCancellation: Boolean? /* = true */
    var autoGainControl: Boolean? /* = true */
    var noiseSuppression: Boolean? /* = true */
    var latency: Boolean? /* = true */
    var channelCount: Boolean? /* = true */
    var deviceId: Boolean? /* = true */
    var groupId: Boolean? /* = true */
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    return o
}
```
openSource

```javascript
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

public external interface MediaTrackCapabilities {
    in var width: ULongRange?
    get() = definedExternally
    set(value) = definedExternally
    var height: ULongRange?
    get() = definedExternally
    set(value) = definedExternally
    var aspectRatio: DoubleRange?
    get() = definedExternally
    set(value) = definedExternally
    var frameRate: DoubleRange?
    get() = definedExternally
    set(value) = definedExternally
    var facingMode: Array<String>?
    get() = definedExternally
    set(value) = definedExternally
    var resizeMode: Array<String>?
    get() = definedExternally
    set(value) = definedExternally
    var volume: DoubleRange?
    get() = definedExternally
    set(value) = definedExternally
    var echoCancellation: Array<Boolean>?
    get() = definedExternally
    set(value) = definedExternally
    var autoGainControl: Array<Boolean>?
    get() = definedExternally
    set(value) = definedExternally
    var noiseSuppression: Array<Boolean>?
    get() = definedExternally
    set(value) = definedExternally
    var latency: DoubleRange?
    get() = definedExternally
    set(value) = definedExternally
    var channelCount: ULongRange?
    get() = definedExternally
    set(value) = definedExternally
    var deviceId: String?
    get() = definedExternally
    set(value) = definedExternally
    var groupId: String?
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript
[MediaTrackConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackConstraints) to Kotlin
 */
public external interface MediaTrackConstraints : MediaTrackConstraintSet {
    var advanced: Array<MediaTrackConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}
```

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definedExternally
var height: dynamic
   get() = definedExternally
   set(value) = definedExternally
var aspectRatio: dynamic
   get() = definedExternally
   set(value) = definedExternally
var frameRate: dynamic
   get() = definedExternally
   set(value) = definedExternally
var facingMode: dynamic
   get() = definedExternally
   set(value) = definedExternally
var resizeMode: dynamic
   get() = definedExternally
   set(value) = definedExternally
var volume: dynamic
   get() = definedExternally
   set(value) = definedExternally
var sampleRate: dynamic
   get() = definedExternally
   set(value) = definedExternally
var resizeMode: dynamic
   get() = definedExternally
   set(value) = definedExternally
var latency: dynamic
   get() = definedExternally
   set(value) = definedExternally
var channelCount: dynamic
   get() = definedExternally
   set(value) = definedExternally
var deviceId: dynamic
   get() = definedExternally
   set(value) = definedExternally
var groupId: dynamic
   get() = definedExternally
   set(value) = definedExternally

@kotlin.internal.InlineOnly
public inline fun
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript
[MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin
 */
public external interface MediaTrackSettings {
    var width: Int?
       get() = definedExternally
       set(value) = definedExternally
    var height: Int?
       get() = definedExternally
       set(value) = definedExternally
    var aspectRatio: Double?
       get() = definedExternally
       set(value) = definedExternally
    var frameRate: Double?
       get() = definedExternally
       set(value) = definedExternally
    var facingMode: String?
       get() = definedExternally
       set(value) = definedExternally
    var resizeMode: String?
       get() = definedExternally
       set(value) = definedExternally
    var volume: Double?
       get() = definedExternally
       set(value) = definedExternally
    var sampleRate: Int?
       get() = definedExternally
       set(value) = definedExternally
    var sampleSize: Int?
       get() = definedExternally
       set(value) = definedExternally
    var echoCancellation: Boolean?
       get() = definedExternally
       set(value) = definedExternally
    var autoGainControl: Boolean?
       get() = definedExternally
       set(value) = definedExternally
    var noiseSuppression: Boolean?
       get() = definedExternally
       set(value) = definedExternally
    var latency: Double?
       get() = definedExternally
       set(value) = definedExternally
    var channelCount: Int?
       get() = definedExternally
       set(value) = definedExternally
    var deviceId: String?
       get() = definedExternally
       set(value) = definedExternally
    var groupId: String?
       get() = definedExternally
       set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
}
frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript [MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent) to Kotlin
 */
public external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) :
    Event {
        open var track: MediaStreamTrack

        companion object {
            val NONE: Short
            val CAPTURING_PHASE: Short
            val AT_TARGET: Short
            val BUBBLING_PHASE: Short
        }
        open val'*'o \npublic external interface MediaStreamTrackEventInit : EventInit {
            var track: MediaStreamTrack?
                get() = definedExternally
                set(value) = definedExternally
        }

        public external abstract class OverconstrainedErrorEvent(type: String, eventInitDict:
            OverconstrainedErrorEventInit) : Event {
                open var error: dynamic

                companion object {
                    val NONE: Short
                    val CAPTURING_PHASE: Short
                    val AT_TARGET: Short
                    val BUBBLING_PHASE: Short
                }

                public external interface OverconstrainedErrorEventInit : EventInit {
                    var error: dynamic /* = null */
                        get() = definedExternally
                        set(value) = definedExternally
                }

                /**
                 * Exposes the JavaScript [MediaDevices](https://developer.mozilla.org/en/docs/Web/API/MediaDevices) to Kotlin
                 */
                public external abstract class MediaDevices : EventTarget {
                    open var ondevicechange: ((Event) -> dynamic)?
                    fun enumerateDevices(): Promise<Array<MediaDeviceInfo>>
                    fun getSupportedConstraints(): MediaTrackSupportedConstraints
                    fun getUserMedia(constraints: MediaStreamConstraints = definedExternally): Promise<MediaStream>
                }

                /**
                 * Exposes the JavaScript [MediaDeviceInfo](https://developer.mozilla.org/en/docs/Web/API/MediaDeviceInfo) to Kotlin
                 */
                public external abstract class MediaDeviceInfo {
                    open val deviceId: String
                    open val kind: MediaDeviceKind

                    open val label: String
                    fun toJSON(): dynamic
                }

                public external class InputDeviceInfo : MediaDeviceInfo {
                    fun getCapabilities(): MediaTrackCapabilities
                }

                /**
                 * Exposes the JavaScript [MediaStreamConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaStreamConstraints) to Kotlin
                 */
                public external interface MediaStreamConstraints {
                    var video: dynamic /* = false */
                        get() = definedExternally
                        set(value) = definedExternally
                    var audio: dynamic /* = false */
                        get() = definedExternally
                        set(value) = definedExternally
                }

                @kotlin.internal.InlineOnly
                public inline fun MediaStreamConstraints(video: dynamic = false, audio: dynamic = false): MediaStreamConstraints {
                    val o = js("({})")
                    o["video"] = video
                    o["audio"] = audio
                    return o
                }

                public external interface ConstrainablePattern {
                    var onoverconstrained: ((Event) -> dynamic)?
                        get() = definedExternally
                        set(value) = definedExternally
                    fun getCapabilities(): Capabilities
                    fun getConstraints(): Constraints
                    fun getSettings(): Settings
                    fun applyConstraints(constraints: Constraints = definedExternally): Promise<Unit>
                }

                /**
                 * Exposes the JavaScript [DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin
                 */
                public external interface DoubleRange {
                    var max: Double
                        get() = definedExternally
                        set(value) = definedExternally
                    var min: Double
                        get() = definedExternally
                        set(value) = definedExternally

                    @kotlin.internal.InlineOnly
                    public inline fun DoubleRange(max: Double? = undefined, min: Double? = undefined): DoubleRange {
                        val o = js("({})")
                        o["max"] = max
                        o["min"] = min
                        return o
                    }
                }
var ideal: Double?
    get() = definedExternally
    set(value) = definedExternally

set(value) = definedExternally

ConstrainDoubleRange

ConstrainDoubleRange

ConstrainDoubleRange

ConstrainDoubleRange

ConstrainDoubleRange

ConstrainDoubleRange

ConstrainDoubleRange

ConstrainDoubleRange

ConstrainBooleanParameters

ConstrainBooleanParameters

ConstrainDOMStringParameters

ConstrainDOMStringParameters

Constraints

Constraints

Constraints

MediaStreamTrackState

MediaStreamTrackState

MediaStreamTrackState

MediaStreamTrackState

VideoFacingModeEnum

VideoFacingModeEnum

VideoFacingModeEnum

VideoFacingModeEnum

VideoFacingModeEnum

VideoFacingModeEnum

VideoFacingModeEnum

VideoFacingModeEnum

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"left".asDynamic().unsafeCast<VideoFacingModeEnum>().

public inline val VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() = "right".asDynamic().unsafeCast<VideoFacingModeEnum>().

/* please, don't implement this interface! */


/* please, don't implement this interface! */

/* please, don't implement this interface! */

public external interface MediaDeviceKind {
    companion object
}

public inline val MediaDeviceKind.Companion.AUDIOINPUT: MediaDeviceKind get() = "audioinput".asDynamic().unsafeCast<MediaDeviceKind>().

public inline val MediaDeviceKind.Companion.AUDIOOUTPUT: MediaDeviceKind get() = "audiooutput".asDynamic().unsafeCast<MediaDeviceKind>().

public inline val MediaDeviceKind.Companion.VIDEOINPUT: MediaDeviceKind get() = "videoinput".asDynamic().unsafeCast<MediaDeviceKind>().

@kotlin.internal.InlineOnly
public inline operator fun SourceBufferList.get(index: Int): SourceBuffer? = asDynamic()[index]

/*@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")*/

/* please, don't implement this interface! */

/* please, don't implement this interface! */

/* please, don't implement this interface! */

/* please, don't implement this interface! */
EndOfStreamError {\n    companion object\n}\n
public inline val EndOfStreamError.Companion.NETWORK:
    EndOfStreamError get() = "network".asDynamic().unsafeCast<EndOfStreamError>()

public inline val
    EndOfStreamError.Companion.DECODE: EndOfStreamError get() = "decode".asDynamic().unsafeCast<EndOfStreamError>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface AppendMode {

    companion object
}

public inline val
    AppendMode.Companion.SEGMENTS: AppendMode get() = "segments".asDynamic().unsafeCast<AppendMode>()

public inline val
    AppendMode.Companion.SEQUENCE: AppendMode get() = "sequence".asDynamic().unsafeCast<AppendMode>()

/**
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.pointerevents

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.gifs.*
import org.w3c.dom.js EventListener
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface PointerEventInit : MouseEventInit {
    var pointerId: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var pressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tangentialPressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tiltX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var tiltY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var twist: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var pointerType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isPrimary: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun PointerEventInit(pointerId: Int? = 0, width:
    Double? = 1.0, height: Double? = 1.0, pressure: Float? = 0f, tangentialPressure: Float? = 0f, tiltX: Int? = 0, tiltY:
    Int? = 0, twist: Int? = 0, pointerType: String? = "", isPrimary: Boolean? = false, screenX: Int? = 0, screenY:
    Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget: EventTarget? = null,
    region: String? = null, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false, metaKey:
    Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false,
    modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false, modifierScrollLock:
    val o = js("({})")
        o["pointerId"] = pointerId
        o["width"] = width
        o["height"] = height
        o["pressure"] = pressure
        o["tangentialPressure"] = tangentialPressure
        o["tiltX"] = tiltX
        o["tiltY"] = tiltY
        o["twist"] = twist
        o["isPrimary"] = isPrimary
        o["screenX"] = screenX
        o["screenY"] = screenY
        o["clientX"] = clientX
        o["clientY"] = clientY
        o["button"] = button
        o["buttons"] = buttons
        o["relatedTarget"] = relatedTarget
        o["region"] = region
        o["ctrlKey"] = ctrlKey
        o["shiftKey"] = shiftKey
        o["altKey"] = altKey
        o["metaKey"] = metaKey
        o["modifierAltGraph"] = modifierAltGraph
        o["modifierCapsLock"] = modifierCapsLock
        o["modifierFn"] = modifierFn
        o["modifierFnLock"] = modifierFnLock
        o["modifierHyper"] = modifierHyper
        o["modifierNumLock"] = modifierNumLock
        o["modifierScrollLock"] = modifierScrollLock
        o["modifierSuper"] = modifierSuper
        o["modifierSymbol"] = modifierSymbol
        o["modifierSymbolLock"] = modifierSymbolLock
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] =
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin
 */
public external abstract class SVGGeometryElement : SVGGraphicsElement {
    open val pathLength: Float
    fun isPointInFill(point: DOMPoint): Boolean
    fun isPointInStroke(point: DOMPoint): Boolean
    fun getTotalLength(): Float
    fun getPointAtLength(distance: Float): DOMPoint

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin
 */
public external abstract class SVGNumber {
    open var value: Float
}

/**
 * Exposes the JavaScript [SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin
 */
public external abstract class SVGLength {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_LENGTHTYPE_UNKNOWN: Short
        val SVG_LENGTHTYPE_NUMBER: Short
        val SVG_LENGTHTYPE_PERCENTAGE: Short
        val SVG_LENGTHTYPE_EMS: Short
        val SVG_LENGTHTYPE_EXS: Short
        val SVG_LENGTHTYPE_PX: Short
        val SVG_LENGTHTYPE_CM: Short
        val SVG_LENGTHTYPE_MM: Short
        val SVG_LENGTHTYPE_IN: Short
        val SVG_LENGTHTYPE_PT: Short
        val SVG_LENGTHTYPE_PC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin
 */
public external abstract class SVGAngle {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_ANGLETYPE_UNKNOWN: Short
        val SVG_ANGLETYPE_UNSPECIFIED: Short
        val SVG_ANGLETYPE_DEG: Short
        val SVG_ANGLETYPE_RAD: Short
        val SVG_ANGLETYPE_GRAD: Short
    }
}

public external abstract class SVGNameList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: dynamic): dynamic
    fun insertItemBefore(newItem: dynamic, index: Int): dynamic
    fun replaceItem(newItem: dynamic, index: Int): dynamic
    fun removeItem(index: Int): dynamic
    fun appendItem(newItem: dynamic): dynamic
    fun getItem(index: Int): dynamic
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNameList.get(index: Int): dynamic = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNameList.set(index: Int, newItem: dynamic) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber): SVGNumber
    fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }
Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin

```kotlin
public external abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList[get](index: Int): SVGLength = asDynamic()[index]
```

Exposes the JavaScript [SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin

```kotlin
public external abstract class SVGAnimatedBoolean {
    open var baseVal: Boolean
    open val animVal: Boolean
}
```

Exposes the JavaScript [SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to Kotlin

```kotlin
public external abstract class SVGAnimatedEnumeration {
    open var baseVal: Short
    open val animVal: Short
}
```

Exposes the JavaScript [SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin

```kotlin
public external abstract class SVGAnimatedInteger {
    open var baseVal: Int
    open val animVal: Int
}
```

Exposes the JavaScript [SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin

```kotlin
public external abstract class SVGAnimatedNumber {
    open var baseVal: Float
    open val animVal: Float
}
```

Exposes the JavaScript [SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin

```kotlin
public external abstract class SVGAnimatedLength {
    open val baseVal: SVGLength
    open val animVal: SVGLength
}
```

Exposes the JavaScript [SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin

```kotlin
public external abstract class SVGAnimatedAngle {
    open val baseVal: SVGAngle
    open val animVal: SVGAngle
}
```

Exposes the JavaScript [SVGAnimatedString](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedString) to Kotlin

```kotlin
public external abstract class SVGAnimatedString {
    open var baseVal: String
    open val animVal: String
}
```

Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin

```kotlin
public external abstract class SVGAnimatedRect {
    open val baseVal: DOMRect
    open val animVal: DOMRectReadOnly
}
```

Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin

```kotlin
public external abstract class SVGAnimatedNumberList {
    open val baseVal: SVGNumberList
    open val animVal: SVGNumberList
}
```

Exposes the JavaScript [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin

```kotlin
public external abstract class SVGAnimatedLengthList {
    open val baseVal: SVGLengthList
    open val animVal: SVGLengthList
}
```

Exposes the JavaScript [SVGUnitTypes](https://developer.mozilla.org/en/docs/Web/API/SVGUnitTypes) to Kotlin

```kotlin
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SVGUnitTypes
```
companion object {
    val SVG_UNIT_TYPE_UNKNOWN: Short
    val SVG_UNIT_TYPE_USERSPACEONUSE: Short
    val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
}

/**
 * Exposes the JavaScript
 * [SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin
 */
public external interface SVGTests {
    val requiredExtensions: SVGStringList
    val systemLanguage: SVGStringList
}

public external interface SVGFitToViewBox {
    val viewBox: SVGAnimatedRect
    val preserveAspectRatio: SVGAnimatedPreserveAspectRatio
}

/**
 * Exposes the JavaScript
 * [SVGZoomAndPan](https://developer.mozilla.org/en/docs/Web/API/SVGZoomAndPan) to Kotlin
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SVGZoomAndPan {
    var zoomAndPan: Short

    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
    }
}

/**
 * Exposes the JavaScript
 * [SVGGElement](https://developer.mozilla.org/en/docs/Web/API/SVGGElement) to Kotlin
 */
public abstract class SVGGElement : SVGGraphicsElement, SVGFitToViewBox, SVGZoomAndPan, WindowEventHandlers {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open var currentScale: Float
    open var currentTranslate: DOMPointReadOnly
    fun getIntersectionList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
    fun getEnclosureList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
    fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun checkEnclosure(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun deselectAll()
    fun createSVGNumber(): SVGNumber
    fun createSVGLength(): SVGLength
    fun createSVGAngle(): SVGAngle
    fun createSVGPoint(): DOMPoint
    fun createSVGMatrix(): DOMMatrix
    fun createSVGRect(): DOMRect
    fun createSVGTransform(): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun getElementById(elementId: String): Element
    fun suspendRedraw(maxWaitMilliseconds: Int): Int
    fun unsuspendRedraw(suspendHandleId: Int): Int
    fun unsuspendRedrawAll(): Unit
}

/**
 * Exposes the JavaScript
 * [SVGSVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGSVGElement) to Kotlin
 */
public abstract class SVGSVGElement : SVGGraphicsElement, SVGFitToViewBox, SVGZoomAndPan, WindowEventHandlers {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open var currentScale: Float
    open var currentTranslate: DOMPointReadOnly
    fun getIntersectionList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
    fun getEnclosureList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
    fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun checkEnclosure(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun deselectAll()
    fun createSVGNumber(): SVGNumber
    fun createSVGLength(): SVGLength
    fun createSVGAngle(): SVGAngle
    fun createSVGPoint(): DOMPoint
    fun createSVGMatrix(): DOMMatrix
    fun createSVGRect(): DOMRect
    fun createSVGTransform(): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun getElementById(elementId: String): Element
    fun suspendRedraw(maxWaitMilliseconds: Int): Int
    fun unsuspendRedraw(suspendHandleId: Int): Int
    fun unsuspendRedrawAll(): Unit
}

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Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSymbolElement) to Kotlin *
 */
public external abstract class SVGSymbolElement : SVGGraphicsElement, SVGFitToViewBox {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGUseElement](https://developer.mozilla.org/en/docs/Web/API/SVGUseElement) to Kotlin *
 */
public external abstract class SVGUseElement : SVGGraphicsElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val instanceRoot: SVGElement?
    open val animatedInstanceRoot: SVGElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external open class SVGUseElementShadowRoot : ShadowRoot {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external interface SVGElementInstance {
    val correspondingElement: SVGElement?
        get() = definedExternally
    val correspondingUseElement: SVGUseElement?
        get() = definedExternally
}

public external open class ShadowAnimation(source: dynamic, newTarget: dynamic) {
    open val sourceAnimation: dynamic
}

/**
 * Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement) to Kotlin *
 */
public external abstract class SVGSwitchElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
Exposes the JavaScript [SVGAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPreserveAspectRatio) to Kotlin */public abstract class SVGAnimatedPreserveAspectRatio {
    open val baseVal: SVGPreserveAspectRatio
    open val animVal: SVGPreserveAspectRatio
}

Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin */public abstract class SVGPathElement : SVGGeometryElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

Exposes the JavaScript [SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin */public abstract class SVGCircleElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin
 */
public external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin
 */
public external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin
 */
public external interface SVGAnimatedPoints {
    val points: SVGPointList
    val animatedPoints: SVGPointList
}

public external abstract class SVGPointList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: DOMPoint): DOMPoint
    fun insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint
    fun replaceItem(newItem: DOMPoint, index: Int): DOMPoint
    fun removeItem(index: Int): DOMPoint
    fun appendItem(newItem: DOMPoint): DOMPoint
    fun getItem(index: Int): DOMPoint
}

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.get(index: Int): DOMPoint? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.set(index: Int, newItem: DOMPoint) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin
 */
public external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {

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companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript
 [SVGPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin
 */
public external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript
 [SVGTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextContentElement) to Kotlin
 */
public external abstract class SVGTextContentElement : SVGGraphicsElement {
    open val textLength: SVGAnimatedLength
    open val lengthAdjust: SVGAnimatedEnumeration
    fun getNumberOfChars(): Int
    fun getComputedTextLength(): Float
    fun getSubStringLength(charnum: Int, nchars: Int): Float
    fun getStartPositionOfChar(charnum: Int): DOMPoint
    fun getEndPositionOfChar(charnum: Int): DOMPoint
    fun getExtentOfChar(charnum: Int): DOMRect
    fun getRotationOfChar(charnum: Int): Float
    fun getCharNumAtPosition(point: DOMPoint): Int
    fun selectSubString(charnum: Int, nchars: Int)

    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript
 [SVGTextPositioningElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPositioningElement) to
 Kotlin
 */
public external abstract class SVGTextPositioningElement : SVGTextContentElement {
    open val x: SVGAnimatedLengthList
    open val y: SVGAnimatedLengthList
    open val dx: SVGAnimatedLengthList
    open val dy: SVGAnimatedLengthList
    open val rotate: SVGAnimatedNumberList

    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
/**
 * Exposes the JavaScript [SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin
 */
public external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference,
HTMLOrSVGImageElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val preserveAspectRatio:
    SVGAnimatedPreserveAspectRatio
    open var crossOrigin: String?

    companion object {
        val
        ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE:
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGForeignObjectElement) to Kotlin
 */
public external abstract class SVGForeignObjectElement : SVGGraphicsElement {
    open val x:
    SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val
    height: SVGAnimatedLength

    companion object {
        val
        ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE:
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGSolidcolorElement](https://developer.mozilla.org/en/docs/Web/API/SVGSolidcolorElement) to Kotlin
 */
public external abstract class SVGSolidcolorElement : SVGElement {
    companion object {
        val
        ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE:
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
**Exposes the JavaScript [SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin**

```kotlin
open val gradientUnits: SVGAnimatedEnumeration
open val gradientTransform: SVGAnimatedTransformList

companion object {
    val SVG_SPREADMETHOD_UNKNOWN: Short
    val SVG_SPREADMETHOD_PAD: Short
    val SVG_SPREADMETHOD_REFLECT: Short
    val SVG_SPREADMETHOD_REPEAT: Short
    val SVG_UNIT_TYPE_UNKNOWN: Short
    val SVG_UNIT_TYPE_USERSPACEONUSE: Short
    val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [SVGLinearGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGLinearGradientElement) to Kotlin
 */
public external abstract class SVGLinearGradientElement : SVGGradientElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript [SVGRadialGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGRadialGradientElement) to Kotlin
 */
public external abstract class SVGRadialGradientElement : SVGGradientElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength
    open val fx: SVGAnimatedLength
    open val fy: SVGAnimatedLength
    open val fr: SVGAnimatedLength

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
```
/**
 * Exposes the JavaScript [SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement) to Kotlin *
 */
public
    abstract class SVGScriptElement : SVGElement, SVGURIReference, HTMLOrSVGScriptElement {
        open var type: String
        open var crossOrigin: String?

        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        }
    }

/**
 * Exposes the JavaScript [SVGAElement](https://developer.mozilla.org/en/docs/Web/API/SVGAElement) to Kotlin *
 */
public
    abstract class SVGAElement : SVGGraphicsElement, SVGURIReference {
        open val target: SVGAAnimatedString
        open val download: SVGAAnimatedString
        open val rel: SVGAAnimatedString
        open val relList: SVGAAnimatedString
        open val hreflang: SVGAAnimatedString
        open val type: SVGAAnimatedString

        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        }
    }

/**
 * Exposes the JavaScript [SVGViewElement](https://developer.mozilla.org/en/docs/Web/API/SVGViewElement) to Kotlin *
 */
public
    abstract class SVGViewElement : SVGElement, SVGFitToViewBox, SVGZoomAndPan {
        companion object {
            val SVG_ZOOMANDPAN_UNKNOWN: Short
            val SVG_ZOOMANDPAN_DISABLE: Short
            val SVG_ZOOMANDPAN_MAGNIFY: Short
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val SVG_ZOOMANDPAN_UNKNOWN: Short
            val SVG_ZOOMANDPAN_DISABLE: Short
            val SVG_ZOOMANDPAN_MAGNIFY: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        }
    }

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GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n
```kotlin
package org.w3c.files

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript
 [Blob](https://developer.mozilla.org/en/docs/Web/API/Blob) to Kotlin
 */
public external open class Blob(blobParts: Array<dynamic> = definedExternally, options: BlobPropertyBag = definedExternally) :
 MediaProvider, ImageBitmapSource {
    open val size: Number
    open val type: String
    open val isClosed: Boolean
    fun slice(start: Int = definedExternally, end: Int = definedExternally, contentType: String = definedExternally): Blob
    fun close()
}

public external interface BlobPropertyBag {
    var type: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun BlobPropertyBag(type: String? = ": BlobPropertyBag {\n    val o = js("({})")
    o["type"] = type
    return o
}**

/**
 * Exposes the JavaScript
 [File](https://developer.mozilla.org/en/docs/Web/API/File) to Kotlin
 */
public external open class File(fileBits: Array<dynamic>, fileName: String, options: FilePropertyBag = definedExternally) : Blob {
    open val name: String
    open val lastModified: Int
}

public external interface FilePropertyBag : BlobPropertyBag {
    var lastModified: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun FilePropertyBag(lastModified: Int? = undefined, type: String? = ": FilePropertyBag {\n    val o = js("({})")
    o["lastModified"] = lastModified
    o["type"] = type
    return o
}**

/**
 * Exposes the JavaScript
 [FileList](https://developer.mozilla.org/en/docs/Web/API/FileList) to Kotlin
 */
public external abstract class FileList : ItemArrayLike<File> {
    override fun item(index: Int): File?
}

@kotlin.internal.InlineOnly
public operator fun FileList.get(index: Int): File? = asDynamic()[index]

/**
 * Exposes the JavaScript
 [FileReader](https://developer.mozilla.org/en/docs/Web/API/FileReader) to Kotlin
 */
public external open class FileReader : EventTarget {
    open val readyState: Short
    open val result: dynamic
    open val error: dynamic
    var onloadstart: ((ProgressEvent) -> dynamic)?
    var onprogress: ((ProgressEvent) -> dynamic)?
    var onload: ((Event) -> dynamic)?
    var onabort: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    fun readAsArrayBuffer(blob: Blob)
    fun readAsBinaryString(blob: Blob)
    fun readAsText(blob: Blob, label: String = definedExternally)
    fun readAsDataURL(blob: Blob)
    fun abort()\n
    companion object {
        val EMPTY: Short
        val LOADING: Short
        val DONE: Short
    }
}

/**
 * Exposes the JavaScript
 [FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin
 */
public external open class FileReaderSync {
    fun readAsArrayBuffer(blob: Blob): ArrayBuffer
    fun readAsBinaryString(blob: Blob): String
    fun readAsText(blob: Blob, label: String = definedExternally): String
    fun readAsDataURL(blob: Blob): String
}
```

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

var notification: Notification?
notification.get() = definedExternally
set(value) = definedExternally

var action: String?
action.get() = definedExternally
set(value) = definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["notification"] = notification
    o["action"] = action
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationPermission {
    companion object
}

public inline val NotificationPermission.Companion.DEFAULT: NotificationPermission get() = "default".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.DENIED: NotificationPermission get() = "denied".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.GRANTED: NotificationPermission get() = "granted".asDynamic().unsafeCast<NotificationPermission>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationDirection {
    companion object
}

public inline val NotificationDirection.Companion.AUTO: NotificationDirection get() = "auto".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.LTR: NotificationDirection get() = "ltr".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.RTL: NotificationDirection get() = "rtl".asDynamic().unsafeCast<NotificationDirection>()

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details
//
Boolean? = false, type: ClientType? = ClientType.WINDOW): ClientQueryOptions {
    val o = js("({})")
    o["includeUncontrolled"] = includeUncontrolled
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript
 */
public external open class ExtendableEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : Event {
    fun waitUntil(f: Promise<Any?>)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ExtendableEventInit : EventInit

@kotlin.internal.InlineOnly
public inline fun ExtendableEventInit(bubbles: Boolean? = false, cancelable: Boolean? = false): ExtendableEventInit {
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 */
public external open class InstallEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : ExtendableEvent {
    fun registerForeignFetch(options: ForeignFetchOptions)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ForeignFetchOptions {
    var scopes: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var origins: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ForeignFetchOptions(scopes: Array<String>?, origins: Array<String>?): ForeignFetchOptions {
    val o = js("({})")
    o["scopes"] = scopes
    o["origins"] = origins
    return o
}

/**
 * Exposes the JavaScript
 */
public external open class FetchEvent(type: String, eventInitDict: FetchEventInit) : ExtendableEvent {
    open val request: Request
    open val clientId: String?
    open val isReload: Boolean
    fun respondWith(r: Promise<Response>)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface FetchEventInit : ExtendableEventInit {
    var request: Request?
        get() = definedExternally
        set(value) = definedExternally
    var clientId: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var isReload: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["request"] = request
    o["clientId"] = clientId
    o["isReload"] = isReload
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external interface ForeignFetchResponse {
    var response: Response?
        get() = definedExternally
        set(value) = definedExternally
    var origin: String?
        get() = definedExternally
        set(value) = definedExternally
    var headers: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["response"] = response
    o["origin"] = origin
    o["headers"] = headers
    return o
}

/**
 * Exposes the JavaScript
 */

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[ExtendableMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableMessageEvent) to Kotlin

```kotlin
public external open class ExtendableMessageEvent(type: String, eventInitDict: ExtendableMessageEventInit = definedExternally) : ExtendableEvent {
    open val data: Any?
    open val origin: String
    open val lastEventId: String
    open val open value: UnionClientOrMessagePortOrServiceWorker?
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ExtendableMessageEventInit : ExtendableEventInit {
    var data: Any?
        set(value) = definedExternally
    var origin: String?
        set(value) = definedExternally
    var lastEventId: String?
        set(value) = definedExternally
    var source: UnionClientOrMessagePortOrServiceWorker?
        set(value) = definedExternally
    var ports: Array<MessagePort>?
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ExtendableMessageEventInit(data: Any? = undefined, origin: String? = undefined, lastEventId: String? = undefined, 
    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
    @n@kotlin.internal.InlineOnly
}
```

[Cache](https://developer.mozilla.org/en/docs/Web/API/Cache) to Kotlin

```kotlin
public external abstract class Cache {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun matchAll(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Array<Response>>
    fun add(request: dynamic): Promise<Unit>
    fun addAll(requests: Array<dynamic>): Promise<Unit>
    fun put(request: dynamic, response: Response): Promise<Unit>
    fun delete(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Boolean>
    fun keys(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Array<Request>>
}

public external interface CacheQueryOptions {
    var ignoreSearch: Boolean? /* = false */
    var ignoreMethod: Boolean? /* = false */
    var ignoreVary: Boolean? /* = false */
    var cacheName: String?
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ignoreSearch"] = ignoreSearch
    o["ignoreMethod"] = ignoreMethod
    o["ignoreVary"] = ignoreVary
    o["cacheName"] = cacheName
    return o
}
```

[CacheBatchOperation](https://developer.mozilla.org/en/docs/Web/API/CacheBatchOperation) to Kotlin

```kotlin
public external interface CacheBatchOperation {
    var type: String?
    var request: Request?
    var response: Response?
    var options: CacheQueryOptions?
}

@kotlin.internal.InlineOnly
options: CacheQueryOptions? = undefined): CacheBatchOperation {
    val o = js("({})")
    o["type"] = type
    o["request"] = request
    o["response"] = response
    o["options"] = options
    return o
}
```

[CacheStorage](https://developer.mozilla.org/en/docs/Web/API/CacheStorage) to Kotlin

```kotlin
public external abstract class CacheStorage {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun has(cacheName: String): Promise<Boolean>
    fun open(cacheName: String): Promise<Cache>
    fun delete(cacheName: String): Promise<Boolean>
    fun keys(): Promise<Array<String>>
}
```

[FunctionalEvent](https://developer.mozilla.org/en/docs/Web/API/FunctionalEvent) to Kotlin

```kotlin
public external open class FunctionalEvent : ExtendableEvent {
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
```
```kotlin
/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ServiceWorkerState {
    companion object
}

public inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() = "installing".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = "installed".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() = "activating".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() = "activated".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() = "redundant".asDynamic().unsafeCast<ServiceWorkerState>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface FrameType {
    companion object
}

public inline val FrameType.Companion.AUXILIARY: FrameType get() = "auxiliary".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.TOP_LEVEL: FrameType get() = "top-level".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NESTED: FrameType get() = "nested".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NONE: FrameType get() = "none".asDynamic().unsafeCast<FrameType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ClientType {
    companion object
}

public inline val ClientType.Companion.WINDOW: ClientType get() = "window".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.WORKER: ClientType get() = "worker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.SHAREDWORKER: ClientType get() = "sharedworker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.ALL: ClientType get() = "all".asDynamic().unsafeCast<ClientType>()

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// import statements
```

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fun setRequestHeader(name: String, value: String)
fun send(body: dynamic = definedExternally)
fun abort()
fun getResponseHeader(name: String): String?
fun getAllResponseHeaders(): String
fun overrideMimeType(mime: String)

companion object {
    val UNSENT: Short
    val OPENED: Short
    val HEADERS_RECEIVED: Short
    val LOADING: Short
    val DONE: Short
}

/**
 * Exposes the JavaScript
 * [FormData](https://developer.mozilla.org/en/docs/Web/API/FormData) to Kotlin
 */
public external open class FormData(form: HTMLFormElement = definedExternally) {
    fun append(name: String, value: String)
    fun append(name: String, value: Blob, filename: String = definedExternally)
    fun delete(name: String)
    fun get(name: String): dynamic
    fun getAll(name: String): Array<dynamic>
    fun has(name: String): Boolean
    fun set(name: String, value: String)
    fun set(name: String, value: Blob, filename: String = definedExternally)
}

/**
 * Exposes the JavaScript
 * [ProgressEvent](https://developer.mozilla.org/en/docs/Web/API/ProgressEvent) to Kotlin
 */
public external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {
    open val lengthComputable: Boolean
    open val loaded: Number
    open val total: Number

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ProgressEventInit : EventInit {
    var lengthComputable: Boolean? /* = false */
    var loaded: Number? /* = 0 */
    var total: Number? /* = 0 */
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["lengthComputable"] = lengthComputable
    o["loaded"] = loaded
    o["total"] = total
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface XMLHttpRequestResponseType {
    companion object
}

public inline val XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() = "".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() = "arraybuffer".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() = "blob".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() = "document".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = "json".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() = "text".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
/*
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 */

package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Allows to infer generic type arguments of a function from the calls in the annotated function parameter of that function.
 *
 * When this annotation is placed on a generic function parameter of a function, it enables to infer the type arguments of that generic function from the lambda body passed to that parameter. The calls that affect inference are either members of the receiver type of an annotated function parameter or extensions for that type. The extensions must be themselves annotated with `@BuilderInference`. Example: we declare:

```kotlin
fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T>
```

and use it like:

```kotlin
val result = sequence {
    yield("result")
}
```

Here the type argument of the resulting sequence is inferred to `String` from the argument of the `SequenceScope.yield` function, that is called inside the lambda passed to the `Sequence`. Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.

*/
@Target(VALUE_PARAMETER, FUNCTION, PROPERTY)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3.3")
@ExperimentalTypeInference
public annotation class BuilderInference

/**
 * Enables overload selection based on the type of the value
returned from lambda argument.

* When two or more function overloads have otherwise the same parameter lists that differ only in the return type of a functional parameter, this annotation enables overload selection by the type of the value returned from the lambda function passed to this functional parameter.

* Example:

```kotlin
@OverloadResolutionByLambdaReturnType
fun create(intProducer: () -> Int): Int

fun create(doubleProducer: () -> Double): Double

val newValue = create { 3.14 }
```

This annotation is also used to discriminate the annotated overloads in case if overload selection still cannot choose one of them even taking in account the result of lambda parameter analysis. In that case a warning is reported.

* Note: this annotation is experimental, see [OverloadResolutionByLambdaReturnType] on how to opt-in for it.

```kotlin
@Target(FUNCTION)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.4")
@Experimental
@Public
public annotation class OverloadResolutionByLambdaReturnType
```

---

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@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@SinceKotlin("1.3")
@RequireKotlin("1.3.70\n", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class RequiresOptIn(\n    val message: String = "",
    val level: Level = Level.ERROR
) {
    /**
     * Severity of the diagnostic that should be reported on usages which did not explicitly opted into
     * the API either by using [OptIn] or by being annotated with the corresponding marker annotation.
     * @ \n    * \n     * \n    */
    public enum class Level {
        /** Specifies that an error should be reported on incorrect usages of this API. */
        ERROR,

        /**
         * WARNING,\n         */
        WARNING,
    }
}

/**
 * Allows to use the API denoted by the given markers in the annotated file, declaration, or expression.
 * @ \n    * \n     * \n    */
@Target(
    CLASS, PROPERTY,
    LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER,
    PROPERTY_SETTER, EXPRESSION, FILE,
)
@Retention(SOURCE)
@SinceKotlin("1.3")
@RequireKotlin("1.3.70", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class OptIn(\n    vararg val markerClass: KClass<out Annotation>
)

/*
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 */
package kotlin.collections

import kotlin.js.JsName

/**
 * Provides a skeletal implementation of the read-only [Collection] interface.
 *
 * @param E the type of elements contained in the collection. The collection is covariant in its element type.
 */
@SinceKotlin("1.1")
public abstract class AbstractCollection<out E> protected constructor() : Collection<E> {
    abstract override val size: Int
    abstract override fun iterator(): Iterator<E>

    override fun contains(element: @UnsafeVariance E): Boolean = any { it == element }
    override fun override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean = this.elements.all { contains(it) }

    override fun isEmpty(): Boolean = size == 0

    /**
     * Returns new array of type `Array<Any?>` with the elements of this collection.
     */
    @JsName("toArray")
    protected open fun toArray(): Array<Any?> = copyToArrayImpl(this)

    /**
     * Fills the provided `array` or creates new array of the same type and fills it with the elements of this collection.
     */
    protected open fun <T> toArray(array: Array<T>): Array<T> = copyToArrayImpl(this, array)
}

/*
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 */

private enum class State {
    Ready,
    NotReady,
    Done,
    Failed
}

/**
 * A base class to simplify implementing iterators so that implementations only have to implement [computeNext] to implement the iterator, calling [done] when the iteration is complete.
 * @param E the type of elements contained in the collection.
 */
public abstract class AbstractIterator<T> : Iterator<T> {
    private var state = State.NotReady
    private var nextValue: T? = null

    override fun hasNext(): Boolean = when (state) {
        State.Done -> false
        State.Failed -> true
        else -> tryToComputeNext() != null
    }

    override fun next(): T = if (hasNext()) nextValue else throw NoSuchElementException()

    /**
     * Computes the next value in the iteration, called from the [computeNext] function
     * @param E the type of elements contained in the collection.
     * @return the next value or null if the iteration terminates with a failed state
     */
    protected fun computeNext(): T = if (hasNext()) state

    /**
     * This callback method should call one of these two methods:
     * @param E the type of elements contained in the collection.
     * @param done if the iteration terminates with a failed state
     * @param E the type of elements contained in the collection.
     * @param done if the iteration terminates with a failed state
     */
    protected fun setNext(value: T): Unit = Unit

    /**
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     */
}
public fun lastOrNull(): E? = if (isEmpty()) null else internalGet(internalIndex(lastIndex))

private fun copyCollectionElements(internalIndex: Int, elements: Collection<E>) {
    val iterator = elements.iterator()
    if (iterator.hasNext()) {
        val element = iterator.next()
        if (elementData.size == 1) {
            elementData[0] = element
        } else {
            val tail = internalIndex(size)
            if (decrementedInternalIndex >= head) {
                elementData[decrementedHead] = element
                head = incremented(head)
                size -= 1
                return element
            } else {
                elementData.copyInto(elementData, head + 1)
                if (index == 0) {
                    addFirst(element)
                    return true
                }

                ensureCapacity(size + 1)
                val element = internalGet(internalLastIndex)
                val elementData = internalData.copyInto(elementData)
                if (index == size) {
                    addLast(element)
                    return true
                }

                ensureCapacity(size + 1)
                val head = incremented(head)
                elementData[head] = element
                size += 1
                return element
            }
        }
    }

    public override fun add(index: Int, element: E) {
        AbstractList.checkPositionIndex(index, size)
        if (index == size) {
            addLast(element)
            return true
        }

        ensureCapacity(size + 1)
        val element = internalGet(internalIndex(lastIndex))
        val elementData = internalData.copyInto(elementData)
        if (index == 0) {
            addFirst(element)
            return true
        }

        ensureCapacity(size + 1)
        val head = incremented(head)
        elementData[head] = element
        size += 1
        return element
    }

    /**
     * Adds the specified [element] to the end of this deque.
     */
    public fun addLast(element: E) {
        ensureCapacity(size + 1)
        val element = internalGet(internalLastIndex)
        val elementData = internalData.copyInto(elementData)
        if (index == size) {
            addLast(element)
            return true
        }

        ensureCapacity(size + 1)
        val head = incremented(head)
        elementData[head] = element
        size += 1
        return element
    }

    /**
     * Adds the specified [element] to the beginning of this deque.
     */
    public fun addFirst(element: E) {
        ensureCapacity(size + 1)
        val element = internalGet(head)
        val elementData = internalData.copyInto(elementData, head + 1)
        if (index == 0) {
            addFirst(element)
            return true
        }

        ensureCapacity(size + 1)
        val head = incremented(head)
        elementData[head] = element
        size += 1
        return element
    }

    /**
     * Removes the last element from this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty.
     */
    public fun removeLast(): E {
        if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.")
        val internalLastIndex = internalIndex(lastIndex)
        val element = internalGet(internalLastIndex)
        val elementData = internalData.copyInto(elementData, internalLastIndex)
        if (index == size) {
            addLast(element)
            return element
        }

        ensureCapacity(size + 1)
        val head = incremented(head)
        elementData[head] = null
        head = incremented(head)
        size -= 1
        return element
    }

    /**
     * Removes the first element from this deque and returns that removed element, or throws `null` if this deque is empty.
     */
    public fun removeFirst(): E? = if (isEmpty()) null else removeFirst()

    /**
     * Removes the last element from this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty.
     */
    public fun removeLastOrNull(): E? = if (isEmpty()) null else removeLast()

    /**
     * Removes the first element from this deque and returns that removed element, or throws `null` if this deque is empty.
     */
    public fun removeFirstOrNull(): E? = if (isEmpty()) null else removeFirst()
elements.iterator() for (index in internalIndex until elementData.size) {
    if (!iterator.hasNext())
        break
    elementData[index] = iterator.next()
} for (index in 0 until head) {
    if (!iterator.hasNext())
        break
    elementData[index] = iterator.next()
} size += elements.size
}

public override fun addAll(elements: Collection<E>): Boolean {
    if (elements.isEmpty()) return false
    ensureCapacity(this.size + elements.size)
    copyCollectionElements(internalIndex(size), elements)
    return true
}

public override fun addAll(index: Int, elements: Collection<E>): Boolean {
    if (index == size) {
        return addAll(elements)
    } else if (index >= size) {
        return addAll(elements)
    } else
        return false
}

ensureCapacity(this.size + elements.size)

val tail = internalIndex(size)
val internalIndex = internalIndex(index)
val elementsSize = elements.size
val shiftedHead = head - elementsSize
val internalIndex = internalIndex(index)
val tail = internalIndex(size)
val internalIndex = internalIndex(index)
val elementsSize = elements.size

if (index == size) {
    return addAll(elements)
} else
    return false

var shiftedHead = head - elementsSize
val internalIndex = internalIndex(index)
val elementsSize = elements.size

if (index >= size) {
    return addAll(elements)
} else
    return false

ensureCapacity(this.size + elements.size)

copyCollectionElements(negativeMod(internalIndex - elementsSize), elements)
}

if (elements.isEmpty()) {
    return false
} else if (index == size) {
    return addAll(elements)
} else {
    ensureCapacity(this.size + elements.size)
    copyCollectionElements(internalIndex(size), elements)
}

if (index == size) {
    return addAll(elements)
} else if (index >= size) {
    return addAll(elements)
} else
    return false

ensureCapacity(this.size + elements.size)

copyCollectionElements(negativeMod(internalIndex - elementsSize), elements)
}

if (elements.isEmpty()) {
    return false
} else if (index == size) {
    return addAll(elements)
} else {
    ensureCapacity(this.size + elements.size)
    copyCollectionElements(internalIndex(size), elements)
}

if (index == size) {
    return addAll(elements)
} else if (index >= size) {
    return addAll(elements)
} else
    return false

ensureCapacity(this.size + elements.size)

copyCollectionElements(negativeMod(internalIndex - elementsSize), elements)
}

if (elements.isEmpty()) {
    return false
} else if (index == size) {
    return addAll(elements)
} else {
    ensureCapacity(this.size + elements.size)
    copyCollectionElements(internalIndex(size), elements)
}

if (index == size) {
    return addAll(elements)
} else if (index >= size) {
    return addAll(elements)
} else
    return false

ensureCapacity(this.size + elements.size)

copyCollectionElements(negativeMod(internalIndex - elementsSize), elements)
}

return false

if (index == size) {
    return addAll(elements)
} else if (index >= size) {
    return addAll(elements)
} else
    return false

ensureCapacity(this.size + elements.size)

copyCollectionElements(negativeMod(internalIndex - elementsSize), elements)
}
else {
    elementData.copyInto(elements, startVertex = head)
    elementData.copyInto(elements, elementData.size - head, endVertex = tail)
}
}
}

Array<out T>.flattenToArray(): Array<out T> *

public fun <T> Array<out T>.flatten(): Array<out T> {
    val result = ArrayList<out T>(size)
    for (i in indices) {
        result.add(All<out T>(this)
                .sumBy { it.size })
    }
    return result
}

Array<out T>.zip(): Array<out Pair<T, R>> *

public fun <T, R> Array<out Pair<T, R>>.zip(): Array<out Pair<T, R>> {
    val listT = ArrayList<T>(size)
    val listR = ArrayList<R>(size)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

Array<*>?.isNullOrEmpty(): Boolean *

public inline fun Array<*>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || empty()
}

Array<*>?.ifEmpty(defaultValue: () -> R): R *

public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Array<*>, C : R =
    if (isEmpty())
        defaultValue() else
    this
}

fun <T> Array<out T>?.contentDeepEqualsImpl(other: Array<out T>?): Boolean {
    if (this === other) return true
    if (this == null || other == null || this.size != other.size) return false

    for (i in indices) {
        val v1 = this[i]
        val v2 = other[i]

        if (v1 === v2) {
            continue
        } else if (v1 == null || v2 == null) {
            return false
        }

        when {
            v1 is Array<*> && v2 is Array<*> -> if (!v1.contentDeepEquals(v2)) return false
            v1 is ByteArray && v2 is ByteArray -> if (!v1.contentEquals(v2)) return false
            v1 is ShortArray && v2 is ShortArray -> if (!v1.contentEquals(v2)) return false
            v1 is IntArray && v2 is IntArray -> if (!v1.contentEquals(v2)) return false
            v1 is LongArray && v2 is LongArray -> if (!v1.contentEquals(v2)) return false
            v1 is FloatArray && v2 is FloatArray -> if (!v1.contentEquals(v2)) return false
            v1 is DoubleArray && v2 is DoubleArray -> if (!v1.contentEquals(v2)) return false
            v1 is CharArray && v2 is CharArray -> if (!v1.contentEquals(v2)) return false
            v1 is BooleanArray && v2 is BooleanArray -> if (!v1.contentEquals(v2)) return false
            v1 is UByteArray && v2 is UByteArray -> if (!v1.contentEquals(v2)) return false
            v1 is UShortArray && v2 is UShortArray -> if (!v1.contentEquals(v2)) return false
            v1 is UIntArray && v2 is UIntArray -> if (!v1.contentEquals(v2)) return false
            v1 is ULongArray && v2 is ULongArray -> if (!v1.contentEquals(v2)) return false
            else -> if (v1 != v2) return false
        }
    }
    return true
}
is missing in the map.\n
```
mapWithDefault(defaultValue: (key: K) -> V): MapWithDefaultImpl<K, V> =
    when (this) {
        is MapWithDefault -> this.mapWithDefault(defaultValue) else ->
            MapWithDefaultImpl(this, defaultValue)
    }

MutableMap<K, V>.withDefault(defaultValue: (key: K) -> V): MutableMap<K, V> =
    when (this) {
        is MutableMapWithDefault -> this.mapWithDefault(defaultValue) else ->
            MutableMapWithDefaultImpl(this, defaultValue)
    }
```

```
private interface MapWithDefault<K, out V> : Map<K, V> {
    public val map: Map<K, V>
    public fun getOrImplicitDefault(key: K): V
}

private interface MutableMapWithDefault<K, V> :
    MutableMap<K, V>, MapWithDefault<K, V> {
    public override val map: MutableMap<K, V>
}

private class MapWithDefaultImpl<K, out V>(public override val map: Map<K, V>,
    private val default: (key: K) -> V) : MapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
    override fun hashCode(): Int = map.hashCode()
    override fun toString(): String = map.toString()
    override val size: Int get() = map.size
    override fun isEmpty(): Boolean = map.isEmpty()
    override fun containsKey(key: K): Boolean = map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean =
        map.containsValue(value)
    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, {
        default(key) })
}
```

```
private class MutableMapWithDefaultImpl<K, V>(public override val map: MutableMap<K,
    V>, private val default: (key: K) -> V) :
    MutableMapWithDefaultImpl<K, V>, private val default: (key: K) -> V) :
    MutableMapWithDefaultImpl<K, V> {
    override fun put(key: K, value: V): V? =
        map.put(key, value)
    override fun putAll(from: Map<out K, V>) =
        map.putAll(from)
    override fun forEach(block: (key: K, value: V) -> Unit) =
        map.forEach(block)
    override fun remove(key: K): V? = map.remove(key)
    override fun putIfAbsent(key: K, value: V): Boolean =
        map.putIfAbsent(key, value)
    override fun containsKey(key: K): Boolean = map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean =
        map.containsValue(value)
    override fun getOrImplicitDefault(key: K): V =
        map.getOrElseNullable(key, {
            default(key) })
    override fun equals(other: Any?): Boolean =
        map.equals(other)
    override fun hashCode(): Int = map.hashCode()
    override fun toString(): String = map.toString()
    override val size: Int get() = map.size
    override fun isEmpty(): Boolean = map.isEmpty()
    override fun containsKey(key: K): Boolean = map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean =
        map.containsValue(value)
    override fun getOrImplicitDefault(key: K): V =
        map.getOrElseNullable(key, {
            default(key) })
}
```

```
public inline fun <T> MutableCollection<T>.remove(element: T): Boolean =
    @Suppress("UNCHECKED_CASTV") (this as Collection<T>).remove(element)
```

```
public inline fun MutableList<T>.removeAll(from: Collection<T>): Boolean =
    this.removeAll(from)
```
MutableCollection\<out T\>.removeAll(elements: Collection\<T\>): Boolean

`@Suppress("UNCHECKED_CAST")` (this as MutableCollection\<T\>).removeAll(elements)\n\nRetains only the elements in this collection that are contained in the specified collection.\n\nAllows to overcome type-safety restriction of `retainAll` that requires to pass a collection of type `Collection`.

When `true` if any element was removed from the collection, `false` if the collection was not modified.

`@kotlin.internal.InlineOnly\!/public inline fun <T> MutableCollection\<out T\>.retainAll(elements: Collection\<T\>): Boolean`
MutableCollection<in T>.retainAll(elements: Sequence<T>): Boolean {
    val set = elements.toHashSet()
    if (set.isNotEmpty())
        return retainAll(set)
    else
        return retainNothing()
}

private fun <T> MutableCollection<in T>.retainNothing(): Boolean {
    val result = isNotEmpty()
    clear()
    return result
}

/**
 * Removes all elements from this [MutableIterable] that match the given [predicate].
 * @return `true` if any element was removed from this collection, or `false` when no elements were removed and collection
 * was not modified.
 */
public fun <T> MutableIterable<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)

/**
 * Retains only elements of this [MutableIterable] that match the given [predicate].
 * @return `true` if any element was removed from this collection, or `false` when all elements were retained and
collection was not modified.
 */
public fun <T> MutableIterable<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)

private fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    if (this !is RandomAccess)
        return (this as MutableIterable<T>).filterInPlace(predicate, predicateResultToRemove)

    var writeIndex: Int = 0
    for (readIndex in 0..lastIndex) {
        val element = this[readIndex]
        if (predicate(element) == predicateResultToRemove)
            continue

        if (writeIndex != readIndex)
            this[writeIndex] = element

        writeIndex++
    }
    if (writeIndex < size) {
        for (removeIndex in lastIndex downTo writeIndex)
            removeAt(removeIndex)

        return true
    } else {
        return false
    }
}

package
private open class ReversedListReadOnly<out T>(private val delegate: List<T>) : AbstractList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T = delegate[reverseElementIndex(index)]
}

private class ReversedList<T>(private val delegate: MutableList<T>) : AbstractMutableList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T = delegate[reverseElementIndex(index)]
    override fun clear() = delegate.clear()
    override fun removeAt(index: Int): T = delegate.removeAt(reverseElementIndex(index))

    override fun set(index: Int, element: T): T = delegate.set(reverseElementIndex(index), element)
    override fun add(index: Int, element: T) {
        delegate.add(reversePositionIndex(index), element)
    }
}

private fun List<*>.reverseElementIndex(index: Int) =
    if (index in 0..lastIndex) lastIndex - index else throw IndexOutOfBoundsException("Element index $index must be in range [0..lastIndex].")

private fun List<*>.reversePositionIndex(index: Int) =
    if (index in 0..size) size - index else throw IndexOutOfBoundsException("Position index $index must be in range [0..size].")

/**
 * Returns a reversed read-only view of the original List.
 * All changes made in the original list will be reflected in the reversed one.
 * @sample samples.collections.ReversedViews.asReversedList
 */
public fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)

/**
 * Returns a reversed mutable view of the original mutable List.
 * All changes made in the original list will be reflected in the reversed one and vice versa.
 * @sample samples.collections.ReversedViews.asReversedMutableList
 */
@kotlin.jvm.JvmName("asReversedMutable")
public fun <T> MutableList<T>.asReversed(): MutableList<T> = ReversedList(this)

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")
@file:OptIn(ExperimentalTypeInference::class)

package kotlin.sequences

import kotlin.coroutines.*
import kotlin.coroutines.intrinsics.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Builds a lazyly yielding values one by one.
 * @see kotlin.sequences.generateSequence
 * @sample samples.collections.Sequences.buildSequenceYieldAll
 * @sample samples.collections.Sequences.buildFibonacciSequence
 */
@SinceKotlin("1.3")
public fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
    iterator(block)
}

@SinceKotlin("1.3")
@Deprecated("Use 'sequence { }' function instead.",
    ReplaceWith("sequence(builderAction)"), level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline fun <T> buildSequence(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Sequence<T> =
    Sequence {
        iterator(builderAction)
    }

/**
 * Builds an [Iterator] lazily yielding values one by one.
 * @sample samples.collections.Sequences.buildFibonacciSequence
 **/
@SinceKotlin("1.3")
public fun <T> iterator(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Iterator<T> {
    val iterator = SequenceBuilderIterator<T>()
    iterator.nextStep = block.createCoroutineUnintercepted(receiver = iterator, completion = iterator)
    return iterator
}

@SinceKotlin("1.3")
@Deprecated("Use 'iterator { }' function instead.",
    ReplaceWith("iterator(builderAction)"), level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline fun <T> buildIterator(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Iterator<T> =
    iterator(builderAction)

/**
 * The scope for yielding values of a [Sequence] or an [Iterator],
 * provides [yield] and [yieldAll] suspension functions.
 * @see KotlinSequence
 * @sample samples.collections.Sequences.buildSequenceYieldAll
 **/
@SinceKotlin("1.3")
@RestrictsSuspension
public abstract class SequenceScope<in T> internal constructor() {
    /**
     * Yields a value to the [Iterator] being built and suspends
     * until the next value is requested.
     */
    override suspend fun yield(value: T): Unit =

    /**
     * Yields all values from the `iterator` to the [Iterator]
     * being built and suspends until all these
     */
}
values are iterated and the next one is requested.

* The sequence of values returned by the given iterator can be potentially infinite.
* The sequence of values returned by the given iterator can be potentially infinite.
* Yields a collection of values to the [Iterator] being built
* and suspends until all these values are iterated and the next one is requested.

* Yields potentially infinite sequence of values to the [Iterator] being built
* and suspends until all these values are iterated and the next one is requested.

* The sequence can be potentially infinite.

* @sample samples.collections.Sequences.Building.buildSequenceYieldAll

```kotlin
public abstract suspend fun yieldAll(iterator: Iterator<T>)

/**
 * Yields a collection of values to the [Iterator] being built
 * and suspends until all these values are iterated and the next one is requested.
 * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
 * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
 * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
 * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
*/
    public abstract suspend fun yieldAll(iterator: Iterator<T>)

    /**
     * Yields a collection of values to the [Iterator] being built
     * and suspends until all these values are iterated and the next one is requested.
     * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
     */
    public suspend fun yieldAll(elements: Iterable<T>) {
        if (elements is Collection && elements.isEmpty()) return
        return yieldAll(elements.iterator())
    }

    /**
     * Yields potentially infinite sequence of values to the [Iterator] being built
     * and suspends until all these values are iterated and the next one is requested.
     * The sequence can be potentially infinite.
     * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
     */
    public suspend fun yieldAll(sequence: Sequence<T>) = yieldAll(sequence.iterator())

    @Deprecated("Use SequenceScope class instead.", ReplaceWith("SequenceScope<T>"), level = DeprecationLevel.ERROR)
public typealias SequenceBuilder<T> = SequenceScope<T>

private typealias State = Int

private const val State_NotReady: State = 0
private const val State_ManyNotReady: State = 1
private const val State_ManyReady: State = 2
private const val State_Ready: State = 3
private const val State_Done: State = 4
private const val State_Failed: State = 5

private class SequenceBuilderIterator<T> : SequenceScope<T>(), Iterator<T>, Continuation<Unit> {
    private var state = State_NotReady
    private var nextValue: T? = null
    private var nextIterator: Iterator<T>? = null
    var nextStep: Continuation<Unit>? = null

    override fun hasNext(): Boolean {
        while (true) {
            when (state) {
                State_NotReady -> {}
                State_ManyNotReady ->
                    if (nextIterator!!.hasNext()) {
                        state = State_ManyReady
                        return true
                    } else {
                        nextIterator = null
                        state = State_Done
                    }
                State_Done -> return false
                State_Ready, State_ManyReady -> return true
                else -> throw exceptionalState()
            }

            state = State_Failed
            val step = nextStep!!
            nextStep = null
            step.resume(Unit)
        }
    }

    override fun next(): T {
        when (state) {
            State_NotReady, State_ManyNotReady -> return nextNotReady()
            State_ManyReady -> {
                state = State_ManyNotReady
                return nextIterator!!.next()
            }
            State_Ready -> {
                state = State_NotReady
                @Suppress("UNCHECKED_CAST")
                val result = nextValue as T
                nextValue = null
                return result
            }
            else -> throw exceptionalState()
        }
    }

    private fun nextNotReady(): T {
        if (!hasNext()) throw NoSuchElementException() else return next()
    }

    private fun exceptionalState(): Throwable = when (state) {
        State_Done -> NoSuchElementException()
        State_Failed
        -> IllegalStateException("Iterator has failed.")
        else -> IllegalStateException("Unexpected state of the iterator: $state")
    }

    override suspend fun yield(value: T) {
        nextValue = value
        state = State_Ready
        return suspendCoroutineUninterceptedOrReturn { c ->
            nextStep = c
            EXCEPTIONAL
        }
    }

    override suspend fun yieldAll(iterator: Iterator<T>) {
        if (!iterator.hasNext()) return
        nextIterator = iterator
        state = State_ManyReady
        return suspendCoroutineUninterceptedOrReturn { c ->
            nextStep = c
            EXCEPTIONAL
        }
    }

    // Completion continuation implementation
    override fun resumeWith(result: Result<Unit>) {
        result.getOrThrow() // just rethrow exception if it is there
        state = State_Done
        override val context: CoroutineContext
            get() = EmptyCoroutineContext
    }
    ```
inline fun Int.forward(n: Int): Int = (this + n) % capacity

fun UByteArray.

inline fun Int.forward(n: Int): Int = (this + n) % capacity

fun UByteArray.

private fun partition(array: UByteArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i < j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

private fun quickSort(array: UByteArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// Interfaces

/**
 * Sorts the given array using qsort algorithm.
 */
@ExperimentalUnsignedTypes
internal fun sortArray(array: UByteArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UShortArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UIntArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: ULongArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)
annotation, e.g. `@OptIn(ExperimentalContracts::class)` * or by using the compiler argument `-Xopt-in=kotlin.contracts.ExperimentalContracts` * Provides a scope, where the functions of the contract DSL, such as [returns], [callsInPlace], etc., can be used to describe the contract of a function. * This type is used as a receiver type of the lambda function passed to the [contract] function.

 */
@Suppress("DEPRECATION")
@Retention(AnnotationRetention.BINARY)
@Experimental
@RequiresOptIn
@MustBeDocumented
public annotation class ExperimentalContracts

/**
 * Provides a scope, where the functions of the contract DSL, such as [returns], [callsInPlace], etc., can be used to describe the contract of a function. * This type is used as a receiver type of the lambda function passed to the [contract] function.

 */
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public interface ContractBuilder {
    /**
     * Describes a situation when a function returns normally, without any exceptions thrown.
     */
    @ContractsDsl public fun returns(): Returns

    /**
     * Describes a situation when a function returns normally with the specified return value.
     */
    // @sample samples.contracts.returnsContract
    @ContractsDsl public fun returns(value: Any?): Returns

    /**
     * Describes a situation when a function returns normally with any value that is not `null`.
     */
    // @sample samples.contracts.returnsNotNullContract
    @ContractsDsl public fun returnsNotNull(): ReturnsNotNull

    /**
     * Specifies that the function parameter [lambda] is invoked in place.
     */
    // @sample samples.contracts.callsInPlaceAtMostOnceContract
    // @sample samples.contracts.callsInPlaceAtLeastOnceContract
    // @sample samples.contracts.callsInPlaceExactlyOnceContract
    // @sample samples.contracts.callsInPlaceUnknownContract
    @ContractsDsl public fun <R> callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace
}

/**
 * Specifies how many times a function invokes its function parameter in place.
 */
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public enum class InvocationKind {
    /**
     * A function parameter will be invoked one time or not invoked at all.
     */
    // @sample samples.contracts.callsInPlaceAtMostOnceContract
    @ContractsDsl AT_MOST_ONCE,

    /**
     * A function parameter will be invoked one or more times.
     */
    // @sample samples.contracts.callsInPlaceAtLeastOnceContract
    @ContractsDsl AT_LEAST_ONCE,

    /**
     * A function parameter will be invoked exactly one time.
     */
    // @sample samples.contracts.callsInPlaceExactlyOnceContract
    @ContractsDsl EXACTLY_ONCE,

    /**
     * A function parameter is called in place, but it’s unknown how many times it can be called.
     */
    // @sample samples.contracts.callsInPlaceUnknownContract
    @ContractsDsl UNKNOWN
}

/**
 * Specifies how many times a function invokes its function parameter in place.
 */
/* @sample samples.contracts.returnsContract
* @sample samples.contracts.returnsTrueContract
* @sample samples.contracts.returnsFalseContract
* @sample samples.contracts.returnsNullContract
* @sample samples.contracts.callsInPlaceAtMostOnceContract
* @sample samples.contracts.callsInPlaceAtLeastOnceContract
* @sample samples.contracts.callsInPlaceExactlyOnceContract
* @sample samples.contracts.callsInPlaceUnknownContract
*/

Open Source Used In DNAC Platform Arica 9978
Open Source Used In DNAC Platform Arica 9979
lambda creation
    context.fold(this) { acc, element ->
        val removed = acc.minusKey(element.key)
        if (removed == EmptyCoroutineContext) element else
        if (interceptor == null) CombinedContext(removed, element) else
            val left = removed.minusKey(ContinuationInterceptor)
        CombinedContext(CombinedContext(left), interceptor)
    } -

Returns a context containing elements from this context, but without an element with
* the specified [key].

public fun minusKey(key: Key<*>) =
    if (this.key == key) EmptyCoroutineContext else this

public interface Key<E : Element> -

An element of the [CoroutineContext]. An element of the coroutine context is a singleton context by itself.

public interface Element : CoroutineContext {
    public val key: Key<*>

    public override operator fun <E : Element> get(key: Key<E>): E? =
        if (this.key == key) this as E else
        public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
            operation(initial, this)

    public override
        fun minusKey(key: Key<*>): CoroutineContext =
            if (this.key == key) EmptyCoroutineContext else this

    // make sure interceptor is always last in the context (and thus is fast to get when present)
    val interceptor = removed[ContinuationInterceptor]
    if (interceptor == null) CombinedContext(removed, element) else
        val left = removed.minusKey(ContinuationInterceptor)
    CombinedContext(CombinedContext(left), interceptor)
}

package kotlin.coroutines

import kotlin.coroutines.CoroutineContext.Element
import kotlin.coroutines.CoroutineContext.Key

/**
 * Base class for [CoroutineContext.Element] implementations.
 */
@SinceKotlin("1.3")
public abstract class AbstractCoroutineContextElement(public override val key: Key<*>) : Element

/**
 * Base class for [CoroutineContext.Key] associated with polymorphic
 * [CoroutineContext.Element] implementation.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public abstract class AbstractCoroutineContextKey<B : Element, E : B>(
    baseKey: Key<B>,
    private val safeCast: (element: Element) -> E?
) : Key<E> {
    private val topmostKey: Key<*> = if (baseKey is
        AbstractCoroutineContextKey<*, *>)
        baseKey.topmostKey else baseKey

    internal fun tryCast(element: Element): E? = safeCast(element)
    internal fun isSubKey(key: Key<*>): Boolean = key == this ||
        topmostKey === key

    /**
     * Returns the current element if it is associated with the given [key] in a polymorphic manner
     * or 'null' otherwise.
     */
    @SinceKotlin("1.3")
    fun @ExperimentalStdlibApi public
        get(key: Key<E>): E? =
        if (baseKey == key) getPolymorphicKey() else
        if (this.key == key) this as E else
        public override fun <E : Element>
Element.getPolymorphicElement(key: Key<E>): E? {
    if (key is AbstractCoroutineContextKey<*/*>) {
        return if (key.isSubKey(this.key) && key.tryCast(this) != null)
            EmptyCoroutineContext else this
    } else return if (this.key === key) EmptyCoroutineContext else this
    return if (this.key === key) EmptyCoroutineContext else this
}

/**
 * Returns empty coroutine context if the element is associated with the given [key] in a polymorphic manner or 'null' otherwise.
 * This method returns empty context if either [Element.key] is equal to the given [key] or if the [key] is associated with [Element.key] via [AbstractCoroutineContextKey].
 * See [AbstractCoroutineContextKey] for the example of usage.
 * @since Kotlin 1.3
 * @internal
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Element.minusPolymorphicKey(key: Key<*>): CoroutineContext {
    if (key is AbstractCoroutineContextKey<*/*>) {
        return if (key.isSubKey(this.key) && key.tryCast(this) != null)
            EmptyCoroutineContext else this
    } else return if (this.key === key) EmptyCoroutineContext else this
}

/**
 * An empty coroutine context.
 */
@SinceKotlin("1.3")
public object EmptyCoroutineContext : CoroutineContext, Serializable {
    private const val serialVersionUID: Long = 0
    private fun readResolve(): Any = EmptyCoroutineContext

    public override fun <E : Element> get(key: Key<E>): E? = null
    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = initial
    public override fun plus(context: CoroutineContext): CoroutineContext = context
    public override fun minusKey(key: Key<*>): CoroutineContext {
        return when {
            context === this -> EmptyCoroutineContext
            context === EmptyCoroutineContext -> this
            else ->
                context.minusKey(key)
        }
    }

    public override fun hashCode(): Int = 0
    public override fun toString(): String = "EmptyCoroutineContext"
}

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.coroutines.intrinsics

import kotlin.contracts.*
import kotlin.coroutines.*
import kotlin.internal.InlineOnly
and will not return any result immediately. In this case, the [Continuation] provided to the [block] shall be
resumed by invoking [Continuation.resumeWith] at some moment in the *future* when the result becomes
available to resume the computation. *Otherwise, the return value of the [block] must have a type assignable
to [T] and represents the result of this suspend function. *It means that the execution was not suspended and the
[Continuation] provided to the [block] shall not be invoked. *As the result type of the [block] is declared as
`Any?` and cannot be correctly type-checked, its proper return type remains on the conscience of the suspend
function's author. *Invocation of [Continuation.resumeWith] resumes coroutine directly in the invoker's
thread without going through the [ContinuationInterceptor] that might be present in the coroutine's
[CoroutineContext]. *It is the invoker's responsibility to ensure that a proper invocation context is established.
[Continuation.intercepted] can be used to acquire the intercepted continuation.

Note that it is not
recommended to call either [Continuation.resume] nor [Continuation.resumeWithException] functions
synchronously in the same stackframe where suspension function is run. Use [suspendCoroutine] as a safer way
to obtain current continuation instance.

suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE) } throw NotImplementedError("Implementation of
suspendCoroutineUninterceptedOrReturn is intrinsic")
}

/**
 * This value is used as a return value of [suspendCoroutineUninterceptedOrReturn] `block` argument to state that
 * the execution was suspended and will not return any result immediately. *Note: this value should not be used in general code.**
 * Using it outside of the context of [suspendCoroutineUninterceptedOrReturn] function return value
 * (including, but not limited to, storing this value in other functions, etc) can lead to unspecified
 * behavior of the code.
 * It is implemented as property with getter to avoid ProGuard `<clinit>` problem with
 * multofile IntrinsicsKt class
 */
@SinceKotlin("1.3")
@kotlin.experimental.InlineOnly
public val COROUTINE_SUSPENDED: Any get() =
    CoroutineSingletons.COROUTINE_SUSPENDED
actual value of [versionKind] is something different (e.g. a new version kind, added in future versions of Kotlin)

Kotlin 1.2 is going to ignore this [RequireKotlin] altogether, where as Kotlin before 1.2 is going to treat this as a
requirement on the language version. This annotation is erased at compile time: its arguments are stored in
a more compact form in the Kotlin metadata.

@Target(AnnotationTarget.CLASS, AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.CONSTRUCTOR,
AnnotationTarget.TYPEALIAS)
@Retention(AnnotationRetention.SOURCE)
@Repeatable
@SinceKotlin("1.2")
internal annotation class RequireKotlin(
    val version: String,
    val message: String = "",
    val level: DeprecationLevel = DeprecationLevel.ERROR,
    val versionKind: RequireKotlinVersionKind = RequireKotlinVersionKind.LANGUAGE_VERSION,
    val errorCode: Int = -1
) * The kind of the version that is required by [RequireKotlin].

API_VERSION

* Specifies that this declaration is a part of special DSL, used for constructing
function's contract.

*Kotlin 1.2*

Calls which are called after the change of the property is made. The value of the property

* has already been changed when this callback is invoked.

* @param onChange the callback which is called before a change to the property value is attempted.

* The value of the property hasn't been changed yet, when this callback is invoked.

* If the callback returns "true" the value of the property is being set to the new value, and if the callback returns "false" the new value is discarded and the property remains its old value.

@sample samples.properties.Delegates.observableDelegate

@sample samples.properties.Delegates.vetoableDelegate

Base interface that can be used for

implementing property delegates of read-only properties.

This is provided only for convenience; you don't have to extend this interface
* as long as your property delegate has methods with the same signatures.
@param T the type of object which owns the delegated property.

@public fun interface ReadOnlyProperty<in T, out V> {
    /**
     * Returns the value of the property for the given object.
     * @param thisRef the object for which the value is requested.
     * @param property the metadata for the property.
     * @return the property value.
     */
    public operator fun getValue(thisRef: T, property: KProperty<*>): V
}

/**
 * Base interface that can be used for implementing property delegates of read-write properties.
 *
 * This is provided only for convenience; you don't have to extend this interface as long as your property delegate has methods with the same signatures.
 * @param T the type of object which owns the delegated property.
 * @param V the type of the property value.
 */
public interface ReadWriteProperty<in T, V> : ReadOnlyProperty<T, V> {
    /**
     * Returns the value of the property for the given object.
     * @param thisRef the object for which the value is requested.
     * @param property the metadata for the property.
     * @return the property value.
     */
    public override operator fun getValue(thisRef: T, property: KProperty<*>): V
    /**
     * Sets the value of the property for the given object.
     * @param thisRef the object for which the value is requested.
     * @param property the metadata for the property.
     * @return the property value.
     */
    public override fun setValue(thisRef: T, property: KProperty<*>, value: V)
}

/**
 * Base interface that can be used for implementing property delegate providers.
 *
 * This is provided only for convenience; you don't have to extend this interface as long as your delegate provider has a method with the same signature.
 * @param T the type of object which owns the delegated property.
 * @param D the type of property delegates this provider provides.
 */
@SinceKotlin("1.4")
public fun interface PropertyDelegateProvider<in T, out D> {
    /**
     * Returns the delegate of the property for the given object.
     *
     * This function can be used to extend the logic of creating the object (e.g. perform validation checks)
     * to which the property implementation is delegated.
     * @param thisRef the object for which property delegate is requested.
     * @param property the metadata for the property.
     * @return the property delegate.
     */
    public operator fun provideDelegate(thisRef: T, property: KProperty<*>): D
}

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Implements the core logic of a property delegate for a read/write property that calls callback functions when changed.
 * @param initialValue the initial value of the property.
 */
public abstract class ObservableProperty<V>(initialValue: V) : ReadWriteProperty<Any?, V> {
    private var value = initialValue

    /**
     * The callback which is called before a change to the property value is attempted.
     * The value of the property hasn't been changed yet, when this callback is invoked.
     * If the callback returns `true` the value of the property is being set to the new value,
     * and if the callback returns `false` the new value is discarded and the property remains its old value.
     */
    protected open fun beforeChange(property: KProperty<*>, oldValue: V, newValue: V): Boolean = true

    /**
     * The callback which is called after the change of the property is made.
     */
    protected open fun afterChange(property: KProperty<*>, oldValue: V, newValue: V): Unit {}

    public override fun getValue(thisRef: Any?, property: KProperty<*>): V {
        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: V) {
        val oldValue = this.value
        if (!beforeChange(property, oldValue, value)) {
            return
        }
        this.value = value
        afterChange(property, oldValue, value)
    }
}
An extension operator that allows delegating a mutable property of type [V] to a property reference to a mutable property of the same type [V].

The reference is without a receiver, i.e. it either references a top-level property or has the receiver bound to it. The reference to a property is a property to a reference to a property of the same type [V].

Example:

```kotlin
// A class Login with a property incorrectAttemptCounter
class Login(val username: String, var incorrectAttemptCounter: Int = 0)
val defaultLogin = Login("Admin")
var defaultLoginAttempts by defaultLogin.incorrectAttemptCounter
set(value) {
    defaultLogin.incorrectAttemptCounter = value
}
```

An extension operator that allows delegating a read-only member or extension property of type [V] to a property reference to a read-only member or extension property of the same type [V].

Example:

```kotlin
// A class Login with a property incorrectAttemptCounter
class Login(val username: String)
val Login.user by Login::username
```

An extension operator that allows delegating a mutable member or extension property of type [V] to a property reference to a mutable member or extension property of the same type [V].

Example:

```kotlin
// A class Login with a property incorrectAttemptCounter
class Login(val username: String, var incorrectAttemptCounter: Int)
var Login.attempts by Login::incorrectAttemptCounter
```

An abstract class that is implemented by random number generator algorithms.

The companion object Random.Default is the default instance of Random.

To get a seeded instance of random generator use Random function.

```kotlin
class Random {
    fun nextBits(bitCount: Int): Int
    fun nextInt(): Int
    fun nextInt(until: Int): Int
    fun nextInt(from: Int, until: Int): Int
}
```

The behavior is unspecified if the `until` boundary is not within the range of the generator's range.

```kotlin
class Random {
    fun nextBits(bitCount: Int): Int
    fun nextInt(): Int
    fun nextInt(until: Int): Int
    fun nextInt(from: Int, until: Int): Int
}
```

Throws IllegalArgumentException if `from` is greater than or equal to `until`.

```kotlin
class Random {
    fun nextBits(bitCount: Int): Int
    fun nextInt(): Int
    fun nextInt(until: Int): Int
    fun nextInt(from: Int, until: Int): Int
}
```

## Random.Default

```kotlin
object Random.Default :Random {
    override fun nextBits(bitCount: Int): Int
    override fun nextInt(): Int
    override fun nextInt(until: Int): Int
    override fun nextInt(from: Int, until: Int): Int
}
```

Throws IllegalArgumentException if `from` is greater than or equal to `until`.

```kotlin
class Random {
    fun nextBits(bitCount: Int): Int
    fun nextInt(): Int
    fun nextInt(until: Int): Int
    fun nextInt(from: Int, until: Int): Int
}
```

Throws IllegalArgumentException if `from` is greater than or equal to `until`.

```kotlin
class Random {
    fun nextBits(bitCount: Int): Int
    fun nextInt(): Int
    fun nextInt(until: Int): Int
    fun nextInt(from: Int, until: Int): Int
}
```
Fills the specified byte [array] with random bytes and returns it.

* @return [array] filled with random bytes.

/**
 * Creates a byte array of the specified [size], filled with random bytes.
 */
public fun nextBytes(size: Int): ByteArray = nextBytes(ByteArray(size))

/**
 * The default random number generator.
 */
private val defaultRandom: Random = defaultPlatformRandom()

/**
 * Returns a repeatable random number generator seeded with the given [seed] `Int` value.
 * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.
 * On JVM the returned generator is NOT thread-safe. Do not invoke it from multiple threads without proper synchronization.
 * Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return a sequence of values different from the current one for a given seed.
 * On JVM the returned generator is NOT thread-safe. Do not invoke it from multiple threads without proper synchronization.
 * Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return a sequence of values different from the current one for a given seed.
 * On JVM the returned generator is NOT thread-safe. Do not invoke it from multiple threads without proper synchronization.
 * On JVM the returned generator is NOT thread-safe. Do not invoke it from multiple threads without proper synchronization.
 * @throws IllegalArgumentException if [range] is empty.
 * Gets the next random `Int` value uniformly distributed in the specified [range]:
 * `range.start` inclusive to `range.endInclusive` inclusive.
 * @throws IllegalArgumentException if [range] is empty.
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 * @throws IllegalArgumentException if [range] is empty.
bitCount).shr(31)

internal fun checkRangeBounds(from: Int, until: Int) = require(until > from) {
    boundsErrorMessage(from, until)
}

internal fun checkRangeBounds(from: Long, until: Long) = require(until > from) {
    boundsErrorMessage(from, until)
}

internal fun checkRangeBounds(from: Double, until: Double) = require(until > from) {
    boundsErrorMessage(from, until)
}

internal fun boundsErrorMessage(from: Any, until: Any) = "Random range is empty: [$from, $until)."

/*
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 * found in the license/LICENSE.txt file.*/

package kotlin.random

/**
 * Gets the next random [UInt] from the random number generator.
 * * Generates a [UInt] random value uniformly distributed between
 * [UInt.MIN_VALUE] and [UInt.MAX_VALUE] (inclusive).
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(): UInt = nextInt().toUInt()

/**
 * Gets the next random [UInt] from the random number generator less than the specified
 * [until] bound.
 * * Generates a [UInt] random value uniformly distributed between '0' (inclusive) and the
 * specified [until] bound.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(until: UInt): UInt = nextUInt(0u, until)

/**
 * Gets the next random [UInt] from the random number generator in the specified
 * range.
 * * Generates a [UInt] random value uniformly distributed in the specified
 * range: from `range.start` inclusive to `range.endInclusive` inclusive.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(range: UIntRange): UInt = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < UInt.MAX_VALUE -> nextUInt(range.first, range.last + 1u)
    range.first > UInt.MIN_VALUE -> nextUInt(range.first - 1u, range.last) + 1u
    else -> nextUInt()
}

/**
 * Gets the next random [ULong] from the random number generator.
 * * Generates a [ULong] random value uniformly distributed between
 * [ULong.MIN_VALUE] and [ULong.MAX_VALUE] (inclusive).
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(): ULong = nextLong().toULong()

/**
 * Gets the next random [ULong] from the random number generator less than the specified
 * [until] bound.
 * * Generates a [ULong] random value uniformly distributed between '0' (inclusive) and the
 * specified [until] bound.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(until: ULong): ULong = nextULong(0uL, until)

/**
 * Gets the next random [ULong] from the random number generator in the specified range.
 * * Generates a [ULong] random value uniformly distributed between the specified
 * [from] (inclusive) and [until] (exclusive) bounds.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(from: ULong, until: ULong): ULong = when {
    from > until -> throw IllegalArgumentException("Cannot get random in empty range: $from...$until")
    else -> nextULong()
ULong.MIN_VALUE -> nextULong(range.first - 1u, range.last) + 1u
else -> nextULong(range.first - 1u, range.last) + 1u

/**
 * Fills the specified unsigned byte [array] with random bytes and returns it.
 * @return [array] filled with random bytes.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(range: ClosedRange<ULong>): UByteArray {
    @ExperimentalUnsignedTypes
    @IntRange(minValue = ULong.MIN_VALUE, maxValue = ULong.MAX_VALUE)
    override fun nextULong(): ULong = nextBytes(range.first - 1u, range.last + 1u)
    else -> nextULong()
}

/**
 * Fills
 * the specified unsigned byte [array] with random bytes and returns it.
 * @return [array] filled with random bytes.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextBytes(array: UByteArray): UByteArray
    return array
    @ExperimentalUnsignedTypes
    @IntArray(minValue = ULong.MIN_VALUE, maxValue = ULong.MAX_VALUE)
    override fun nextBytes(range: ClosedRange<ULong>): UByteArray
    @IntRange(minValue = ULong.MIN_VALUE, maxValue = ULong.MAX_VALUE)
    return nextULong(range.first - 1u, range.last + 1u)
    else -> nextULong()

/**
 * Creates an unsigned byte array of the specified [size], filled with random bytes.
 * @param size [size] to fill.
 * @return [array] with the specified [size].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextBytes(size: Int): UByteArray
    return nextBytes(size).asUByteArray()

/**
 * Fills a subrange of the specified `UByte` [array] starting from [fromIndex]
 * inclusive and ending to [toIndex] exclusive with random UBytes.
 * @param array [array] to fill.
 * @param fromIndex [fromIndex] to start filling.
 * @param toIndex [toIndex] to end filling.
 * @return [array] with the specified [fromIndex] to [toIndex] filled with random bytes.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray
    return array

@ExperimentalUnsignedTypes
internal fun checkUIntRangeBounds(from: UInt, until: UInt) = require(until > from) { boundsErrorMessage(from, until) }
@ExperimentalUnsignedTypes
internal fun checkULongRangeBounds(from: ULong, until: ULong) = require(until > from) { boundsErrorMessage(from, until) }

package kotlin.random

/**
 * Random number generator, using Marsaglia's "xorwow" algorithm
 * Cycles after 2^192 - 2^32 repetitions.
 * For more details, see Marsaglia, George (July 2003). "Xorshift RNGs". Journal of Statistical Software. 8 (14). doi:10.18637/jss.v008.i14
 * Available at https://www.jstatsoft.org/v08/i14/paper
 */
internal class XorWowRandom
internal constructor(
    private var x: Int,
    private var y: Int,
    private var z: Int,
    private var w: Int,
    private var v: Int,
    private var addend: Int
) : Random() {

    internal constructor(seed1: Int, seed2: Int) :
            this(seed1, seed2, 0, 0,
    seed1.inv(), (seed1 shl 10) xor (seed2 ushr 4))

    init {
        require((x or y or z or w or v) != 0) { "Initial state must have at least one non-zero element." }
        // some trivial seeds can produce several values with zeroes in upper bits, so we discard first 64
        repeat(64) { nextInt() }
    }

    override fun nextInt(): Int {
        // Equivalent to the xorxow algorithm
        var t = x
        t = t xor (t ushr 2)
        x = y
        y = z
        z = w
        val v0 = v
        w = v0
        t = (t xor (t shl 1)) xor v0 xor (v0 shl 4)
        v = t
        addend += 362437
        return t + addend
    }

    override
    fun nextBits(bitCount: Int): Int =
        nextInt().takeUpperBits(bitCount)
}

package kotlin.ranges

/**
 * Represents a range of [Comparable] values.
 */
private open class ComparableRange<T : Comparable<T>>(
    override val start: T,
    override val endInclusive: T
) : ClosedRange<T> {

    override
    fun equals(other: Any?): Boolean {
        return other is ComparableRange<*> && (isEmpty() && other.isEmpty() ||
                start == other.start && endInclusive == other.endInclusive)
    }

    override
    fun hashCode(): Int =
        if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()

    override
    fun toString(): String = "$start..$endInclusive"
}

/**
 * Creates a range from this [Comparable] value to the specified [that] value.
 * This value needs to be smaller than [that] value, otherwise the returned range will be empty.
 * @sample samples.ranges.Ranges.rangeFromComparable
 */
public operator fun <T : Comparable<T>> T.rangeTo(that: T): ClosedRange<T> = ComparableRange(this, that)

/**
 * Represents a range of floating point numbers.
 * Extends [ClosedRange] interface providing custom operation
 * [contains] for comparing values of range domain type.
 */
@SinceKotlin("1.1")
public interface ClosedFloatingPointRange<T : Comparable<T>> : ClosedRange<T> {
    override
    fun contains(value: T): Boolean = lessThanOrEquals(start, value) && lessThanOrEquals(value, endInclusive)
    override
    fun isEmpty(): Boolean = false

    /**
     * Compares two values of range domain type and returns true
     */
    fun lessThanOrEquals(value: T): Boolean = value <= start && value >= endInclusive
}

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if first is less than or equal to second.

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 */

@file:kotlin.jvm.JvmName("KClasses")
@file:Suppress("UNCHECKED_CAST")

package kotlin.reflect

import kotlin.internal.LowPriorityInOverloadResolution

/**
 * Casts the given `value` to the class represented by this `KClass` object.
 * Returns `null` if the value is `null` or if it is not an instance of this class.
 * This is an experimental function that behaves as a similar function from kotlin.reflect.full.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@LowPriorityInOverloadResolution
fun <T : Any> KClass<T>.cast(value: Any?): T {
    if (!isInstance(value)) throw ClassCastException("Value cannot be cast to $qualifiedOrSimpleName")
    return value as T
}

// TODO: replace with qualifiedName when it is fully supported in K/JS
internal expect val KClass<*>.qualifiedOrSimpleName: String?

/**
 * Casts the given `value` to the class represented by this `KClass` object.
 * Returns `null` if the value is `null` or if it is not an instance of this class.
 * This is an experimental function that behaves as a similar function from kotlin.reflect.full.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@LowPriorityInOverloadResolution
fun <T : Any> KClass<T>.safeCast(value: Any?): T? {
    return if (isInstance(value)) value as T else
null
}"

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* Represents a type projection. Type projection is usually the argument to another type in a type usage.

* Represents the KTypeProjection

* Represents the use-site variance specified in the projection, or ‘null’ if this is a star projection.

* Represents the type specified in the projection, or ‘null’ if this is a star projection.

* Represents the initial type requires(variance == null) == (type == null)

* Represents the projection variance $variance requires type to be specified.

* Represents the public val type: KType

* Represents the @PublishedApi

* Represents the internal val star: KTypeProjection =

* Represents the invariant type.

* Represents the contravariant type.

* Represents the covariant type.

* Represents the runtime representation of the given reified type [T] as an instance of [KType].

* Represents the UnsupportedOperationException("This function is implemented as an intrinsic on all supported platforms.")

* Represents the API public inline fun <T> typeOf(): KType

* Represents the @package kotlin.reflect

* Represents the @JvmStatic

* Represents the @PublishedApi

* Represents the internal val star: KTypeProjection =

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* Represents the runtime representation of the given reified type [T] as an instance of [KType].

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* Represents the @package kotlin.reflect

* Represents the @JvmStatic

* Represents the @PublishedApi

* Represents the internal val star: KTypeProjection =

* Represents the invariant type.

* Represents the contravariant type.

* Represents the covariant type.

* Represents the runtime representation of the given reified type [T] as an instance of [KType].
package kotlin.text

/**
 * An object to which char sequences and values can be appended.
 */
expect interface Appendable {
    /**
     * Appends the specified character [value] to this Appendable and returns this instance.
    */
    fun append(value: Char): Appendable

    /**
     * Appends the specified character sequence [value] to this Appendable and returns this instance.
    */
    fun append(value: CharSequence?): Appendable

    /**
     * Appends a subsequence of the specified character sequence [value] to this Appendable and returns this instance.
    */
    fun append(value: CharSequence?, startIndex: Int, endIndex: Int): Appendable
}

public fun <T : Appendable> T.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): T {
    return append(value, startIndex, endIndex) as T
}

/**
 * Appends all arguments to the given Appendable.
 */
public fun <T : Appendable> T.append(vararg value: CharSequence?): T {
    for (item in value)
        append(item)
    return this
}

/** Appends a line feed character (`\n`) to this Appendable. */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun Appendable.appendLine(): Appendable = append('\n')

/** Appends value to the given Appendable and a line feed character (`\n`) after it. */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun Appendable.appendLine(value: CharSequence?): Appendable = append(value).appendLine()

/** Appends value to the given Appendable and a line feed character (`\n`) after it. */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun Appendable.appendLine(value: Char):


internal fun <T> Appendable.appendElement(element: T,
    transform: ((T) -> CharSequence)?) {
    when {
        transform != null -> append(transform(element))
        element is CharSequence? -> append(element)
        element is Char -> append(element)
        else ->
            append(element.toString())
    }
}

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 */
Char.isSurrogate(): Boolean = this in Char.MIN_SURROGATE..Char.MAX_SURROGATE

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKit")

package kotlin.text

/**
 * Trims leading whitespace characters followed by [marginPrefix] from every line of a source string
 * and removes the first and the last lines if they are blank (notice difference blank vs empty).
 * Doesn't affect a line if it doesn't contain [marginPrefix] except the first and the last blank lines.
 * Doesn't preserve the original line endings.
 * @param marginPrefix non-blank string, which is used as a margin delimiter.
 * Default is `\` (pipe character).
 * @sample samples.text.Strings.trimMargin
 * @see trimIndent
 */
public fun String.trimMargin(marginPrefix: String = `\`): String =
    replaceIndentByMargin("", marginPrefix)

/**
 * Detects indent by [marginPrefix] as it does [trimMargin] and replace it with [newIndent].
 * @param marginPrefix non-blank string, which is used as a margin delimiter.
 * Default is `\` (pipe character).
 * @sample samples.text.Strings.trimIndent
 * @see trimMargin
 */
public fun String.trimIndent(): String = replaceIndent("")

/**
 * Detects a common minimal indent of all the input lines, removes it from every line and also removes the first and the last non-blank lines if they are blank (notice difference blank vs empty).
 * @param marginPrefix non-blank string, which is used as a margin delimiter.
 * @sample samples.text.Strings.trimIndent
 */
public fun String.replaceIndent(newIndent: String = ""): String {
    val lines = lines()

    return lines.reindent(length + newIndent.length * lines.size,
        getIndentFunction(newIndent), { line ->
            val firstNonWhitespaceIndex = line.indexOfFirst { !it.isWhitespace() }

            when {
                firstNonWhitespaceIndex == -1 -> null
                line.startsWith(marginPrefix, firstNonWhitespaceIndex) -> line.substring(firstNonWhitespaceIndex)
                else -> null
            }
        })
}

/**
 * Prepends [indent] to every line of the original string.
 * @sample samples.text.Strings.prependIndent
 */
public fun String.prependIndent(indent: String = "    "): String =
    lineSequence()
        .map {
            when {
                it.isBlank() -> {
                    when {
                        it.length < indent.length -> indent
                        else -> it
                    }
                }
                else -> indent + it
            }
        }
        .joinToString("\n")

private fun String.indentWidth(): Int = indexOfFirst { !it.isWhitespace() }.let { if (it == -1) length else it }

private fun getIndentFunction(indent: String) = when {
    indent.isEmpty() -> { line: String -> line }
    else -> { line: String -> indent + line }
}

private inline fun List<String>.reindent(
    resultSizeEstimate: Int,
    indentAddFunction: (String) -> String,
    indentCutFunction: (String) -> String?
): String {
    val lastIndex = lastIndex
    return
        mapIndexedNotNull { index, value ->
            if ((index == 0 || index == lastIndex) && value.isBlank())
                null
            else
                indentCutFunction(value)?.let(indentAddFunction) ?: value
        }
    .joinTo(StringBuilder(resultSizeEstimate), "\n")
    .toString()
}

package kotlin.text

/**
 * Defines names for Unicode symbols used in proper Typography.
 */
public object Typography {
    /** The character " \u2013 quotation mark */
    public const val quote: Char = '\u0022'
    /** The character $ \u2013 dollar sign */
    public const val dollar: Char = '\u0024'
    /** The character & \u2013 ampersand */
    public const val amp: Char = '\u0026'
    /** The character < \u2013 less-than sign */
    public const val less: Char = '\u003C'
    /** The character > \u2013 greater-than sign */
    public const val greater: Char = '\u003E'
    /** The non-breaking space character */
    public const val nbsp: Char = '\u00A0'
    /** The non-
### Open Source Used In DNAC Platform

Arica

```kotlin
// Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
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package kotlin.text

/**
 * Represents a collection of captured groups in a single match of a regular expression.
 * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
 * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
 * An element of the collection at the particular index can be `null`, if the corresponding group in the regular expression is optional
 * and there was no match captured by that group.
 * @param groupCount The count of groups in the regular expression.
 * @param index The index of the group.
 * @return A collection of groups matched by the regular expression.
 * Groups are indexed from 1 to the count of groups in the regular expression.
 * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
 */
public interface MatchGroupCollection : Collection<MatchGroup?> {

    /** Returns a group with the specified [index].
     * @param index The index of the group.
     * @return An instance of [MatchGroup] if the group with the specified [index] was matched or `null` otherwise.
     * @throws IllegalArgumentException if there is no group with the specified [index] defined in the regex pattern.
     * @throws UnsupportedOperationException if getting named groups isn't supported on the current platform.
     */
    public operator fun get(index: Int): MatchGroup?

    /**
     * A list of matched indexed group values.
     * This list has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     */
    public val indexedGroups: List<MatchGroup>
}

/**
 * Represents the results from a single regular expression match.
 */
public interface MatchResult {
    /** The range of indices in the original string where match was captured. */
    public val range: IntRange
    /** The substring from the input string captured by this match. */
    public val value: String
    /** A list of matched indexed group values. */
    public val indexedGroups: List<MatchGroup>
}
```

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* * *
fun isNegative(): Boolean = value < 0
    /** Returns true, if the duration value is greater than zero. */
    public fun isPositive(): Boolean = value > 0
    /** Returns true, if the duration value is infinite. */
    public fun isInfinite(): Boolean = value.isInfinite()
    /** Returns true, if the duration value is finite. */
    public fun isFinite(): Boolean = value.isFinite()
    /** Returns the absolute value of this value. The result is always non-negative. */
    public val absoluteValue: Duration get() = if (isNegative()) -this else this
    override fun isFinite(): Boolean = value.isFinite()
    /** Returns a duration whose value is the sum of this and [other] duration values. */
    public operator fun plus(other: Duration): Duration = Duration(value + other.value)
    /** Returns a duration whose value is the difference between this and [other] duration values. */
    public operator fun minus(other: Duration): Duration = Duration(value - other.value)
    /** Returns a duration whose value is less than zero. */
    public operator fun times(scale: Int): Duration = Duration(value * scale)
    /** Returns a duration whose value is greater than zero. */
    public operator fun times(scale: Double): Duration = Duration(value * scale)
    /** Returns a duration whose value is equal to zero. */
    public operator fun times(scale: Double): Duration = Duration(0)
    /** Returns a duration whose value is less than zero. */
    public operator fun times(scale: Int): Duration = Duration(value / scale)
    /** Returns a number that is the ratio of this and [other] duration values. */
    public operator fun div(scale: Double): Duration = Duration(value / scale)
    /** Returns a duration whose value is the difference between this and other duration values. */
    public operator fun div(other: Duration): Duration = Duration(value / other.value)
    /** Returns true, if the duration value is less than zero. */
    public fun isNegative(): Boolean = value < 0
    /** Returns true, if the duration value is greater than zero. */
    public fun isPositive(): Boolean = value > 0
    /** Returns true, if the duration value is infinite. */
    public fun isInfinite(): Boolean = value.isInfinite()
    /** Returns true, if the duration value is finite. */
    public fun isFinite(): Boolean = value.isFinite()
    /** Returns the absolute value of this value. The result is always non-negative. */
    public val absoluteValue: Duration get() = if (isNegative()) -this else this
    override fun isFinite(): Boolean = value.isFinite()
    /** Returns a duration whose value is the sum of this and [other] duration values. */
    public operator fun plus(other: Duration): Duration = Duration(value + other.value)
    /** Returns a duration whose value is the difference between this and [other] duration values. */
    public operator fun minus(other: Duration): Duration = Duration(value - other.value)
    /** Returns a duration whose value is less than zero. */
    public operator fun times(scale: Int): Duration = Duration(value * scale)
    /** Returns a duration whose value is greater than zero. */
    public operator fun times(scale: Double): Duration = Duration(value * scale)
    /** Returns a duration whose value is equal to zero. */
    public operator fun times(scale: Double): Duration = Duration(0)
    /** Returns a duration whose value is less than zero. */
    public operator fun times(scale: Int): Duration = Duration(value / scale)
    /** Returns a number that is the ratio of this and [other] duration values. */
    public operator fun div(scale: Double): Duration = Duration(value / scale)
    /** Returns a duration whose value is the difference between this and other duration values. */
    public operator fun div(other: Duration): Duration = Duration(value / other.value)
    /** Returns true, if the duration value is less than zero. */
    public fun isNegative(): Boolean = value < 0
    /** Returns true, if the duration value is greater than zero. */
    public fun isPositive(): Boolean = value > 0
    /** Returns true, if the duration value is infinite. */
    public fun isInfinite(): Boolean = value.isInfinite()
    /** Returns true, if the duration value is finite. */
    public fun isFinite(): Boolean = value.isFinite()
    /** Returns the absolute value of this value. The result is always non-negative. */
    public val absoluteValue: Duration get() = if (isNegative()) -this else this
    override fun isFinite(): Boolean = value.isFinite()
secondsComponent, nanosecondsComponent) /* Splits this duration into seconds, and
nanoseconds and executes the given [action] with these components. */ The result of [action] is returned as the
result of this function. * 'nanoseconds' represents the whole number of nanoseconds in this duration,
and its absolute value is less than 1_000_000_000; * 'seconds' represents the whole number of seconds in this
duration. * If the value doesn't fit in [Long] range, i.e. it's greater than [Long.MAX_VALUE] or less than
[Long.MIN_VALUE]. * it is coerced into that range. */ public inline fun <T> toComponents(action: (seconds: Long, nanosecondsComponent: Int) -> T): T { contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) } return action(inSeconds.toLong(), nanosecondsComponent) }

internal val hoursComponent: Int get() = (inHours % 24).toInt()
internal val minutesComponent: Int get() = (inMinutes % 60).toInt()
internal val secondsComponent: Int get() = (inSeconds % 60).toInt()
internal val nanosecondsComponent: Int get() = (inNanoseconds % 1e9).toInt()

// conversion to units

public val inDays: Double get() = toDouble(DurationUnit.DAYS)
public val inHours: Double get() = toDouble(DurationUnit.HOURS)
public val inMinutes: Double get() = toDouble(DurationUnit.MINUTES)
public val inSeconds: Double get() = toDouble(DurationUnit.SECONDS)
public val inMilliseconds: Double get() = toDouble(DurationUnit.MILLISECONDS)
public val inMicroseconds: Double get() = toDouble(DurationUnit.MICROSECONDS)
public val inNanoseconds: Double get() = toDouble(DurationUnit.NANOSECONDS)

/** The value of this duration expressed as a [Double] number of nanoseconds. */
public fun toLongNanoseconds(): Long = toLong(DurationUnit.NANOSECONDS)

/** The value of this duration expressed as a [Double] number of milliseconds. */
public fun toLongMilliseconds(): Long = toLong(DurationUnit.MILLISECONDS)

/** The value of this duration expressed as a [Double] number of days. */

/** The value of this duration expressed as a [Double] number of minutes. */

/** The value of this duration expressed as a [Double] number of seconds. */
public fun toString(): String = when {
    isInfinite() -> value.toString()
    value == 0.0 -> "0s"
    else -> {
        var scientific = false
        var maxDecimals = 0
        val unit = when {
            val absNs = absoluteValue.inNanoseconds
            absNs < 1e-15 -> {
                val value = 0.0 -> "0s"
                else -> {
                    val absNs = absoluteValue.inNanoseconds
                    var scientific = false
                    var maxDecimals = 0
                    val unit = when {
                        
                    }
                    
                }
            }
        }
    }
}
maxDecimals = 7

val absNs < 1e3 -> DurationUnit.NANOSECONDS
val absNs < 1e9 -> DurationUnit.MILLISECONECONDS
val absNs < 1000e9 -> DurationUnit.SECONDSC
val absNs < 60_000e9 -> DurationUnit.MINUTES
val absNs < 3600_000e9 -> DurationUnit.HOURS
val absNs < 86400e9 -> DurationUnit.DAYS
val else -> DurationUnit.DAYS.also {
    scientific = true
} val value = toDouble(unit) when {
    scientific -> formatScientific(value)
    maxDecimals > 0 -> formatUpToDecimals(value, maxDecimals)
    else -> formatToExactDecimals(value, precision(abs(value)))
} + unit.shortName()

val value = toDouble(unit)

when {
    scientific -> formatScientific(value)
    maxDecimals > 0 -> formatUpToDecimals(value, maxDecimals)
    else -> formatToExactDecimals(value, precision(abs(value)))
} + unit.shortName()

private fun precision(value: Double): Int = when {
    value < 1 -> 3
    value < 10 -> 2
    value < 100 -> 1
    else -> 0
}

/**
 * Returns a string representation of this duration value expressed in the given [unit] and formatted with the specified [decimals] number of digits after decimal point.
 * The returned value is formatted as `"Infinity"` without unit.
 * @returns a string representation of this duration value expressed in the given [unit] and formatted with the specified [decimals] number of digits after decimal point.
 * @throws IllegalArgumentException if [decimals] is less than zero.
 * @sample samples.time.Durations.toStringDecimals
 */
public fun toString(unit: DurationUnit, decimals: Int = 0): String {
    require(decimals >= 0) { "decimals must be not negative, but was $decimals" }
    if (isInfinite()) return value.toString()
    val number = toDouble(unit)
    return when {
        abs(number) < 1e14 -> formatToExactDecimals(number, decimals.coerceAtMost(12))
        else -> formatScientific(number) + unit.shortName()
    }

/**
 * Returns an ISO-8601 based string representation of this duration.
 * The returned value is presented in the format `PThHmMs.fS`, where `h`, `m`, `s` are the integer components of this duration (see [toComponents]) and `f` is a fractional part of second. Depending on the roundness of the value the fractional part can be formatted with either `0`, `3`, or `9` decimal digits.
 * @returns an ISO-8601 based string representation of this duration.
 * @throws IllegalArgumentException if [decimals] is less than zero.
 * @sample samples.time.Durations.toIsoString
 */
@OptIn(ExperimentalStdlibApi::class)
public fun toIsoString(): String = buildString {
    if (isNegative()) append('-')
    append("PT")
    absoluteValue.toComponents { hours, minutes, seconds, nanoseconds ->
        val hasHours = hours != 0
        val hasSeconds = seconds != 0 || nanoseconds != 0
        val hasMinutes = minutes != 0 || (hasSeconds && hasHours)
        if (hasHours) {
            append(hours).append('H')
        }
        if (hasMinutes) {
            append(minutes).append('M')
        }
        if (hasSeconds || (!hasHours && !hasMinutes)) {
            append(seconds)
                if (nanoseconds != 0) {
                    append('.')
                    val nss = nanoseconds.toString().padStart(9, '0')
                    when {
                        nanoseconds % 1_000_000 == 0 -> appendRange(nss, 0, 3)
                        nanoseconds % 1_000 == 0 -> appendRange(nss, 0, 6)
                        else -> appendRange(nss, 0, 9)
                    }
                }
                append('S')
            }
        }
    }

/**
 * Returns a [Duration] equal to this [Int] number of nanoseconds.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.nanoseconds get() =
    toDuration(DurationUnit.NANOSECONDS)

/**
 * Returns a [Duration] equal to this [Long] number of nanoseconds.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.nanoseconds get() =
    toDuration(DurationUnit.NANOSECONDS)

/**
 * Returns a [Duration] equal to this [Double] number of nanoseconds.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.nanoseconds get() =
    toDuration(DurationUnit.NANOSECONDS)

// constructing from number of units
// extension functions
/**
 * Returns a [Duration] equal to this [Int] number of the specified [unit].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public fun Int.toDuration(unit: DurationUnit): Duration =
    toDouble().toDuration(unit)

/**
 * Returns a [Duration] equal to this [Long] number of the specified [unit].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public fun Long.toDuration(unit: DurationUnit): Duration =
    toDouble().toDuration(unit)

/**
 * Returns a [Duration] equal to this [Double] number of the specified [unit].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public fun Double.toDuration(unit: DurationUnit): Duration =
    toDouble().toDuration(unit)

// constructing from number of units
// extension properties
/**
 * Returns a [Duration] equal to this [Int] number of nanoseconds.
 */
@SinceKotlin("1.3")
@ExperimentalTime
val Int.nanoseconds get() =
    toDuration(DurationUnit.NANOSECONDS)

/**
 * Returns a [Duration] equal to this [Long] number of nanoseconds.
 */
@SinceKotlin("1.3")
@ExperimentalTime
val Long.nanoseconds get() =
    toDuration(DurationUnit.NANOSECONDS)

/**
 * Returns a [Duration] equal to this [Double] number of nanoseconds.
 */
@SinceKotlin("1.3")
@ExperimentalTime
val Double.nanoseconds get() =
    toDuration(DurationUnit.NANOSECONDS)
/** Returns a [Duration] equal to this [Int] number of microseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.microseconds get() =
    toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Long] number of microseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.microseconds get() =
    toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Double] number of microseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.microseconds get() =
    toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Int] number of milliseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
val Int.milliseconds get() =
    toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Long] number of milliseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
val Long.milliseconds get() =
    toDuration(DurationUnit.MILLISECOS)

/** Returns a [Duration] equal to this [Double] number of milliseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
val Double.milliseconds get() =
    toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Int] number of seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.seconds get() =
    toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Long] number of seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
val Long.seconds get() =
    toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Double] number of seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
val Double.seconds get() =
    toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Int] number of minutes. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.minutes get() =
    toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Long] number of minutes. */
@SinceKotlin("1.3")
@ExperimentalTime
val Long.minutes get() =
    toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Double] number of minutes. */
@SinceKotlin("1.3")
@ExperimentalTime
val Double.minutes get() =
    toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Int] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.hours get() =
    toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Long] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
val Long.hours get() =
    toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Double] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
val Double.hours get() =
    toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Int] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.days get() =
    toDuration(DurationUnit.DAYS)

/** Returns a [Duration] equal to this [Long] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
val Long.days get() =
    toDuration(DurationUnit.DAYS)

/** Returns a [Duration] equal to this [Double] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
val Double.days get() =
    toDuration(DurationUnit.DAYS)

/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
val Int@kotlin.internal.InlineOnly
    public inline operator fun Int.times(duration: Duration): Duration =
        duration * this

/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
val Double@kotlin.internal.InlineOnly
    public inline operator fun Double.times(duration: Duration):
        Duration = duration * this

internal expect fun formatToExactDecimals(value: Double, decimals: Int): String
internal expect fun formatUpToDecimals(value: Double, decimals: Int): String
internal expect fun formatScientific(value: Double): String

-open source used in DNAC Platform Arica- 10000
public expect enum class DurationUnit {
    NANOSECONDS,
    MICROSECONDS,
    MILLISECONDS,
    SECONDS,
    MINUTES,
    HOURS,
    DAYS;
}

internal expect fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double

internal fun DurationUnit.shortName(): String = when (this) {
    DurationUnit.NANOSECONDS -> "ns"
    DurationUnit.MICROSECONDS -> "μs"
    DurationUnit.MILLISECONDS -> "ms"
    DurationUnit.SECONDS -> "s"
    DurationUnit.MINUTES -> "m"
    DurationUnit.HOURS -> "h"
    DurationUnit.DAYS -> "d"
}
operator fun plus(duration: Duration): TimeMark = AdjustedTimeMark(this, duration) /* Returns a time mark on the same time source that is behind this time mark by the specified [duration]. */

* The returned time mark is more _early_ when the [duration] is positive, and more _late_ when the [duration] is negative.

* public open operator fun minus(duration: Duration): TimeMark = plus(-duration) /* Returns true if this time mark has passed according to the time source from which this mark was taken. */

* Note that the value returned by this function can change on subsequent invocations.

* If the time source is monotonic, it can change only from 'false' to 'true', namely, when the time mark becomes behind the current point of the time source.

* public fun hasPassedNow(): Boolean = elapsedNow().isNegative() /* Returns false if this time mark has not passed according to the time source from which this mark was taken. */

* Note that the value returned by this function can change on subsequent invocations.

* If the time source is monotonic, it can change only from 'true' to 'false', namely, when the time mark becomes behind the current point of the time source.

* public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative() /* Use TimeSource interface instead. */

private class AdjustedTimeMark(val mark: TimeMark, val adjustment: Duration) : TimeMark() {
    override fun elapsedNow(): Duration = mark.elapsedNow() - adjustment

    override fun plus(duration: Duration): TimeMark = AdjustedTimeMark(mark, adjustment + duration)
}

private class LongTimeMark(private val startedAt: Long, private val timeSource: AbstractLongTimeSource, private val offset: Duration) : TimeMark() {
        override fun elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset
        override fun plus(duration: Duration): TimeMark = LongTimeMark(startedAt, timeSource, offset + duration)
    }
DoubleTimeMark(private val startedAt: Double, private val timeSource: AbstractDoubleTimeSource, private val offset: Duration) : TimeMark() {
    override fun elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset
    override fun plus(duration: Duration): TimeMark = DoubleTimeMark(startedAt, timeSource, offset + duration)

    override fun markNow(): TimeMark = DoubleTimeMark(read(), this, Duration.ZERO)
}

/**
 * A time source that has programmatically updatable readings. It is useful as a predictable source of time in tests.
 * The current reading value can be advanced by the specified duration amount with the operator [plusAssign]:
 * val timeSource = TestTimeSource()
 * timeSource += 10.seconds
 */
@SinceKotlin("1.3")
@ExperimentalTime
public class TestTimeSource : AbstractLongTimeSource(unit = DurationUnit.NANOSECONDS) {
    private var reading: Long = 0L

    override fun read(): Long = reading

    /**
     * Advances the current reading value of this time source by the specified [duration].
     * For example, if the duration being added is '0.6.nanoseconds', the reading doesn't advance because the duration value is rounded to zero nanoseconds.
     */
    public operator fun plusAssign(duration: Duration) {
        val delta = duration.toDouble(unit)
        val longDelta = delta.toLong()
        reading = if (longDelta != Long.MIN_VALUE && longDelta != Long.MAX_VALUE) {
            // when delta fits in long, add it as long
            val newReading = reading + longDelta
            if (reading xor longDelta >= 0 && reading xor newReading < 0)
                throw IllegalStateException("TestTimeSource will overflow if its reading $readingns is advanced by $duration.")
            newReading
        } else {
            // when delta is greater than long, add it as double
            val newReading = reading + delta
            if (newReading > Long.MAX_VALUE || newReading < Long.MIN_VALUE) throw IllegalStateException("TestTimeSource will overflow if its reading $readingns is advanced by $duration.")
            newReading.toLong()
        }
    }

    private fun

    /**
     * Data class representing a result of executing
     */
    inline fun measureTime(block: () -> Unit): Duration {
        contract {
            callsInPlace(block, InvocationKind.EXACTLY_ONCE)
        }
        return TimeSource.Monotonic.measureTime(block)
an action, along with the duration of elapsed time interval.

```kotlin
@SinceKotlin("1.3")@ExperimentalTime
public data class TimedValue<T>(val value: T, val duration: Duration)

/**
 * Executes the given function [block] and returns an instance of [TimedValue] class, containing both
 * the result of the function execution and the duration of elapsed time interval.
 * The elapsed time is measured with [TimeSource.Monotonic].
 * @property value the result of the action.
 * @property duration the time elapsed to execute the action.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public data class TimedValue<T>(val value: T, val duration: Duration)

/**
 * Executes the given function [block] and returns an instance of [TimedValue] class, containing both
 * the result of the function execution and the duration of elapsed time interval.
 * The elapsed time is measured with [TimeSource.Monotonic].
 * @property value the result of the action.
 * @property duration the time elapsed to execute the action.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public data class TimedValue<T>(val value: T, val duration: Duration)

/**
 * Executes the given [block] and returns an instance of [TimedValue] class, containing both
 * the result of the function execution and the duration of elapsed time interval.
 * The elapsed time is measured with the specified [TimeSource] instance.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public data class TimedValue<T>(val value: T, val duration: Duration)

/**
 * Initiates a call to this deep recursive function using its [invoke] function.
 * @param [T] the function parameter type.
 * @param [R] the function result type.
 * @param block the function body.
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public class DeepRecursiveFunction<T, R>(
    internal val block: suspend DeepRecursiveScope<T, R>.(T) -> R
)

/**
 * A scope
class for [DeepRecursiveFunction] function declaration that defines [callRecursive] methods to recursively call this function or another [DeepRecursiveFunction] putting the call activation frame on the heap.

*public abstract suspend fun callRecursive(value: T): R


@RestrictsSuspension
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public sealed class DeepRecursiveScope<T, R> {

    /**
     * Makes recursive call to this [DeepRecursiveFunction] function putting the call activation frame on the heap, as opposed to the actual call stack that is used by a regular recursive call.
     */
    public abstract suspend fun callRecursive(value: T): R

    /**
     * Makes call to the specified [DeepRecursiveFunction] function putting the call activation frame on the heap, as opposed to the actual call stack.
     */

    @Deprecated(
        level = DeprecationLevel.ERROR,
        message = "'invoke' should not be called from DeepRecursiveScope. Use 'callRecursive' to do recursion in the heap instead of the call stack."
    )

    @Suppress("UNUSED_PARAMETER")
    public operator fun DeepRecursiveFunction<*, *>.invoke(value: Any?): Nothing =
        throw UnsupportedOperationException("Should not be called from DeepRecursiveScope")
}

// ================== Implementation

@ExperimentalStdlibApi
private typealias DeepRecursiveFunctionBlock = suspend DeepRecursiveScope<*, *>.(Any?) -> Any?

private val UNDEFINED_RESULT = Result.success(COROUTINE_SUSPENDED)

@Suppress("UNCHECKED_CAST")
@ExperimentalStdlibApi
private class DeepRecursiveScopeImpl<T, R>(
    block: suspend DeepRecursiveScope<T, R>.(T) -> R,
    value: T
) : DeepRecursiveScope<T, R>(), Continuation<R> {

    // Active function block
    private var function: DeepRecursiveFunctionBlock = block as DeepRecursiveFunctionBlock

    // Value to call function with
    private var value: Any? = value

    // Continuation of the current call
    private var cont: Continuation<Any?>? = this as Continuation<Any?>

    // Completion result (completion of the whole call stack)
    private var result: Result<Any?> = UNDEFINED_RESULT

    override val context: CoroutineContext
        get() = EmptyCoroutineContext

    override fun resumeWith(result: Result<R>) {
        this.cont = null
        this.result = result
    }

    override suspend fun callRecursive(value: T): R =
        suspendCoroutineUninterceptedOrReturn { cont ->
            // calling the same function that is currently active
            this.cont = cont as Continuation<Any?>
            this.value = value
            COROUTINE_SUSPENDED
        }

        suspendCoroutineUninterceptedOrReturn { cont ->
            // calling another recursive function
            val function = block as DeepRecursiveFunctionBlock
            with(this@DeepRecursiveScopeImpl) {
                val currentFunction = this.function
                if (function !== currentFunction) {
                    // calling a different function -- create a trampoline to restore function ref
                    this.function = function
                    this.cont = crossFunctionCompletion(currentFunction, cont)
                } else {
                    // calling the same function -- direct
                    this.cont = cont as Continuation<Any?>
                    this.value = value
                }
                COROUTINE_SUSPENDED
            }

            //Restore to the trampoline
            this.cont = cont
            this.result = result
            this.function = function
            this.value = value
        }

    private fun crossFunctionCompletion(
        currentFunction: DeepRecursiveFunctionBlock,
        cont: Continuation<Any?>
    ): Continuation<Any?> =
        Continuation(EmptyCoroutineContext) {
            this.function = currentFunction
            // When going back from a trampoline we cannot just call cont.resume (stack usage!)
            // We delegate the cont.resumeWith(it) call to runCallLoop
            this.cont = cont
            this.result = it
            @Suppress("UNCHECKED_CAST")
            fun runCallLoop(): R {
                // Note: cont is set to null in DeepRecursiveScopeImpl.resumeWith when the whole computation completes
                val result = this.result
                val cont = this.cont
                return (result as Result<R>).getOrThrow() // done -- final result
                // The order of comparison is important here for that case of rogue class with broken equals
                if (UNDEFINED_RESULT == result) {
                    // call 'function' with 'value' using 'cont' as completion
                    val r = try {
                        // This is block.startCoroutine(this, value, cont)
                        function.startCoroutineUninterceptedOrReturn(this, value, cont)
                    } catch (e: Throwable) {
                        cont.resumeWithException(e)
                    }
                    continue
                }

                // If the function returns without suspension -- calls its continuation immediately
                if (r ==

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COROUTINE_SUSPENDED)
                    cont.resume(r as R)
            } else {
                // we returned from a
                crossFunctionCompletion trampoline -- call resume here
                this.result = UNDEFINED_RESULT // reset
                result back
                    cont.resumeWith(result)
            }
        }
    }
}

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 */

package kotlin

import kotlin.internal.InlineOnly

/**
 * Returns a hash code value for the object or zero if the object is `null`.
 * @see Any.hashCode
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun Any?.hashCode(): Int =
    this?.hashCode() ?: 0

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 */

package kotlin

/**
 * Represents a version of the Kotlin standard library.
 * @see [KotlinVersion] for more info.
 */
@SinceKotlin("1.1")
public class KotlinVersion(val major: Int, val minor: Int, val patch: Int) :
    Comparable<KotlinVersion> {
    override fun equals(other: Any?): Boolean {
        if (this === other) return true
        val otherVersion = (other as? KotlinVersion) ?: return false
        return this.version == otherVersion.version
    }

    override fun compareTo(other: KotlinVersion): Int =
        this.version - other.version

    /**
     * Returns `true` if this
     * version is not less than the version specified
     * with the provided [major] and [minor] components.
     */
    public fun isAtLeast(major: Int, minor: Int): Boolean =
        this.major > major || (this.major == major &&
                this.minor >= minor)

    /**
     * Returns `true` if this
     * version is not less than the version specified
     * with the provided [major], [minor] and [patch] components.
     */
    public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean =
        this.major > major || (this.major == major &&
                (this.minor > minor || this.minor == minor
                        &&
                    this.patch >= patch))

    companion object {
        /**
         * Maximum value a version
         * component can have, a constant value 255.
         */
        public const val MAX_COMPONENT_VALUE = 255

        /**
         * Returns the current version of the Kotlin standard library.
         */
        @kotlin.jvm.JvmField
        public val CURRENT: KotlinVersion = KotlinVersion(1, 4, 10)
    }
}

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 */

@file:kotlin.jvm.JvmName("LateinitKt")
@file:Suppress("unused")

package kotlin

import kotlin.internal.InlineOnly
import kotlin.internal.AccessibleLateinitPropertyLiteral
import kotlin.reflect.KProperty0

/**
 * Returns `true` if this lateinit property has been assigned a value, and `false`
 * otherwise.
 * Cannot be used in an inline function, to avoid binary compatibility issues.
 */
@SinceKotlin("1.2")
@InlineOnly
inline val @receiver:AccessibleLateinitPropertyLiteral
    KProperty0<*>.isInitialized: Boolean
    get() = throw NotImplementedError("Implementation is intrinsic")

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 */

@file:kotlin.jvm.JvmName("LazyKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin

import kotlin.reflect.KProperty

/**
 * Represents a value with lazy initialization.
 * To create an instance of
 * [Lazy] use the [Lazy] function.
 */
public interface Lazy<out T> {
    /**
     * Gets the lazily initialized value of
     * this property.
     */
    val value: T

    companion object {
        val MAX_COMPONENT_VALUE: Int = 255
        val CURRENT: KotlinVersion = KotlinVersion(1, 4, 10)
    }
}

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the current Lazy instance.*
   * Once the value was initialized it must not change during the rest of lifetime of this
Lazy instance.*
   */

public fun isInitialized(): Boolean

/**
   * Returns `true` if a value for this Lazy instance has been
   * already initialized, and `false` otherwise.*
   * Once this function has returned `true` it stays `true` for the rest of
lifecycle of this Lazy instance.*
   */

fun lazyOf(value: T): Lazy<T> = InitializedLazyImpl(value)

/**
   * An extension to delegate a read-only property of type [T] to an instance of
[Lazy].
   */

@kotlin.internal.InlineOnly
operator fun <T> Lazy<T>.getValue(thisRef: Any?, property: KProperty<*>): T = value

/**
   * Specifies how a Lazy instance synchronizes initialization
   * among multiple threads.*
   */

public enum class LazyThreadSafetyMode {

    SYNCHRONIZED,

    PUBLICATION,

    NONE,
}

internal object UNINITIALIZED_VALUE

// internal to be called from lazy in JS
internal class UnsafeLazyImpl<out T>(initializer: () -> T) : Lazy<T>, Serializable {
    private var initializer: (() -> T)? = initializer
    private var _value: Any? = UNINITIALIZED_VALUE

    override val value: T
        get() {
            if (_value === UNINITIALIZED_VALUE) {
                _value = initializer!!()
                initializer = null
            }
            return _value
        }

    override fun isInitialized(): Boolean = _value !== UNINITIALIZED_VALUE

    override fun toString(): String = if (isInitialized())
        value.toString() else "Lazy value not initialized yet."

    private fun writeReplace(): Any = InitializedLazyImpl(value)
}

internal class InitializedLazyImpl<out T>(override val value: T) : Lazy<T>, Serializable {

    override fun isInitialized(): Boolean = true

    override fun toString(): String = value.toString()

}
number.rotateLeft(n % 32)\n
Int.rotateLeft(bitCount: Int): Int\n
Int.rotateRight(bitCount: Int): Int

Long.rotateLeft(bitCount: Int): Long

Long.rotateRight(bitCount: Int): Long

Byte.countOneBits(): Int

Byte.countLeadingZeroBits(): Int

Byte.countTrailingZeroBits(): Int

Byte.takeHighestOneBit(): Byte

Byte.takeLowestOneBit(): Byte

/*
 * Counts the number of significant bits on the left side. The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side. Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count. Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally:
 */

number.rotateRight(-n) == number.rotateLeft(n)\n
number.rotateRight(n % 32) == number.rotateLeft(n % 32)

/*
 * Counts the number of most significant bits that are zero in the binary representation of this [Long] number.
 */

Long.countLeadingZeroBits(): Int

/*
 * Counts the number of least significant bits that are zero in the binary representation of this [Long] number.
 */

Long.countTrailingZeroBits(): Int

/*
 * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number, or zero, if this number is zero.
 */

Long.takeHighestOneBit(): Long

Long.takeLowestOneBit(): Long

/*
 * Counts the number of set bits in the binary representation of this [Int] number right by the specified [bitCount] number of bits. The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side. Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count. Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally:
 */

Int.rotateLeft(n % 32) == Int.rotateRight(-n)\n
Int.rotateRight(n % 32) == Int.rotateLeft(-n)

/*
 * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number, or zero, if this number is zero.
 */

Int.rotateLeft(n % 32) == Int.rotateRight(-n)\n
Int.rotateRight(n % 32) == Int.rotateLeft(-n)

/*
 * Counts the number of set bits in the binary representation of this [Byte] number.
 */

Byte.countOneBits(): Int

/*
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Byte] number.
 */

Byte.countLeadingZeroBits(): Int

/*
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.
 */

Byte.countTrailingZeroBits(): Int

/*
 * Returns a number having a single bit set in the position of the most significant set bit of this [Byte] number, or zero, if this number is zero.
 */

Byte.takeHighestOneBit(): Byte

/*
 * Returns a number having a single bit set in the position of the least significant set bit of this [Byte] number, or zero, if this number is zero.
 */

Byte.takeLowestOneBit(): Byte
number having a single bit set in the position of the least significant set bit of this [Byte] number, \n * or zero, if this number is zero.\n
@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly\npublic inline fun Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte()\n
/**\n * Rotates the binary representation of this [Byte] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * number.rotateLeft(-n) == number.rotateRight(n)\n * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally:\n * number.rotateLeft(n) == number.rotateLeft(n % 8)\n
@SinceKotlin("1.3")@ExperimentalStdlibApi\npublic fun Byte.rotateRight(bitCount: Int): Byte =\n    (toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()\n
/**\n * Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * number.rotateRight(-n) == number.rotateLeft(n)\n
@SinceKotlin("1.3")@ExperimentalStdlibApi\npublic fun Byte.rotateLeft(bitCount: Int): Byte =\n    (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()\n
/**\n * Rotates the binary representation of this [Short] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * number.rotateLeft(-n) == number.rotateRight(n)\n * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally:\n * number.rotateLeft(n) == number.rotateLeft(n % 16)\n
@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly\npublic inline fun Short.countOneBits(): Int = (toInt() and 0xFFFF).countOneBits()\n
/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Short] number.\n
@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly\npublic inline fun Short.countLeadingZeroBits(): Int =\n    (toInt() and 0xFFFF).countLeadingZeroBits() - (Int.SIZE_BITS - Short.SIZE_BITS)\n
/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number.\n
@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly\npublic inline fun Short.countTrailingZeroBits(): Int =\n    (toInt() or 0x10000).countTrailingZeroBits()\n
/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [Short] number, \n * or zero, if this number is zero.\n
@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly\npublic inline fun Short.takeHighestOneBit(): Short =\n    toInt().takeHighestOneBit().toShort()\n
/**\n * Rotates the binary representation of this [Short] number right by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the right side reenter the number as the least significant bits on the right side.\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * number.rotateRight(-n) == number.rotateLeft(n)\n * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally:\n * number.rotateRight(n % 16)\n
@SinceKotlin("1.3")@ExperimentalStdlibApi\npublic fun Short.rotateRight(bitCount: Int): Short =\n    (toInt().shl(bitCount and 15) or (toInt() and 0xFFFF).ushr(16 - (bitCount and 15))).toShort()
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public fun Short.rotateRight(bitCount: Int): Short =
    (toInt().shl(16 - (bitCount and 15)) or (toInt() and 0xFFFF).ushr(bitCount and 15)).toShort()

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 */

package kotlin
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind

@kotlin.internal.InlineOnly
@SinceKotlin("1.2")
@Suppress("INVISIBLE_MEMBER", "INVISIBLE_REFERENCE")
@RequireKotlin("1.2.30", level = DeprecationLevel.HIDDEN, versionKind = RequireKotlinVersionKind.COMpiler_VERSION)
@public inline fun <R> suspend(noinline block: suspend () -> R): suspend () -> R = block

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 */

@file:kotlin.jvm.JvmName("TuplesKt")

package kotlin

/**
 * Represents a generic pair of two values.
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * Pair exhibits value semantics, i.e. two pairs are equal if both components are equal.
 * Example of decomposing it into values:
 * @sample samples.misc.Tuples.pairDestructuring
 *
 * @param A type of the first value.
 * @param B type of the second value.
 * @property first First value.
 * @property second Second value.
 * @constructor
 * Creates a new instance of Pair.
 */
public data class Pair<out A, out B>(
    public val first: A,
    public val second: B
) : Serializable {

    /**
     * Returns string representation of the [Pair] including its [first] and [second] values.
     */
    public override fun toString(): String = "($first, $second)"
}

/**
 * Creates a tuple of type [Pair] from this and [that].
 * This can be useful for creating [Map] literals with less noise, for example:
 * @sample samples.collections.Maps.Instantiation.mapFromPairs
 */
@public infix fun <A, B> A.to(that: B): Pair<A, B> = Pair(this, that)

/**
 * Converts this pair into a list.
 * @sample samples.misc.Tuples.pairToList
 */
@public fun <T> Pair<T, T>.toList(): List<T> = listOf(first, second)

/**
 * Represents a triad of values
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * Triple exhibits value semantics, i.e. two triples are equal if all three components are equal.
 * Example of decomposing it into values:
 * @sample samples.misc.Tuples.tripleDestructuring
 *
 * @param A type of the first value.
 * @param B type of the second value.
 * @param C type of the third value.
 */
public data class Triple<out A, out B, out C>(
    public val first: A,
    public val second: B,
    public val third: C
) : Serializable {

    /**
     * Returns string representation of the [Triple] including its [first], [second] and [third] values.
     */
    public override fun toString(): String = "($first, $second, $third)"
}

/**
 * Converts this triple into a list.
 * @sample samples.misc.Tuples.tripleToList
 */
@public fun <T> Triple<T, T, T>.toList(): List<T> = listOf(first, second, third)

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 */

// Auto-generated file. DO NOT EDIT!

package kotlin.ranges

import kotlin.internal.

/**
 * A range of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public class UIntRange(start: UInt, endInclusive: UInt)
    : UIntProgression(start, endInclusive, 1), ClosedRange<UInt> {
    override val start: UInt get() = first
    override val endInclusive: UInt get() = last

    override fun contains(value: UInt): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean =
        first == endInclusive

    override fun equals(other: Any?): Boolean =
        other is UIntRange && (isEmpty() && other.isEmpty() ||
            first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type UInt. */
        @public val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE, UInt.MIN_VALUE)
    }
}

/**
 * A progression of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public class UIntProgression
internal constructor(
    start: UInt,
    endInclusive: UInt,
    step: Int
) : Iterable<UInt> { /*...*/
    init {
        if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE

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to avoid overflow on negation.\n
The first element in the progression.\n
The last element in the progression.\n
The step of the progression.\n
Checks if the progression is empty.\n
public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last\n
override fun equals(other: Any?): Boolean = other is UIntProgression && isEmpty()\n
override fun hashCode(): Int = if (isEmpty()) -1 else (31 * (31 * first.toInt() + last.toInt()) + step.toInt())\n
companion object {\n
/**
 * Creates UIntProgression within the specified bounds of a closed range.\n * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].\n * In order to go backwards the [step] must be negative.\n * In the case step must be greater than Int.MIN_VALUE and not equal to zero.\n
* An iterator over a progression of values of type `UInt`.\n * @property step the number by which the value is incremented on each step.\n * @property start the first element in the progression.\n * @property last the last element in the progression.\n * @property step the step of the progression.\n
/**\n * The first element in the progression.\n */
public val first: UInt = start\n
/**\n * The last element in the progression.\n */
public val last: UInt = getProgressionLastElement(start, endInclusive, step)\n
/**\n * The step of the progression.\n */
public var step: Int = step

override fun iterator(): UIntIterator = UIntProgressionIterator(first, last, step)\n
/**\n * Checks if the progression is empty.\n */
public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last\n
override fun equals(other: Any?): Boolean = other is UIntProgression && isEmpty()\n
override fun hashCode(): Int = if (isEmpty()) -1 else (31 * (31 * first.toInt() + last.toInt()) + step.toInt())
 ULonRange(ULong.MAX_VALUE, ULong.MIN_VALUE)\n  |\n  |**\n  * A progression of values of type 'ULong'.\n*\n  * @SinceKotlin('1.3')\n*\n  * An internal constructor.\n  *\n  * @start: ULong.\nendInclusive: ULong.\nstep: Long\n  :\n  \n    Iterable<ULong> \n    |\n    | when (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.");\n    |\n    | when (step == ULong.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than ULong.MIN_VALUE to avoid overflow on negation.");\n  |\n  |**\n  * The first element in the progression.\n  *\n  * @public val first: ULong = start\n  |\n  |**\n  * The last element in the progression.\n  *\n  * @public val last: ULong = getProgressionLastElement(start, endInclusive, step)\n  |\n  |**\n  * The step of the progression.\n  *\n  * @public val step: Long = step\n  |\n  | override fun iterator(): ULongIterator =\n  |\n  | ULongProgressionIterator(first, last, step)\n  |**\n  * Checks if the progression is empty.\n  *\n  * @@isEmpty(): Boolean = if (step > 0) first > last else false\n  |\n  | override fun equals(other: Any?): Boolean =\n  |\n  | other is ULongProgression && (isEmpty() && other.isEmpty() ||\n  | (first == other.first && last == other.last && step == other.step)\n  |**\n  * Override fun hashCode().\n  *\n  * @@toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step $(-step)"\n  |\n  |**\n  * Creates ULongProgression within the specified bounds of a closed range.\n  |\n  * @fromClosedRange(rangeStart: ULong, rangeEnd: ULong, step: Long): ULongProgression = ULongProgression(rangeStart, rangeEnd, step)\n  |\n  |**\n  * An iterator over a progression of values of type 'ULong'.\n  *\n  * @step the number by which the value is incremented on each step.\n  *\n  * @property step: Long = step\n  |\n  |**\n  * In order to go backwards the [step] must be negative.\n  *\n  * @hasNext(): Boolean = if (step > 0) first <= last\n  |\n  | override fun fun hashCode(): Int =\n  |\n  | (isEmpty() && return $(-1) * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt())\n  |\n  |**\n  * Returns the smaller of two values.\n  *\n  * @min(a: UInt, b: UInt): UInt = minOf(a, b)\n  |\n  |**\n  * Returns the greater of two values.\n  *\n  * @max(a: UInt, b: UInt): UInt = maxOf(a, b)\n  |\n  |**\n  * Counts the number of set bits in the binary representation of this [UInt].\n  *\n  * @countOneBits(): Int = toInt().countOneBits()\n  |\n  |**\n  * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UInt].\n  *\n  * @countLeadingZeroBits(): Int = toInt().countLeadingZeroBits()\n  |\n  |**\n  * Counts the number of consecutive least significant bits that are zero in the
binary representation of this [UInt] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countTrailingZeroBits(): Int =
toInt().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of
 * the most significant set bit of this [UInt] number, n * or zero, if this number is zero.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.takeHighestOneBit(): UInt =
toInt().takeHighestOneBit().toUInt()

/**
 * Returns a number having a single bit set in the position of
 * the least significant set bit of this [UInt] number, n * or zero, if this number is zero.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.takeLowestOneBit(): UInt =
toInt().takeLowestOneBit().toUInt()

/**
 * Rotates the binary representation of this [UInt] number left by
 * the specified [bitCount] number of bits. n * The most significant bits pushed out from the left side reenter the number as
 * the least significant bits on the right side. n * Rotating the number left by a negative bit count is the same as
 * rotating it right by the negated bit count: n * number.rotateLeft(-n) == number.rotateRight(n)
 * Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally
 * number.rotateLeft(n % 32)
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.rotateLeft(bitCount: Int): UInt =
toInt().rotateLeft(bitCount).toUInt()

/**
 * Rotates the binary representation of this [UInt] number right by
 * the specified [bitCount] number of bits. n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: n *
 * number.rotateRight(-n) == number.rotateLeft(n)
 * Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally
 * number.rotateRight(n % 32)
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.rotateRight(bitCount: Int): UInt =
toInt().rotateRight(bitCount).toUInt()

/**
 * Counts the number of set bits in the binary representation of this [ULong] number.
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countOneBits(): Int =
toLong().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in
 * the binary representation of this [ULong] number.
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countLeadingZeroBits(): Int =
toLong().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in
 * the binary representation of this [ULong] number.
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countTrailingZeroBits(): Int =
toLong().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of
 * the most significant set bit of this [ULong] number, n * or zero, if this number is zero.
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.takeHighestOneBit(): ULong =
toInt().takeHighestOneBit().toULong()

/**
 * Returns a number having a single bit set in the position of
 * the least significant set bit of this [ULong] number, n * or zero, if this number is zero.
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.takeLowestOneBit(): ULong =
toInt().takeLowestOneBit().toULong()
same as rotating it right by the negated bit count:
* number.rotateLeft(-n) == number.rotateRight(n)
* Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:
* number.rotateLeft(n) == number.rotateLeft(n % 64)
* Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits.
* The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
* number.rotateRight(-n) == number.rotateLeft(n) *n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:
* number.rotateRight(n) == number.rotateRight(n % 64)
* Rotates the number right by a negative bit count is the same as rotating it left by the negated bit count:
* number.rotateRight(-n) == number.rotateLeft(n) *n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:
* number.rotateRight(n) == number.rotateRight(n % 64)
* Rotates the number right by a negative bit count is the same as rotating it left by the negated bit count:
* number.rotateRight(-n) == number.rotateLeft(n) *n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:
* number.rotateRight(n) == number.rotateRight(n % 64)
* Rotates the number right by a negative bit count is the same as rotating it left by the negated bit count:
* number.rotateRight(-n) == number.rotateLeft(n) *n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:
* number.rotateRight(n) == number.rotateRight(n % 64)
* Rotates the number right by a negative bit count is the same as rotating it left by the negated bit count:
* number.rotateRight(-n) == number.rotateLeft(n) *n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:
* number.rotateRight(n) == number.rotateRight(n % 64)
* Rotates the number right by a negative bit count is the same as rotating it left by the negated bit count:
* number.rotateRight(-n) == number.rotateLeft(n) *n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:
* number.rotateRight(n) == number.rotateRight(n % 64)
* Rotates the number right by a negative bit count is the same as rotating it left by the negated bit count:
* number.rotateRight(-n) == number.rotateLeft(n) *n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:
* number.rotateRight(n) == number.rotateRight(n % 64)
* Rotates the number right by a negative bit count is the same as rotating it left by the negated bit count:
* number.rotateRight(-n) == number.rotateLeft(n) *n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:
* number.rotateRight(n) == number.rotateRight(n % 64)
* Rotates the number right by a negative bit count is the same as rotating it left by the negated bit count:
* number.rotateRight(-n) == number.rotateLeft(n) *n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:
* number.rotateRight(n) == number.rotateRight(n % 64)
* Rotates the number right by a negative bit count is the same as rotating it left by the negated bit count:
* number.rotateRight(-n) == number.rotateLeft(n) *n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:
* number.rotateRight(n) == number.rotateRight(n % 64)
* Rotates the number right by a negative bit count is the same as rotating it left by the negated bit count:
* number.rotateRight(-n) == number.rotateLeft(n) *n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:
* number.rotateRight(n) == number.rotateRight(n % 64)
* Rotates the number right by a negative bit count is the same as rotating it left by the negated bit count:
* number.rotateRight(-n) == number.rotateLeft(n) *n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:
* number.rotateRight(n) == number.rotateRight(n % 64)
* Rotates the number right by a negative bit count is the same as rotating it left by the negated bit count:
* number.rotateRight(-n) == number.rotateLeft(n) *n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:
* number.rotateRight(n) == number.rotateRight(n % 64)
* Rotates the number right by a negative bit count is the same as rotating it left by the negated bit count:
* number.rotateRight(-n) == number.rotateLeft(n) *n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:
* number.rotateRight(n) == number.rotateRight(n % 64)
* Rotates the number right by a negative bit count is the same as rotating it left by the negated bit count:
@kotlin.internal.InlineOnly
public inline fun UShort.countOneBits(): Int = toUInt().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [ USHORT ] number.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.countLeadingZeroBits(): Int = toShort().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [ USHORT ] number.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.countTrailingZeroBits(): Int = toShort().countTrailingZeroBits()

/**
 * Rotates the binary representation of this [ USHORT ] number left by the specified [ bitCount ] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.rotateLeft(bitCount: Int): UShort = toShort().rotateLeft(bitCount).toUShort()

/**
 * Rotates the binary representation of this [ USHORT ] number right by the specified [ bitCount ] number of bits.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()

// (a - b) mod c
private fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

private fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range [ start ] to [ end ] in case of a positive [ step ], or from [ end ] to [ start ] in case of a negative [ step ].
 * No validation on passed parameters is performed. The given parameters should satisfy the condition:
 * - either ` step > 0 ` and ` start <= end `, ` start <= end ` or ` step < 0 ` and ` start >= end `.
 * - @param start first element of the progression
 * - @param end ending bound for the progression
 * - @param step increment, or difference of successive elements in the progression
 */
@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: UInt, end: UInt, step: Int): UInt = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toUInt())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toUInt())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}
arithmetic progression, i.e. the last element of the progression which is in the range \(n\) from \([start]\) to \([end]\) in case of a positive \([step]\), or from \([end]\) to \([start]\) in case of a negative \([step]\). \(n\) * \(n\) * No validation on passed parameters is performed. The given parameters should satisfy the condition: \(n\) * \(n\) * - either \(step > 0\) and \(start \leq end\), \(n\) * - or \(step < 0\) and \(start \geq end\), \(n\) * \(n\) * @param start first element of the progression \(n\) * @param end

ending bound for the progression \(n\) * @param step increment, or difference of successive elements in the progression \(n\) * @return the final element of the progression \(n\) * @suppress

*/
@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: ULong, end: ULong, step: Long): ULong = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toULong())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toULong())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

@file:kotlin.jvm.JvmName("UStringsKt") // string representation of unsigned numbers

package kotlin.text

/**
 * Returns a string representation of this \[Byte\] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UByte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this \[Short\] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UShort.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this \[Int\] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UInt.toString(radix: Int): String = this.toLong().toString(radix)

/**
 * Returns a string representation of this \[Long\] value in the specified [radix].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.toString(radix: Int): String = ulongToString(this.toLong(), checkRadix(radix))

/**
 * Parses the string as a signed \[UByte\] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(): UByte = toUByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed \[UByte\] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an \[UInt\] number and returns the result.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(): UInt = toUIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an \[UInt\] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(radix: Int): UInt =
toUIntOrNull(radix) ?: numberFormatError(this)/\n
/**
 * Parses the string as a [ULong] number and returns the
 * result
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(): ULong =
toULongOrNull() ?: numberFormatError(this)/\n
/**
 * Parses the string as a [ULong] number and returns the result
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(): ULong? =
toULongOrNull(radix) ?: numberFormatError(this)/\n
/**
 * Parses the string as a [ULong] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(radix: Int): ULong? =
toULongOrNull(radix) ?: numberFormatError(this)/\n
/**
 * Parses the string as a [UByte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByteOrNull(): UByte? =
toUByteOrNull(radix = 10) ?: numberFormatError(this)/\n
/**
 * Parses the string as a [UByte] number and returns the result.
 * @throws NumberFormatException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByteOrNull(radix: Int): UByte? {
    val int = this.toUIntOrNull(radix) ?: return null
    if (int > UByte.MAX_VALUE) return null
    return int.toUByte()
}

/**
 * Parses the string as a [UShort] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShortOrNull(): UShort? =
toUShortOrNull(radix = 10) ?: numberFormatError(this)/\n
/**
 * Parses the string as a [UShort] number and returns the result
 * @throws NumberFormatException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShortOrNull(radix: Int): UShort? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val limit: UShort = UShort.MAX_VALUE
    val start: Int

    val firstChar = this[0]
    if (firstChar < '0') {
        if (length == 1 || firstChar != '+') return null
        start = 1
    } else {
        start = 0
    }

    val limitForMaxRadix = 512409557603043100uL  //  limit / 36

    var limitBeforeMul = limitForMaxRadix
    val uradix = radix.toULong()
    var result = 0uL
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result > limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {

                limitBeforeMul = limitForMaxRadix / uradix
                val uradix =
toULong()
                var result = 0uL
                for (i in start until length) {
                    val digit = digitOf(this[i], radix)
                    if (digit < 0) return null
                    if (result > limitBeforeMul) {
                        return null
}
limitBeforeMul = limit / uradix

if (result > limitBeforeMul) {
    return null
}

return result

result *= uradix

val beforeAdding = result

result += digit.toUInt()

if (result < beforeAdding) return null // overflow has happened

return result

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind

/**
 * Marks the API that is dependent on the experimental unsigned types, including those types themselves.
 * Usages of such API will be reported as warnings unless an explicit opt-in within * the [OptIn] annotation, e.g. `@OptIn(ExperimentalUnsignedTypes::class)`, * or with the `-Xopt-in=kotlin.ExperimentalUnsignedTypes` compiler option is given.
 * It's recommended to propagate the experimental status to the API that depends on unsigned types by annotating it with this annotation.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MathKt")

package kotlin.math

/** Ratio of the circumference of a circle to its diameter, approximately 3.14159. */
@SinceKotlin("1.2")
public const val PI: Double = 3.141592653589793
/** Base of the natural logarithms, approximately 2.71828. */
@SinceKotlin("1.2")
public const val E: Double = 2.718281828459045

region ==-

// region ================
Double Math ========================================

/** Computes the sine of the angle [x] given in radians. */
@SinceKotlin("1.2")
public expect fun sin(x: Double): Double

/** Computes the cosine of the angle [x] given in radians. */
@SinceKotlin("1.2")
public expect fun cos(x: Double): Double

/** Computes the tangent of the angle [x] given in radians. */
@SinceKotlin("1.2")
public expect fun tan(x: Double): Double

/** Computes the arc sine of the value [x]; the returned value is an angle in the range from `-PI/2` to `+PI/2` radians. */
@SinceKotlin("1.2")
public expect fun asin(x: Double): Double

/** Computes the arc cosine of the value [x]; the returned value is an angle in the range from `0.0` to `+PI` radians. */
@SinceKotlin("1.2")
public expect fun acos(x: Double): Double

/** Computes the arc tangent of the value [x]; the returned value is an angle in the range from `-PI/2` to `+PI/2` radians. */
@SinceKotlin("1.2")
public expect fun atan(x: Double): Double

/** Computes the hyperbolic sine of the value [x]. */
@SinceKotlin("1.2")
public expect fun sinh(x: Double): Double

/** Computes the hyperbolic cosine of the value [x]. */
@SinceKotlin("1.2")
public expect fun cosh(x: Double): Double

/** Computes the hyperbolic tangent of the value [x]. */
@SinceKotlin("1.2")
public expect fun tanh(x: Double): Double

/** Computes the hyperbolic arc sine of the value [x]; the returned value is an angle in the range from `-PI/2` to `+PI/2` radians. */
@SinceKotlin("1.2")
public expect fun asinh(x: Double): Double

/** Computes the hyperbolic arc cosine of the value [x]; the returned value is an angle in the range from `0.0` to `+PI` radians. */
@SinceKotlin("1.2")
public expect fun acosh(x: Double): Double

/** Computes the hyperbolic arc tangent of the value [x]; the returned value is an angle in the range from `-PI/2` to `+PI/2` radians. */
@SinceKotlin("1.2")
public expect fun atanh(x: Double): Double

Open Source Used In DNAC Platform Arica 10018
- `sinh(-Inf)` is `-Inf`

```kotlin
@SinceKotlin("1.2")
public expect fun sinh(x: Double): Double
```

- `cosh(NaN)` is `NaN`

```kotlin
@SinceKotlin("1.2")
public expect fun cosh(x: Double): Double
```

- `tanh(NaN)` is `NaN`

```kotlin
@SinceKotlin("1.2")
public expect fun tanh(x: Double): Double
```

- `asinh(NaN)` is `NaN`

```kotlin
@SinceKotlin("1.2")
public expect fun asinh(x: Double): Double
```

- `acosh(NaN)` is `NaN`

```kotlin
@SinceKotlin("1.2")
public expect fun acosh(x: Double): Double
```

- `atanh(NaN)` is `NaN`

```kotlin
@SinceKotlin("1.2")
public expect fun atanh(x: Double): Double
```

- `sqrt(x^2 + y^2)` without intermediate overflow or underflow.

```kotlin
@SinceKotlin("1.2")
public expect fun hypot(x: Double, y: Double): Double
```

- `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`

```kotlin
@SinceKotlin("1.2")
public expect fun sqrt(x: Double): Double
```

- `exp(x)` is `NaN` when `x < 0` or `x` is `NaN`

```kotlin
@SinceKotlin("1.2")
public expect fun exp(x: Double): Double
```

- `expm1(x)` is `NaN` when `x < -1.0`

```kotlin
@SinceKotlin("1.2")
public expect fun expm1(x: Double): Double
```

- `ln(x)` is `NaN` when `x < 0` or `x` is `NaN`

```kotlin
@SinceKotlin("1.2")
public expect fun ln(x: Double): Double
```

- `log(x, b)` is `NaN` when `x < 0` or `b` is not a positive integer.

```kotlin
@SinceKotlin("1.2")
public expect fun log(x: Double, base: Double): Double
```

- `1.0` is `NaN` when `x < 1`

```kotlin
@SinceKotlin("1.2")
public expect fun Floor(x: Double): Double
```

- `0.0` is `NaN` when `x < 0`

```kotlin
@SinceKotlin("1.2")
public expect fun Ceil(x: Double): Double
```

- `-1.0` is `NaN` when `x > 1`

```kotlin
@SinceKotlin("1.2")
public expect fun Floor(x: Double): Double
```
Double\n/** 
 * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.\n * @see absoluteValue
 */
public expect fun round(x: Double): Double

/** 
 * Returns the sign of the given value [x]:
 *   - `-1.0` if the value is negative,\n *   - zero if the value is zero,\n *   - `1.0` if the value is positive\n */
public expect fun sign(x: Double): Double

/** 
 * Returns the smaller of two values.\n * @throws IllegalArgumentException when this value is `NaN`\n */
public expect fun min(a: Double, b: Double): Double

/** 
 * Returns the greater of two values.\n * @throws IllegalArgumentException when this value is `NaN`\n */
public expect fun max(a: Double, b: Double): Double

/** 
 * Returns the absolute value of this value.\n * @see abs function\n */
public expect val absoluteValue: Double

/** 
 * Returns the ulp (unit in the last place) of this value.\n * @see ulp function\n */
public expect val ulp: Double

/** 
 * Returns the value nearest to this value in direction of positive infinity.\n * @throws IllegalArgumentException when this value is `NaN`\n */
public expect fun nextUp(): Double

/** 
 * Returns the value nearest to this value in direction of negative infinity.\n * @throws IllegalArgumentException when this value is `NaN`\n */
public expect fun nextDown(): Double

/** 
 * Returns the value nearest to this value in direction from this value towards the value [to].\n * @throws IllegalArgumentException when this value is `NaN`\n */
public expect fun nextTowards(to: Double): Double

/** 
 * Rounds the [Double] value nearest to the nearest integer and converts the result to [Int].\n * @throws IllegalArgumentException when this value is `NaN`\n */
public expect fun roundToInt(): Int

/** 
 * Rounds this [Double] value nearest to the nearest integer and converts the result to [Long].\n * @throws IllegalArgumentException when this value is `NaN`\n */
public expect fun roundToLong(): Long

// endregion

// region ================ Float Math
========================================

/** Computes the sine of the angle [x] given in radians.\n * @see absoluteValue\n */
public expect fun sin(x: Float): Float

/** Computes the cosine of the angle [x] given in radians.\n * @see absoluteValue\n */
public expect fun cos(x: Float): Float

/** Computes the tangent of the angle [x] given in radians.\n * @see absoluteValue\n */
public expect fun tan(x: Float): Float

// endregion
*///
@SinceKotlin("1.2")
public expect fun tan(x: Float): Float

/**
 * Computes the arc cosine of the value [x];
 * the returned value is an angle in the range from `0.0`
 * to `PI` radians.
 * Special cases:
 * - `acos(x)` is `NaN` when `abs(x)` > 1 or x is `NaN`
 */
@SinceKotlin("1.2")
public expect fun acos(x: Float): Float

/**
 * Returns the angle 'theta' of the polar coordinates (r, theta) that correspond
 * to the rectangular coordinates (x, y) by computing the arc tangent of the
 * value [y] / [x]; the returned value is an angle in the range from `-PI` to `PI`
 * radians.
 * Special cases:
 * - `atan(NaN)` is `NaN`
 * - `atan2(0.0, 0.0)` is `0.0`
 * - `atan2(0.0, x)` is `0.0` for `x > 0` and `PI` for `x < 0`
 * - `atan2(y, +Inf)` is `0.0` for `y < 0` and `-PI` for `y > 0`
 * - `atan2(y, -Inf)` is `-PI` for `y < 0` and `PI` for `y > 0`
 * - `atan2(-Inf, x)` is `-PI` for `x < 0` and `PI` for `x > 0`
 * - `atan2(+Inf, x)` is `PI` for `x < 0` and `-PI` for `x > 0`
 */
@SinceKotlin("1.2")
public expect fun atan2(y: Float, x: Float): Float

/**
 * Computes the hyperbolic sine of the value [x].
 * Special cases:
 * - `sinh(NaN)` is `NaN`
 * - `sinh(+Inf)` is `+Inf`
 * - `sinh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
public expect fun sinh(x: Float): Float

/**
 * Computes the hyperbolic cosine of the value [x].
 * Special cases:
 * - `cosh(NaN)` is `NaN`
 * - `cosh(+Inf)` is `+Inf`
 */
@SinceKotlin("1.2")
public expect fun cosh(x: Float): Float

/**
 * Computes the hyperbolic tangent of the value [x].
 * Special cases:
 * - `tanh(NaN)` is `NaN`
 * - `tanh(+Inf)` is `1.0`
 * - `tanh(-Inf)` is `-1.0`
 */
@SinceKotlin("1.2")
public expect fun tanh(x: Float): Float

/**
 * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.
 * Special cases:
 * - returns `+Inf` if any of arguments is infinite
 * - returns `NaN` if any of arguments is `NaN` and the other is not infinite
 */
@SinceKotlin("1.2")
public expect fun hypot(x: Float, y: Float): Float

/**
 * Computes Euler's number `e` raised to the power of the value [x].
 * Special cases:
 * - `exp(NaN)` is `NaN`
 * - `exp(+Inf)` is `+Inf`
 * - `exp(-Inf)` is `0.0`
 */
@SinceKotlin("1.2")
public expect fun exp(x: Float): Float

/**
 * Computes `exp(x) - 1.0`.
 */
@SinceKotlin("1.2")
public expect fun expm1(x: Float): Float

/**
 * Computes the natural logarithm (base `E`) of the value [x].
 * Special cases:
 * - `ln(NaN)` is `NaN`
 * - `ln(x)` is `NaN` when `x < 0`
 */
@SinceKotlin("1.2")
public expect fun ln(x: Float): Float
Float): Float

/**
 * Computes the common logarithm (base 10) of the value \[x\].
 */
@SinceKotlin("1.2")
public expect fun log10(x: Float): Float

/**
 * Computes the binary logarithm (base 2) of the value \[x\].
 */
@SinceKotlin("1.2")
public expect fun log2(x: Float): Float

/**
 * Computes \(\ln(x + 1)\). This function can be implemented to produce more precise result for \[x\] near zero.
 */
@SinceKotlin("1.2")
public expect fun ln1p(x: Float): Float

/**
 * Rounds the given value \[x\] to an integer towards positive infinity.
 */
@SinceKotlin("1.2")
public expect fun ceil(x: Float): Float

/**
 * Rounds the given value \[x\] to an integer towards negative infinity.
 */
@SinceKotlin("1.2")
public expect fun floor(x: Float): Float

/**
 * Rounds the given value \[x\] to an integer towards zero.
 */
@SinceKotlin("1.2")
public expect fun truncate(x: Float): Float

/**
 * Rounds the given value \[x\] towards the closest integer with ties rounded towards even integer.
 */
@SinceKotlin("1.2")
public expect fun round(x: Float): Float

/**
 * Returns the absolute value of the given value \[x\].
 */
@SinceKotlin("1.2")
public expect fun abs(x: Float): Float

/**
 * Returns the sign of the given value \[x\]:
 *   - `-1.0` if the value is negative,
 *   - zero if the value is zero,
 *   - `1.0` if the value is positive
 */
@SinceKotlin("1.2")
public expect fun sign(x: Float): Float

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2")
public expect fun min(a: Float, b: Float): Float

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2")
public expect fun max(a: Float, b: Float): Float

// extensions

/**
 * Raises this value to the power \[x\].
 */
@SinceKotlin("1.2")
public expect fun Float.pow(x: Float): Float

/**
 * Raises this value to the integer power \[n\].
 */
@SinceKotlin("1.2")
public expect fun Float.pow(n: Int): Float

/**
 * Returns this value with the sign bit same as of the \[sign\] value.
 */
@SinceKotlin("1.2")
public expect fun Float.withSign(sign: Float): Float

/**
 * Returns this value with the sign bit same as of the \[sign\] value.
 */
@SinceKotlin("1.2")
public expect fun Float.withSign(sign: Int): Float

/**
 * Rounds this \[Float\] value to the nearest integer and converts the result to \[Int\].
 */
@SinceKotlin("1.2")
public expect fun Float.roundToInt(): Int

/**
 * Rounds this \[Float\] value to the nearest integer and converts the result to \[Long\].
 */
@SinceKotlin("1.2")
public expect fun Float.roundToLong(): Long

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//*@SinceKotlin("1.2")*public expect fun Float.roundToLong(): Long

============= Integer Math ==============================================================

the absolute value of the given value \(n\), \(n\ *\) * Special cases:
\(n\ *\ -`abs(Int.MIN_VALUE)` is 'Int.MIN_VALUE' due to an overflow
\(n\ *\ @see absoluteValue extension property for [Int]\)

\(*@SinceKotlin("1.2")*public expect fun abs(n: Int): Int

\/**
 * Returns the absolute value of the given value \(n\), \(n\ *\ - Special cases:
 * - `abs(Int.MIN_VALUE)` is 'Int.MIN_VALUE' due to an overflow
 * @see abs function
 */
@SinceKotlin("1.2")
public expect val Int.absoluteValue: Int

\/**
 * Returns the sign of this value:
 * - `-1` if the value is negative, \(n\ *\ -0` if the value is zero, \(n\ *\ -1` if the value is positive
 * @see abs function
 */
@SinceKotlin("1.2")
public expect val Int.sign: Int

// endregion

// region

// endregion

// region


/**
 * Returns the absolute value of the given value \(n\), \(n\ *\ - Special cases:
 * - `abs(Long.MIN_VALUE)` is 'Long.MIN_VALUE' due to an overflow
 * @see absoluteValue extension property for [Long]\)

\(*@SinceKotlin("1.2")*public expect fun abs(n: Long): Long

\/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2")
public expect fun min(a: Long, b: Long): Long

\/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2")
public expect fun max(a: Long, b: Long): Long

\/**
 * Returns the absolute value of this value.
 *
 * Special cases:
 * - `Long.MIN_VALUE.absoluteValue` is `Long.MIN_VALUE` due to an overflow
 * @see abs function
 */
@SinceKotlin("1.2")
public expect val Long.absoluteValue: Long

\/**
 * Returns the sign of this value:
 * - `-1` if the value is negative, \(n\ *\ -0` if the value is zero, \(n\ *\ -1` if the value is positive
 * @see abs function
 */
@SinceKotlin("1.2")
public expect val Long.sign: Int

// endregion

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kB, bAAmB, cAAnB, EAAmB, sBAAnB, UAhjCIB, EAgjC+C, IAhjC+C, CAAlJ, C; YAA2C, sBAgjCQ, IAhjC+C++QA
E/C, OAAO, W; O; KAXX, c; wGAcA, yB; MAAa, +D; MAAa, sC; QAMW, kBAmB, gB; QASV, Q; QAAA, 2B; QAaB
H, QAaB, bAAmB, cAAnB, UAhjCIB, EAgjC+C, IAhjC+C, CAAlJ, C; YAA2C, sBAgjCQ, IAhjC+C++QA
E/C, OAAO, W; K; 8FAGX, 6C; MAAmB, QAaB, MAAa, sC; QAMW, kBAmB, gB; QASV, Q; QAAA, 2B; QAaB, WA
AY, WAAI, OAAI, C; MACpD, OAAO, W; K; 0FAGX, 6C; MAAmB, QAaB, MAAa, sC; QAMW, kBAmB, gB; QASV,
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Open Source Used In DNAC Platform Arica 10154
Open Source Used in DNAC Platform Arica 10160
Open Source Used In DNAC Platform Arica 10195
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IAAI1,cAAO,QAQQ,WAARR,1;:aAE3C,IAAI1,cAAO,QAQQ,WAARR,1;:aAE3C,IAAI1,cAAO,QAQQ,WAARR,1;:aAE3C,
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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

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

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**Oracle**

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

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

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**Oracle OpenJDK**

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

* java.sun.security.ssl

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

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**OW2**

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.2075 is-glob 4.0.3

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1.2077 jul-to-slf4j 1.7.5

1.2078 d 1.0.1
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THE BASIC LIBRARY FUNCTIONS

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1.2107 hbase-mapreduce 2.0.0-alpha4
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* /opt/cola/permits/1135935623_1613639042.9/0/asm-all-3-3-1-sources-6-jar/org/objectweb/asm/util/ASMifierFieldVisitor.java
* /opt/cola/permits/1135935623_1613639042.9/0/asm-all-3-3-1-sources-6-jar/org/objectweb/asm/commons/Remapper.java
* /opt/cola/permits/1135935623_1613639042.9/0/asm-all-3-3-1-sources-6-jar/org/objectweb/asm/util/CheckMethodAdapter.java
* /opt/cola/permits/1135935623_1613639042.9/0/asm-all-3-3-1-sources-6-jar/org/objectweb/asm/commons/CodeGenEvaluator.java
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* /opt/cola/permits/1135935623_1613639042.9/0/asm-all-3-3-1-sources-6-jar/org/objectweb/asm/tree/analysis/SourceValue.java
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Bnd-LastModified: 1615191527618
Bundle-Description: JNI bindings for Zstd native library that provides fast and high compression lossless algorithm for Java and all JVM languages.
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Bundle-ManifestVersion: 2
Bundle-Name: zstd-jni
Bundle-NativeCode: aix/ppc64/libzstd-jni.so;osname=AIX;processor=ppc64 , darwin/x86_64/libzstd-jni.dylib;osname=MacOS;osname=MacOSX;processor=x86_64, darwin/aarch64/libzstd-jni.dylib;osname=MacOS;osname=MacOSX;processor=aarch64, freebsd/amd64/libzstd-jni.so;osname=FreeBSD;processor=amd64, freebsd/i386/libzstd-jni.so;osname=FreeBSD;processor=i386, linux/aarch64/libzstd-jni.so;osname=Linux;processor=aarch64, linux/amd64/libzstd-jni.so;osname=Linux;processor=amd64, linux/arm/libzstd-jni.so;osname=Linux;processor=arm, linux/i386/libzstd-jni.so;osname=Linux;processor=i386, linux/mips64/libzstd-jni.so;osname=Linux;processor=mips64
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 */

Found in path(s):
* /opt/cola/permits/1110631590_1606842066.7/0/regenerator-runtime-0-10-5-4-tgz/package/runtime.js

1.2138 jffi 1.2.15
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**1.2139 babylon 6.18.0 6.18.0**

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**1.2140 libxi 1.7.6-1**

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1.2141 install 0.12.2 0.12.2

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Eclipse

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

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

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

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Oracle

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

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

------

Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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Mortbay
The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.2187 jsrender 1.0.4 1.0.4

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 *
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 * its elements based on the delimiter, quote and escape characters.</p>
 *
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 * any current requirements (though it can be configured to match or come close). There
 * is no plans to change this as it will break existing requirements. Consider using
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 * @author Rainer Pruy
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* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/CsvConverter.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-
jar/com/opencsv/bean/BeanFieldSingleValue.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/CsvBindAndJoinByPosition.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/concurrent/AccumulateCsvResults.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/FieldMapByNameEntry.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/FieldMapByName.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/concurrent/ProcessCsvBean.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/concurrent/IntolerantThreadPoolExecutor.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/concurrent/ProcessCsvLine.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/CsvBindAndJoinByName.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/CsvBindAndSplitByPosition.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/concurrent/ProcessCsvResult.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/OrderedObject.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/BeanFieldJoin.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/CsvBindAndSplitByName.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/AbstractCsvConverter.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/BeanFieldSplit.java

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 * @author Glen Smith
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* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/ConverterNumber.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/comparator/LiteralComparator.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/AbstractMappingStrategy.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/RegexToBeanField.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/ComplexFieldMapEntry.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/FieldMapByPosition.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/AbstractFieldMap.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/FieldMapByPositionEntry.java
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* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/HeaderIndex.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/AbstractFieldMapEntry.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/CsvNumber.java

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* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/opencsv_en.properties
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/opencsv.properties
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/opencsv_pt_BR.properties
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/convertLanguageToBoolean_de.properties
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* /opt/cola/permits/1258286328_1643052526.49/opencsv-5-4-sources-jar/com/opencsv/CSVParserBuilder.java
* /opt/cola/permits/1258286328_1643052526.49/opencsv-5-4-sources-jar/com/opencsv/CSVReaderBuilder.java

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* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/MappingStrategy.java

1.2194 performance-now 2.1.0 2.1.0

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* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-jar/io/netty/handler/ssl/util/SimpleKeyManagerFactory.java

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1.2225 babel-plugin-transform-es2015-arrow-functions 6.22.0 6.22.0

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1.2236 default-require-extensions 3.0.0

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1.2237 tephra-api 0.6.0

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1.2250 **https-proxy-agent 2.2.4**

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https-proxy-agent
### An HTTP(s) proxy `http.Agent` implementation for HTTPS

This module provides an `http.Agent` implementation that connects to a specified HTTP or HTTPS proxy server, and can be used with the built-in `https` module.

Specifically, this `Agent` implementation connects to an intermediary "proxy" server and issues the [CONNECT HTTP method]([CONNECT](https://developer.mozilla.org/en-US/docs/Web/HTTP/Methods/CONNECT)), which tells the proxy to open a direct TCP connection to the destination server.

Since this agent implements the CONNECT HTTP method, it also works with other protocols that use this method when connecting over proxies (i.e. WebSockets). See the "Examples" section below for more.

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

Install with `npm`:

```bash
$ npm install https-proxy-agent
```

Examples
--------

#### `https` module example

```js
var url = require('url');
var https = require('https');
var HttpsProxyAgent = require('https-proxy-agent');

// HTTP/HTTPS proxy to connect to
var proxy = process.env.http_proxy || 'http://168.63.76.32:3128';
console.log('using proxy server %j', proxy);

// HTTPS endpoint for the proxy to connect to
console.log('attempting to GET %j', endpoint);
var options = url.parse(endpoint);

// create an instance of the `HttpsProxyAgent` class with the proxy server information
var agent = new HttpsProxyAgent(proxy);
```

---

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options.agent = agent;

https.get(options, function (res) {
    console.log("response" event!, res.headers);
    res.pipe(process.stdout);
});

``` js
var url = require('url');
var WebSocket = require('ws');
var HttpsProxyAgent = require('https-proxy-agent');

// HTTP/HTTPS proxy to connect to
var proxy = process.env.http_proxy || 'http://168.63.76.32:3128';
console.log('using proxy server %j', proxy);

// WebSocket endpoint for the proxy to connect to
var endpoint = process.argv[2] || 'ws://echo.websocket.org';
var parsed = url.parse(endpoint);
console.log('attempting to connect to WebSocket %j', endpoint);

// create an instance of the `HttpsProxyAgent` class with the proxy server information
var options = url.parse(proxy);
var agent = new HttpsProxyAgent(options);

// finally, initiate the WebSocket connection
var socket = new WebSocket(endpoint, { agent: agent });

socket.on('open', function () {
    console.log("open" event!);
    socket.send('hello world');
});

socket.on('message', function (data, flags) {
    console.log("message" event! %j %j', data, flags);
    socket.close();
});
```

API
---

``` js
### new HttpsProxyAgent(Object options)
```
The `HttpsProxyAgent` class implements an `http.Agent` subclass that connects to the specified "HTTP(s) proxy server" in order to proxy HTTPS and/or WebSocket requests. This is achieved by using the [HTTP ‘CONNECT’ method][CONNECT].

The `options` argument may either be a string URI of the proxy server to use, or an "options" object with more specific properties:

* `host` - String - Proxy host to connect to (may use `hostname` as well). Required.
* `port` - Number - Proxy port to connect to. Required.
* `protocol` - String - If `https:`, then use TLS to connect to the proxy.
* `headers` - Object - Additional HTTP headers to be sent on the HTTP CONNECT method.
* Any other options given are passed to the `net.connect()`/'tls.connect()` functions.

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[CONNECT]: http://en.wikipedia.org/wiki/HTTP_tunnel#HTTP_CONNECT_Tunneling

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1.2275 node-extend 2.0.2 2.0.2

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1.2278 has-symbols 1.0.1 1.0.1

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1.2300 set-immediate-shim 1.0.1 1.0.1

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1.2301 write 0.2.1

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1.2302 twill-api 0.6.0-incubating

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Found in path(s):
* /opt/cola/permits/1137746702_1614121526.26/0/twill-api-0-6-0-incubating-sources-3-
jar/org/apache/twill/internal/DefaultTwillSpecification.java
* /opt/cola/permits/1137746702_1614121526.26/0/twill-api-0-6-0-incubating-sources-3-
jar/org/apache/twill/api/Racks.java
* /opt/cola/permits/1137746702_1614121526.26/0/twill-api-0-6-0-incubating-sources-3-
jar/org/apache/twill/api/ClassAcceptor.java
* /opt/cola/permits/1137746702_1614121526.26/0/twill-api-0-6-0-incubating-sources-3-
jar/org/apache/twill/api/ServiceController.java
* /opt/cola/permits/1137746702_1614121526.26/0/twill-api-0-6-0-incubating-sources-3-
jar/org/apache/twill/api/SecureStore.java
* /opt/cola/permits/1137746702_1614121526.26/0/twill-api-0-6-0-incubating-sources-3-
jar/org/apache/twill/internal/DefaultEventHandlerSpecification.java
* /opt/cola/permits/1137746702_1614121526.26/0/twill-api-0-6-0-incubating-sources-3-
jar/org/apache/twill/api/ServiceAnnouncer.java
* /opt/cola/permits/1137746702_1614121526.26/0/twill-api-0-6-0-incubating-sources-3-
jar/org/apache/twill/internal/RunIds.java
1.2303 nock 11.9.1

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This list has been generated to thank everyone here for their contribution. Nock wouldn't be what it is without the individuals who've given their time to it. In alphabetical order, here is a list of people who the maintainers think are worthy of being thanked publicly and permanently here.

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b) Use a suitable shared library mechanism for linking with the
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1.2307 jetty-http-spi 9.3.27.v20190418

1.2308 is-callable 1.1.4

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1.2315 node-promise 0.5.13 0.5.13

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The node-promise project provides a complete promise implementation. Promises provide a clean separation of concerns between asynchronous behavior and the interface so asynchronous functions can be called without callbacks, and callback interaction can be done on the generic promise interface. The node-promise package provides just a promise implementation, however, https://github.com/kriszyp/promised-io is recommended for more complete promise-based IO functionality. The promised-io includes the promise implementation from node-promise, as well as wrappers around Node's filesystem and other system I/O APIs for consistent promise-based interaction.

The node-promise module features a promise implementation with:

* Chainable promises
* Promises throw errors if an error handler is not provided
* CommonJS promise proposal [1] compliant
* Immutable once fulfilled to reduce possible side-effects
* Promises can be used securely (as separate resolver/promise pairs in ocap situations)
* Backwards compatibility where possible (addCallback, addErrback, emitSuccess, and emitError should still behave as expected)

Utility functions, including:
* when() - Normalization of sync (normal values) and async (promises)
* all() - Create a promise that accumulate multiple concurrent promises (failed promises resolve to Error objects)
* allOrNone() - Ditto, but the first promise to fail causes the composition to fail as well
* first() - Find the first promise to be fulfilled in a group of promises
* seq() - Sequentially execute a set of promise returning functions
* delay() - Returns a promise that is fulfilled after a given amount of time
* execute() - Executes a function that takes a callback and returns a promise (thank you Benjamin Thomas for providing this)

Much of this is adapted from Tyler Close's ref_send and Kris Kowal's work on promises.

Some quick examples from test-promise.js (again, it is recommended that you use http://github.com/kriszyp/promised-io for file and other I/O interaction):

```javascript
util = require('util');
var fs = require('./fs-promise');

// open a file and read it
fs.open("fs-promise.js", process.O_RDONLY).then(function(fd){
  return fs.read(fd, 4096);
}).then(function(args){
  util.puts(args[0]); // print the contents of the file
});

// does the same thing
fs.readFile("fs-promise.js").addCallback(util.puts);
```

A default Promise constructor can be used to create a self-resolving deferred/promise:

```javascript
var Promise = require("node-promise").Promise;
var promise = new Promise();
asyncOperation(function(){
  promise.resolve("successful result");
});
promise -> given to the consumer
```

A consumer can use the promise:

```javascript
promise.then(function(result){
  ... when the action is complete this is executed ...
},
function(error){
  ... executed when the promise fails
});
```

Alternately, a provider can create a deferred and resolve it when it completes an action. The deferred object a promise object that provides a separation of consumer and producer to protect promises from being fulfilled by untrusted code.
```javascript
var defer = require("node-promise").defer;
var deferred = defer();
asyncOperation(function(){
    deferred.resolve("succeful result");
});
deferred.promise -> given to the consumer

Another way that a consumer can use promises:

var when = require("node-promise").when;
when(promise,function(result){
    ... when the action is complete this is executed ...
},
function(error){
    ... executed when the promise fails
});

More examples:

function printFirstAndLast(itemsDeferred){
    findFirst(itemsDeferred).then(util.puts);
    findLast(itemsDeferred).then(util.puts);
}
function findFirst(itemsDeferred){
    return itemsDeferred.then(function(items){
        return items[0];
    });
}
function findLast(itemsDeferred){
    return itemsDeferred.then(function(items){
        return items[items.length];
    });
}

And now you can do:

printFirstAndLast(someAsyncFunction());

The workhorse function of this library is the "when" function, which provides a means for normalizing interaction with values and functions that may be a normal synchronous value, or may be a promise (asynchronously fulfilled). The when() function takes a value that may be a promise or a normal value for the first function, and when the value is ready executes the function provided as the second argument (immediately in the case of a non-promise normal value). The value returned from when() is the result of the execution of the provided function, and returns a promise if provided a promise or synchronously returns a normal value if provided a non-promise value. This makes it easy to "chain" computations together. This allows us to write code that is agnostic to sync/async interfaces:

var when = require("node-promise").when;
```
function printFirstAndLast(items){
  // print the first and last item
  when(findFirst(items), util.puts);
  when(findLast(items), util.puts);
}

function findFirst(items){
  // return the first item
  return when(items, function(items){
    return items[0];
  });
}

function findLast(items){
  // return the last item
  return when(items, function(items){
    return items[items.length - 1];
  });
}

Now we can do:

  > printFirstAndLast([1,2,3,4,5]);
  1
  5

And we can also provide asynchronous promise:

  var promise = new process.Promise();
  > printFirstAndLast(promise);

  (nothing printed yet)

  > promise.emitSuccess([2,4,6,8,10]);
  2
  10

The "all" function is intended to provide a means for waiting for the completion of an array of promises. The "all" function should be passed an array of promises, and it returns an promise that is fulfilled once all the promises in the array are fulfilled. The returned promise's resolved value will be an array with the resolved values of all of the promises in the passed in array.

The "first" function is intended to provide a means for waiting for the completion of the first promise in an array of promises to be fulfilled. The "first" function should be passed an array of promises, and it returns an promise that is fulfilled once the first promise in the array is fulfilled. The returned promise's resolved value will be the resolved value of the first fulfilled promise.
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Found in path(s):
* /opt/cola/permits/1025855972_1636567465.07/0/node-promise-0-5-13-tgz/package/promise.js

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1.2330 ecdsa-sig-formatter 1.0.11 1.0.11

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# Jackson JSON processor

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

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Other developers who have contributed code are:

* Brian Langel

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```
cd <SRC_PATH>
mvn package -DskipTests
mkdir /tmp/jars
mkdir /tmp/overrides


cd <LICENSE_TOOL_PATH>
./bin/run_license_job.bash -i /tmp/jars -l <SRC_PATH>/licenses -n <SRC_PATH>/notices -h <SRC_PATH>/licenses-and-notices.html -o /tmp/overrides
```

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<meta http-equiv="content-type" content="text/html; charset=UTF-8">
<style type="text/css">
li {display: block;}
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# Jackson JSON processor

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

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- jquery-ui v1.11.4
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JCodeings 1.0.8
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* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-jar/com/esri/core/geometry/OperatorExportToGeoJsonLocal.java

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* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-
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jar/com/esri/core/geometry/OperatorClipCursor.java
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jar/com/esri/core/geometry/QuadTree.java
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jar/com/esri/core/geometry/OperatorDisjointLocal.java
* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-
jar/com/esri/core/geometry/OperatorImportFromWkbLocal.java
* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-
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* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-
jar/com/esri/core/geometry/OperatorTouchesLocal.java
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jar/com/esri/core/geometry/OperatorImportFromESRIShapeLocal.java
* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-
jar/com/esri/core/geometry/OperatorEqualsLocal.java
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jar/com/esri/core/geometry/WkbByteOrder.java
* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-
jar/com/esri/core/geometry/OperatorCut.java
* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-
jar/com/esri/core/geometry/MultiPoint.java
* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-
jar/com/esri/core/geometry/OperatorProjectLocal.java
* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-
jar/com/esri/core/geometry/OperatorExportToWktLocal.java
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jar/com/esri/core/geometry/OperatorExportToWkt.java
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jar/com/esri/core/geometry/WktParser.java
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jar/com/esri/core/geometry/Simplificator.java
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jar/com/esri/core/geometry/DirtyFlags.java
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* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-jar/com/esri/core/geometry/MapGeometry.java
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* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-jar/com/esri/core/geometry/Polygon.java
* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-jar/com/esri/core/geometry/Envelope.java
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- /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/SequenceReportingEventHandler.java
- /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/SleepingWaitStrategy.java
- /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/ExceptionHandler.java
- /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventProcessor.java
- /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/SequenceBarrier.java
- /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/BusySpinWaitStrategy.java
- /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventTranslatorTwoArg.java
- /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/IgnoreExceptionHandler.java
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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.
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1.2380 @babel/plugin-transform-exponentiation-operator 7.16.0

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  jar/jersey/repackaged/com/google/common/collect/Interners.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
  jar/jersey/repackaged/com/google/common/collect/EnumMultiset.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
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"/opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/collect/ImmutableListMultimap.java"
"/opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/collect/StandardTable.java"
"/opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
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jar/jersey/repackaged/com/google/common/collection/StandardRowSortedTable.java
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jar/jersey/repackaged/com/google/common/primitives/Shorts.java
* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/collection/ImmutableMapKeySet.java
* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/collection/UnmodifiableIterator.java
* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/primitives/Booleans.java
* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/collection/EmptyImmutableBiMap.java
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jar/jersey/repackaged/com/google/common/collection/Table.java
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jar/jersey/repackaged/com/google/common/collection/CollectPreconditions.java
* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/collection/ImmutableMultiset.java
* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/collection/EmptyImmutableSortedSet.java
* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
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* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/thirdparty/publicsuffix/TrieParser.java
* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/collect/HashBasedTable.java
* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
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jar/jersey/repackaged/com/google/common/collection/ImmutableMapKeySet.java
* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/collection/UnmodifiableIterator.java
* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
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* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/primitives/Booleans.java
* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/collection/EmptyImmutableBiMap.java
* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/collection/EmptyImmutableListMultimap.java
* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
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* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/collection/Table.java
* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/collection/CollectPreconditions.java
* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/base/Stopwatch.java
* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/escape/Escape.java
* /opt/cola/permits/113613812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
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* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
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 * As of 2010/06/11, this method is identical to the (package private) hash
 * method in OpenJDK 7’s java.util.HashMap class.
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  jar/jersey/repackaged/com/google/common/collect/AbstractRangeSet.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
  jar/jersey/repackaged/com/google/common/collect/Count.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
  jar/jersey/repackaged/com/google/common/collect/GeneralRange.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
  jar/jersey/repackaged/com/google/common/collect/SortedIterables.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
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* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/collection/ForwardingSortedMultiset.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/collection/ImmutableSortedMultiset.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/collection/RangeSet.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
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* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/base/MoreObjects.java
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1.2382 source-map-resolve 0.5.3 0.5.3

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7.12.13

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1.2406 source-map-support 0.4.18

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1.2409 babel-plugin-transform-es2015-computed-properties 6.24.1

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1.2410 joda-time 2.10.5

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/**
 * Constructs a new {@link LocalVariablesSorter}. <i>Subclasses must not use this constructor</i>.
 * Instead, they must use the {@link #LocalVariablesSorter(int, int, String, MethodVisitor)}
 * version.
 *
 * @param access access flags of the adapted method.
 * @param descriptor the method's descriptor (see {@link Type}).
 * @param methodVisitor the method visitor to which this adapter delegates calls.
 * @throws IllegalStateException if a subclass calls this constructor.
 */

Found in path(s):
* /opt/cola/permits/1135907511_1613628615.48/0/asm-commons-7-3-1-sources-1-
jar/org/objectweb/asm/commons/LocalVariablesSorter.java
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/**
 * Constructs a new SerialVersionUIDAdder. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the SerialVersionUIDAdder(int, ClassVisitor)
 * version.
 *
 * @param classVisitor a ClassVisitor to which this visitor will delegate calls.
 * @throws IllegalStateException If a subclass calls this constructor.
 */

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/**
* Constructs a new `@link GeneratorAdapter`. *Subclasses must not use this constructor*.
* Instead, they must use the `@link #GeneratorAdapter(int, MethodVisitor, int, String, String)`
* version.
*
* `@param methodVisitor` the method visitor to which this adapter delegates calls.
* `@param access` the method's access flags (see `@link Opcodes`).
* `@param name` the method's name.
* `@param descriptor` the method's descriptor (see `@link Type`).
* `@throws IllegalStateException` if a subclass calls this constructor.
*
Found in path(s):
* `/opt/cola/permits/1135907511_1613628615.48/0/asm-commons-7-3-1-sources-1-
  jar/org/objectweb/asm/commons/GeneratorAdapter.java`

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1.2413 libcroco 0.6.11 1

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1.2445 snapdragon 0.8.2 0.8.2
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1.2447 object-keys 0.4.0 0.4.0

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1.2448 jackson-datatype-joda 2.12.1

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  jar/io/netty/channel/ChannelId.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/util/internal/EmptyArrays.java
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  jar/io/netty/handler/codec/http/websocketx/WebSocketClientProtocolHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/memcache/package-info.java
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  jar/io/netty/util/concurrent/AbstractEventExecutorGroup.java
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  jar/io/netty/util/concurrent/ImmediateExecutor.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/ipfilter/IpSubnetFilterRuleComparator.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/example/dns/udp/DnsClient.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/example/haproxy/HAProxyHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/SslClosedEngineException.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/example/stomp/websocket/StompWebSocketChatServer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshakeException.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/example/stomp/websocket/StompWebSocketClientPageHandler.java
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// https://tools.ietf.org/html/rfc7540#section-8.1.2.2 makes a special exception for TE

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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/ssl/SslMasterKeyHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionFilter.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/http2/Http2MultiplexHandler.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/OpenSslTlsv13X509ExtendedTrustManager.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/AuthoritativeDnsServerCache.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/NoopAuthoritativeDnsServerCache.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/DnsAddressResolveContext.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/DnsAddressResolveContext.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/DnsAddressResolveContext.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/AuthoritativeDnsServerCacheAdapter.java
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jar/io/netty/resolver/dns/DnsCnameCache.java
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jar/io/netty/handler/ssl/OpenSslSession.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/resolver/dns/DnsRecordResolveContext.java
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jar/io/netty/channel/SimpleUserEventChannelHandler.java
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jar/io/netty/channel/socket/nio/NioChannelOption.java
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jar/io/netty/handler/ssl/OpenSslCachingKeyMaterialProvider.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/ssl/OpenSslX509TrustManagerWrapper.java
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jar/io/netty/handler/ssl/OpenSslKeyMaterialProvider.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/ssl/OpenSslX509KeyManagerFactory.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/ssl/OpenSslKeyMaterial.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
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jar/io/netty/util/internal/SuppressJava6Requirement.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/resolver/dns/DnsAddressDecoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/channel/unix/PreferredDirectByteBufAllocator.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/ssl/OpenSslX509TrustManagerWrapper.java

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

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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/mqtt/MqttDecoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/haproxy/package-info.java

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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/epoll/Epoll.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/mqtt/MqttDecoder.java
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jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketServerExtensionHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/ssl/JdkApplicationProtocolNegotiator.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/mqtt/MessageIdVariableHeader.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/compression/FastLzFrameEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/ssl/util/ThreadLocalInsecureRandom.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/mqtt/UnsubAckMessage.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/compression/Bzip2Constants.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/http2/Http2OutboundFrameLogger.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5InitialRequestDecoder.java
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jar/io/netty/util/concurrent/PromiseAggregator.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/rtp/RtpHeaderValues.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/xml/XmlProcessingInstruction.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/ssl/util/FingerprintTrustManagerFactory.java
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jar/io/netty/example/spdy/client/SpdyClientInitializer.java
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jar/io/netty/handler/codec/compression/FastLz.java
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jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketClientExtensionHandshaker.java
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jar/io/netty/util/internal/IntegerHolder.java
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jar/io/netty/handler/codec/compression/LzfDecoder.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/compression/FastLzFrameDecoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/ResourceLeakHint.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/proxy/HttpProxyHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/example/http/websocketx/benchmarkserver/WebSocketServerInitializer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/example/memcache/binary/MemcacheClientHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ipfilter/IpFilterRule.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codecs/compression/Bzip2MoveToFrontTable.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codecs/compression/Bzip2HuffmanAllocator.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codecs/compression/Bzip2Rand.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codecs/http2/helloworld/server/Http2ServerInitializer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codecs/http/HttpHeadersEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codecs/mqtt/MqttSubscribeMessage.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codecs/mqtt/MqttTopicSubscription.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codecs/mqtt/SniHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codecs/mqtt/NoopAddressResolver.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codecs/mqtt/NoopAddressResolver.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/embedded/EmbeddedChannelId.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/embedded/EmbeddedChannelId.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/embedded/OpenSsContext.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/embedded/OpenSsContext.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/embedded/OpenSsContext.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/embedded/OpenSsContext.java
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*/
jar/io/netty/handler/codec/http/websocketx/WebSocket07FrameEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocket08FrameEncoder.java

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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/http/HttpServerUpgradeHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/http2/Http2ConnectionHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/http2/Http2DataWriter.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/http2/Http2ConnectionEncoder.java
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jar/io/netty/handler/codec/DefaultHeaders.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http2/Http2ConnectionAdapter.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/collection/LongObjectMap.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http2/Http2FrameListener.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http2/Http2FrameTypes.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http2/Http2SettingsEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/internal/ObjectUtil.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http2/Http2Settings.java
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  jar/io/netty/handler/traffic/GlobalTrafficShapingHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4.1.56-final-sources-
  jar/io/netty/handler/traffic/TrafficCounter.java
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  jar/io/netty/handler/traffic/ChannelTrafficShapingHandler.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/sctp/SctpServerChannelConfig.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/sctp/nio/NioSctpChannel.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/sctp/DefaultSctpChannelConfig.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/sctp/SctpServerChannel.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/sctp/SctpChannel.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/sctp/SctpNotificationHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/sctp/SctpMessage.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/sctp/SctpChannelConfig.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/redis/RedisMessageType.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/internal/tcnative/SSLContext.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/internal/tcnative/Buffer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/internal/tcnative/Library.java

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jar/io/netty/util/internal/shaded/org/jctools/maps/NonBlockingSetInt.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeLongArrayAccess.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/IndexedQueueSizeUtil.java
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jar/io/netty/util/internal/logging/JdkLogger.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/util/internal/logging/Log4JLogger.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/util/internal/logging/CommonsLogger.java
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  jar/io/netty/buffer/PooledByteBufAllocatorMetric.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/resolver/dns/NoopDnsQueryLifecycleObserverFactory.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/mqtt/MqttMessageBuilders.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http2/Http2FrameCodecBuilder.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/dns/LoggingDnsQueryLifecycleObserver.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/BiDnsQueryLifecycleObserverFactory.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/UnixResolverDnsServerAddressStreamProvider.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/socket/oio/DefaultOioDatagramChannelConfig.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/UncheckedBooleanSupplier.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/internal/PriorityQueue.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/bootstrap/FailedChannel.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/example/proxy/HexDumpProxyBackendHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/example/qotm/QuoteOfTheMomentServer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/CorruptedFrameException.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/http/websocketx/WebSocketHandshakeException.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/buffer/ReadOnlyByteBuf.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/ssl/package-info.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/rtsp/RtspRequestDecoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/serialization/WeakReferenceMap.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/channel/socket/DefaultDatagramChannelConfig.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/timeout/ReadTimeoutHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/CorruptedFrameException.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/channel/socket/ChannelInputShutdownEvent.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/example/http/file/HttpStaticFileServer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/http/websocketx/WebSocketHandshakeException.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/channel/socket/DefaultDatagramChannelConfig.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/example/udt/echo/rendezvousBytes/ByteEchoPeerTwo.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/rtsp/RtspRequestDecoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/serialization/WeakReferenceMap.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/ssl/package-info.java

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jar/io/netty/handler/ss/util/package-info.java
* /opt/cola/permits/111902601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/http/multipart/FileUpload.java
* /opt/cola/permits/111902601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/example/http/snoop/HttpSnoopClientInitializer.java
* /opt/cola/permits/111902601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/util/internal/logging.Slf4jLoggerFactory.java
* /opt/cola/permits/111902601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/compression/DecompressionException.java
* /opt/cola/permits/111902601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/http/multipart/package-info.java
* /opt/cola/permits/111902601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/protobuf/package-info.java
* /opt/cola/permits/111902601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/util_INTERNAL/package-info.java
* /opt/cola/permits/111902601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/socksx/v5/package-info.java
* /opt/cola/permits/111902601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/bytes/ByteArrayDecoder.java
* /opt/cola/permits/111902601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/http/multipart/package-info.java
* /opt/cola/permits/111902601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/serialization/CompactObjectOutputStream.java
* /opt/cola/permits/111902601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/serialization/CompatibleObjectEncoder.java
* /opt/cola/permits/111902601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/socksx/v5/DefaultSocks5InitialResponse.java
* /opt/cola/permits/111902601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/channel/sctp/oio/OioSctpChannel.java
* /opt/cola/permits/111902601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/logging/LoggingHandler.java
jar/io/netty/handler/codec/bytes/ByteArrayEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/marshalling/DefaultMarshallerProvider.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/socksx/v5/DefaultSocks5InitialRequest.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/example/echo/EchoClientHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/util/concurrent/EventExecutor.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/socksx/v5/DefaultSocks5PasswordAuthResponse.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/serialization/ObjectEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/example/factorial/BigIntegerDecoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/example/echo/EchoClient.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/base64/Base64Encoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/example/udt/echo/rendezvous/MsgEchoPeerHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/channel/CompleteChannelFuture.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/example/http/upload/HttpUploadServerInitializer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/http/multipart/MemoryAttribute.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/example/http/file/HttpStaticFileServerInitializer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/spdy/SpdySession.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/http/HttpContent.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/spdy/SpdySession.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/http/HttpContent.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/http/HttpStaticFileServerInitializer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/example/portunification/PortUnificationServer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/multipart/HttpPostBodyUtil.java
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info.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/securechat/SecureChatClient.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/ChannelException.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/group/DefaultChannelGroupFuture.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/RecvByteBufAllocator.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/websocketx/ContinuationWebSocketFrame.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/codec/serialization/ObjectEncoderOutputStream.java
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jar/io.netty.handler/ssl/util/SelfSignedCertificate.java
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A decoder that splits the received `ByteBuf`s dynamically by the value of the length field in the message. It is particularly useful when you decode a binary message which has an integer header field that represents the length of the message body or the whole message.

* [2 bytes length field at offset 0, do not strip header](h3>

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

```
| lengthFieldOffset = <b>0</b> |
| lengthFieldLength = <b>2</b> |
```

**BEFORE DECODE (14 bytes) | AFTER DECODE (14 bytes)**

```
<table>
<thead>
<tr>
<th>Length</th>
<th>Actual Content</th>
<th>Length</th>
<th>Actual Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x000C</td>
<td>&quot;HELLO, WORLD&quot;</td>
<td>0x000C</td>
<td>&quot;HELLO, WORLD&quot;</td>
</tr>
</tbody>
</table>
```

</pre>
Because we can get the length of the content by calling
[@link ByteBuf#readableBytes()], you might want to strip the length
field by specifying <tt>initialBytesToStrip</tt>. In this example, we
specified <tt>2</tt>, that is same with the length of the length field, to
strip the first two bytes.

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

BEFORE DECODE (14 bytes)          AFTER DECODE (12 bytes)
+--------+----------------+      +----------------+
| Length | Actual Content |----->| Actual Content |
| 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
+--------+----------------+      +----------------+

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

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

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

The following message is a simple variation of the first example. An extra
header value is prepended to the message. <tt>lengthAdjustment</tt> is zero
again because the decoder always takes the length of the prepended data into
account during frame length calculation.

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

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

* <pre>
  * lengthFieldOffset   = 0
  * lengthFieldLength   = 3
  * lengthAdjustment    = 2 (= the length of Header 1)
  * initialBytesToStrip = 0
  *
  * BEFORE DECODE (17 bytes)                  AFTER DECODE (17 bytes)
  +-------------------------------------------+-------------------------------------------+
  | Header 1 | Length | Actual Content |----->| Header 1 | Length | Actual Content |
  | 0xCAFE | 0x00000C | "HELLO, WORLD" |      | 0xCAFE | 0x00000C | "HELLO, WORLD" |
  +-------------------------------------------+-------------------------------------------+
  *
  </pre>

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

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

* <pre>
  * lengthFieldOffset   = 1 (= the length of HDR1)
  * lengthFieldLength   = 2
  * lengthAdjustment    = 1 (= the length of HDR2)
  *
  * BEFORE DECODE (17 bytes)                  AFTER DECODE (17 bytes)
  +-------------------------------------------+-------------------------------------------+
  | Length | Header 1 | Actual Content |----->| Length | Header 1 | Actual Content |
  | 0x00000C | 0xCAFE | "HELLO, WORLD" |      | 0x00000C | 0xCAFE | "HELLO, WORLD" |
  +-------------------------------------------+-------------------------------------------+
  *
  </pre>

*
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 + LEN)
*
* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
* +----------------------------------+                  +----------------------------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +----------------------------------+                  +----------------------------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field, the length field
* represents the length of the whole message</h3>
*
* Let's give another twist to the previous example. The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
* Please note that we don't need to take the length of HDR2 into account
* because the length field already includes the whole header length.
* <pre>
* lengthFieldOffset   =  1
* lengthFieldLength   =  2
* <b>lengthAdjustment</b>    = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = <b> 3</b>
* 
* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
* +----------------------------------+                  +----------------------------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +----------------------------------+                  +----------------------------------+
* </pre>
* @see LengthFieldPrepender
*/

Found in path(s):
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java
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  */opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/CompositeNameResolver.java
  */opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/http2/tiles/Http1RequestHandler.java
  */opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/pool/package-info.java
  */opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
  */opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsResponseEncoder.java
  */opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/socksx/SocksPortUnificationServerHandler.java
  */opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/EmptyHttpHeaders.java
  */opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/cookie/DefaultCookie.java
  */opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/unix/DomainSocketReadMode.java
  */opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/unix/FileDescriptor.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/RotationalDnsServerAddresses.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/internal/PriorityQueueNode.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/CookieUtil.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/OpenSslSessionTicketKey.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/HostsFileEntriesResolver.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/epoll/TcpMd5Util.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/epoll/EpollServerDomainSocketChannel.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsRawRecord.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/internal/DefaultPriorityQueue.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/epoll/EpollDomainSocketChannel.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/unix/DomainSocketChannelConfig.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/SslContextBuilder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/http2/tiles/HttpServer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsResponseDecoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/cookie/CookieEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/cookie/CookieUtil.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/cookie/ClientCookieEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/UnsupportedValueConverter.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/EpollRecvByteAllocatorHandle.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/DnsQueryContextManager.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/http2/tiles/Http2Server.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/unix/UnixChannel.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/cookie/CookieEncoder.java
* /opt/cola/permits/1119092601_16144555572/0/netty-all-4-1-56-final-sources-jar/io/netty/example/http2/helloworld/server/HelloWorldHttp2HandlerBuilder.java
* /opt/cola/permits/1119092601_16144555572/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/HttpExpectationFailedEvent.java
* /opt/cola/permits/1119092601_16144555572/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/MaxMessagesRecvByteBufAllocator.java
* /opt/cola/permits/1119092601_16144555572/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http2/AbstractHttp2ConnectionHandlerBuilder.java
* /opt/cola/permits/1119092601_16144555572/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java
* /opt/cola/permits/1119092601_16144555572/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/decoder/protobuf/ProtobufEncoderNano.java
* /opt/cola/permits/1119092601_16144555572/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/cookie/Cookie.java
* /opt/cola/permits/1119092601_16144555572/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsQueryDecoder.java
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* /opt/cola/permits/1119092601_16144555572/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5AddressEncoder.java
* /opt/cola/permits/1119092601_16144555572/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/unix/NativeInetAddress.java
* /opt/cola/permits/1119092601_16144555572/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsResponse.java
* /opt/cola/permits/1119092601_16144555572/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/epoll/EpollEventArray.java
* /opt/cola/permits/1119092601_16144555572/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/epoll/EpollChannelConfig.java
* /opt/cola/permits/1119092601_16144555572/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/decoder/epoll/EpollDomainSocketChannelConfig.java
* /opt/cola/permits/1119092601_16144555572/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/decoder/ProtocolDetectionResult.java
* /opt/cola/permits/1119092601_16144555572/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/sockets/v5/Socks5AddressEncoder.java
* /opt/cola/permits/1119092601_16144555572/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNegotiationHandler.java
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under the License.
*/
/**
 * Set the \{@code TCP_MD5SIG\} option on the socket. See \{@code linux/tcp.h\} for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */
/**
 * Set the \{@code TCP_QUICKACK\} option on the socket.
 * See <a href="https://linux.die.net//man/7/tcp">TCP_QUICKACK</a> for more details.
 */

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

Sub-types

[@link ChannelHandler] itself does not provide many methods, but you usually have to implement one of its subtypes:

- [@link ChannelInboundHandler] to handle inbound I/O events, and
- [@link ChannelOutboundHandler] to handle outbound I/O operations.

Alternatively, the following adapter classes are provided for your convenience:

- [@link ChannelInboundHandlerAdapter] to handle inbound I/O events,
- [@link ChannelOutboundHandlerAdapter] to handle outbound I/O operations,
- [@link ChannelDuplexHandler] to handle both inbound and outbound events

For more information, please refer to the documentation of each subtype.

The context object

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

State management

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* A `@link ChannelHandler` often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:
  * `<pre>`
  * public interface Message {
  *     // your methods here
  * }
  *
  * public class DataServerHandler extends `@link SimpleChannelInboundHandler<Message>` {  
  *     <b>private boolean loggedIn;</b>  
  * }
  *
  * `<h4>Using `@link AttributeKey`s</h4>`
  *
  * Although it's recommended to use member variables to store the state of a
  * handler, for some reason you might not want to create many handler instances.
In such a case, you can use [@link AttributeKey]s which is provided by
[@link ChannelHandlerContext]:
<pre>
public interface Message {
    // your methods here
}
</pre>

[@code @Sharable]
public class DataServerHandler extends [@link SimpleChannelInboundHandler]&lt;Message&gt; {
    private final [@link AttributeKey]&lt;[@link Boolean]&gt; auth =
    [@link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")];

    @Override
    public void channelRead([@link ChannelHandlerContext] ctx, Message message) {
        Attribute&lt;Boolean&gt; attr = ctx.attr(auth);
        if (message instanceof LoginMessage) {
            authenticate((LoginMessage) o);
            attr.set(true);
        } else (message instanceof GetDataMessage) {
            if (Boolean.TRUE.equals(attr.get())) {
                ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
            } else {
                fail();
            }
        }
    }

    ... ...
}</pre>

Now that the state of the handler is attached to the [@link ChannelHandlerContext], you can add the
same handler instance to different pipelines:
<pre>
public class DataServerInitializer extends [@link ChannelInitializer]&lt;[@link Channel]&gt; {

    private static final DataServerHandler SHARED = new DataServerHandler();

    @Override
    public void initChannel([@link Channel] channel) {
        channel.pipeline().addLast("handler", SHARED);
    }
}</pre>

The [@code @Sharable] annotation
In the example above which used an [@link AttributeKey],
you might have noticed the [@code @Sharable] annotation.
If a `@link ChannelHandler` is annotated with the `@Sharable` annotation, it means you can create an instance of the handler just once and add it to one or more `@link ChannelPipeline`s multiple times without a race condition.

If this annotation is not specified, you have to create a new handler instance every time you add it to a pipeline because it has unshared state such as member variables.

This annotation is provided for documentation purpose, just like the JCIP annotations.

Please refer to the `@link ChannelHandler`, and `@link ChannelPipeline` to find out more about inbound and outbound operations, what fundamental differences they have, how they flow in a pipeline, and how to handle the operation in your application.

Additional resources worth reading

Please refer to the `@link ChannelHandler`, and `@link ChannelPipeline` to find out more about inbound and outbound operations, what fundamental differences they have, how they flow in a pipeline, and how to handle the operation in your application.

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* The encoding and decoding algorithm in this class has been derived from
* Robert Harder's Public Domain Base64 Encoder/Decoder.
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*/
/**
* Enumeration of supported Base64 dialects.
* <p>
* The internal lookup tables in this class has been derived from
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/CoalescingBufferQueue.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/internal/MathUtil.java

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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/concurrent/FastThreadLocalRunnable.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/internal/tcnative/SSLSession.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/PemEncoded.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/buffer/AbstractUnpooledSlicedByteBuf.java
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* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-
jar/org/apache/batik/transcoder/XMLAbstractTranscoder.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-jar/org/apache/batik/transcoder/TranscoderOutput.java
* /opt/ cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-jar/org/apache/batik/transcoder/wmf/tosvg/WMFTranscoder.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-jar/org/apache/batik/transcoder/wmf/tosvg/WMFPainter.java
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* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-jar/org/apache/batik/transcoder/keys/DOMImplementationKey.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-jar/org/apache/batik/transcoder/TranscoderInput.java

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1.2452 jsonfile 2.4.0 2.4.0

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 * @date       2015-10-26
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 * @author     Lauri Rooden (https://github.com/litejs/natural-compare-lite)
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1.2470 parquet-hadoop 1.12.0

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1.2471 node-fetch-h 2.3.0 2.3.0

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1.2473 sparsebitset 1.2

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  <modelVersion>4.0.0</modelVersion>
  <groupId>com.zaxxer</groupId>
  <artifactId>SparseBitSet</artifactId>
  <version>1.2</version>
  <packaging>jar</packaging>

  <name>SparseBitSet</name>
  <description>An efficient sparse bitset implementation for Java</description>
  <url>https://github.com/brettwooldridge/SparseBitSet</url>

  <organization>
    <name>Zaxxer.com</name>
    <url>https://github.com/brettwooldridge/SparseBitSet</url>
  </organization>
</project>
```
1.2474 lodash.uniq 4.5.0 4.5.0

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1.2475 hbase-protocol-shaded 2.4.2

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* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/WktExportFlags.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/OperatorOffsetLocal.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/OperatorClip.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/MultiPoint.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/GeometryCursor.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/OperatorIntersectionCursor.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/SegmentIteratorImpl.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/GeoJsonImportFlags.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/CrackAndCluster.java
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* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/point3d-java-gz/Point3D.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/RasterizedGeometry2DImpl.java

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* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/Polygon.java
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* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/QuadTreeImpl.java
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* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/ogc/OGCMultiPolygon.java
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jar/com/esri/core/geometry/SpatialReference.java
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* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-
jar/com/esri/core/geometry/OGCGeometry.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-
jar/com/esri/core/geometry/Geometry.java
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* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-
jar/com/esri/core/geometry/MapGeometry.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-
jar/com/esri/core/geometry/SizeOf.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-
jar/com/esri/core/geometry/Envelope2D.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-
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  jar/io/netty/handler/ssl/SslCompletionEvent.java
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jar/io/netty/handler/ssl/ApplicationProtocolNegotiator.java
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jar/io/netty/handler/ssl/JdkSslEngine.java
* /opt/cola/permits/1202446677_1631568413.44/0/netty-handler-4-0-48-final-sources-
jar/io/netty/handler/ssl/OpenSsl.java
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jar/io/netty/handler/ssl/OpenSslServerContext.java
* /opt/cola/permits/1202446677_1631568413.44/0/netty-handler-4-0-48-final-sources-
jar/io/netty/handler/ssl/util/ThreadLocalInsecureRandom.java
* /opt/cola/permits/1202446677_1631568413.44/0/netty-handler-4-0-48-final-sources-
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  jar/io/netty/handler/traffic/ChannelTrafficShapingHandler.java
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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

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

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

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

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Oracle OpenJDK

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module is selected.

* java.sun.security.ssl

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

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OW2

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

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Apache

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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1.2531 babel-plugin-transform-es2015-modules-umd 6.24.1

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1.2546 js-string-escape 1.0.1 1.0.1

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* /opt/cola/permits/1144318097_1615901354.89/0/netty-resolver-4-1-42-final-sources-3.jar/io/netty/resolver/ResolvedAddressTypes.java
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* /opt/cola/permits/1144318097_1615901354.89/0/netty-resolver-4-1-42-final-sources-3.jar/io/netty/resolver/DefaultNameResolver.java
1.2551 aws-java-sdk-s3 1.11.704

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* /opt/cola/permits/1137154767_1615901354.89/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/crypto/ContentCryptoMaterial.java
* /opt/cola/permits/1137154767_1615901354.89/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/crypto/S3KeyWrapScheme.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SetBucketReplicationConfigurationRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/GetBucketLoggingConfigurationRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/GetBucketCrossOriginConfigurationRequest.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ListNextBatchOfVersionsRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/GetBucketLifecycleConfigurationRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/DownloadCallable.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/internal/PreparedDownloadTask.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ScanRange.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/S3StringResponseHandler.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/CanonicalGrantee.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/internal/SkipMd5CheckStrategy.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/DeleteMarkerReplicationStatus.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/SseKmsEncryptedObjects.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/ExistingObjectReplication.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-

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jar/com/amazonaws/services/s3/model/inventory/ServerSideEncryptionS3.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/SetBucketEncryptionResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/inventory/ServerSideEncryptionKMS.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/DeleteBucketEncryptionRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/GetBucketEncryptionRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/SetBucketEncryptionRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/DeleteMarkerReplication.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/ExistingObjectReplicationStatus.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/ServerSideEncryptionByDefault.java

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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/waiters/HeadBucketFunction.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/waiters/HeadObjectFunction.java

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* /
*/
/**
* Synchronous client for accessing Amazon S3.
* *
* <h1>Appendix: Amazon S3 client-side encryption meta information</h1>
This appendix summarizes the current crypto related meta information associated with an S3 object encrypted using SDK client-side encryption. In SDK's terminology, these meta information are classified as "user metadata". In general, the meta information is just a map of key/value pairs. Physically they are persisted either as metadata of the encrypted S3 object, or as a separate S3 object called an "instruction file" (which is just a JSON file in plaintext.) For all references to the Cipher Algorithm Names, Modes, and Padding, such as <code>"AES/CBC/PKCS5Padding"</code>, please refer to Oracle's <a href="http://docs.oracle.com/javase/7/docs/technotes/guides/security/StandardNames.html">Java Cryptography Architecture Standard Algorithm Name Documentation</a> for more details.

Note when a key/value pair is stored as "user metadata" as part of the S3 metadata, the SDK always adds an additional prefix of <b>x-amz-meta-</b> to the key name. In contrast, the SDK doesn't add any prefix when the key names are stored in an instruction file. (The reason has to do with how the http headers are handled.)

For example, <b>x-amz-key</b> would get stored as <b>x-amz-meta-x-amz-key</b> in S3 metadata. In contrast, <b>x-amz-key</b> would simply be stored as is (ie without the prefix) in an instruction file. All the keys described below are considered "user metadata" by the SDK.

For non-KMS client side encryption, this v1 crypto meta information is used to support the "Encryption Only" crypto mode (which involves the use of <code>AES/CBC/PKCS5Padding</code> for content encryption, and <code>AES/ECB</code> for encrypting the one-time randomly generated data key). For KMS client-side encryption, the v2 crypto meta information is used.

<table>
<thead>
<tr>
<th>key</th>
<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td>x-amz-key</td>
<td>Content encrypting key (cek) in encrypted form, base64 encoded. The cek is randomly generated per S3 object, and is always an AES 256-bit key. The corresponding cipher is always &quot;AES/CBC/PKCS5Padding&quot;.</td>
</tr>
</tbody>
</table>
<table border="1">
<table>
<thead>
<tr>
<th>key</th>
<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td>x-amz-key-v2</td>
<td>CEK in key wrapped form. This is necessary so that the S3 encryption client doesn't recognize the v2 format will not mistakenly decrypt S3 object encrypted in v2 format.</td>
</tr>
<tr>
<td>x-amz-iv</td>
<td>Randomly generated IV (per S3 object), base64 encoded. (Same as v1.)</td>
</tr>
<tr>
<td>x-amz-matdesc</td>
<td>Customer provided material description in JSON format. (Same as v1). Used to identify the client-side master key.</td>
</tr>
<tr>
<td></td>
<td>For KMS client side encryption, the KMS Customer Master Key ID is stored as part of the material description, &lt;b&gt;x-amz-matdesc&lt;/b&gt;, under the key-name &lt;code&gt;&quot;kms_cmk_id&quot;&lt;/code&gt;.</td>
</tr>
</tbody>
</table>
</table>
* </ul>
* </td>
* </tr>
* <tr>
* <td><b>x-amz-unencrypted-content-length</b></td>
* <td>Unencrypted content length. (optional but should be specified whenever possible. Same as v1.)</td>
* </tr>
* <tr>
* <td><b>x-amz-wrap-alg</b></td>
* <td>Key wrapping algorithm used.
* <ul>
* <li>Supported values:
* <code>"AESWrap", "RSA/ECB/OAEPWithSHA-256AndMGF1Padding", "kms"</code></li>
* <li>No standard key wrapping is used if this meta information is absent</li>
* <li>Always set to <b>"kms"</b> if KMS is used for client-side encryption</li>
* </ul>
* </tr>
* <tr>
* <td><b>x-amz-cek-alg</b></td>
* <td>Content encryption algorithm used.
* <ul>
* <li>Supported values:
* <code>"AES/GCM/NoPadding", "AES/CBC/PKCS5Padding"</code></li>
* <li>Default to <code>"AES/CBC/PKCS5Padding"</code> if this key is absent.</li>
* </ul>
* </tr>
* <tr>
* <td><b>x-amz-tag-len</b></td>
* <td>Tag length (in bits) when AEAD is in use.
* <ul>
* <li>Only applicable if AEAD is in use. This meta information is absent otherwise, or if KMS is in use.</li>
* <li>Supported value: <code>"128"</code></li>
* </ul>
* </tr>
* </table>

<p>
<h3>KMS Integration for client-side encryption</h3>
* <ol>
* <li>All client-side KMS protected S3 objects are stored in v2 crypto meta information format. However, the key wrapping algorithm, <b>x-amz-wrap-alg</b> is always set to <b>"kms"</b>.</li>
* <li>The KMS Customer Master Key ID is currently stored as part of the material description, <b>x-amz-matdesc</b>, under the key-name
* `<b>`"kms_cmk_id"`/`</b>&lt;/li&gt;  
* `</ol>`
* `</p>`
* `<h4>`Sample S3 crypto meta information for KMS client-side encryption`/`</h4>`
* `<p>`
* `<pre>`
* `x-amz-meta-x-amz-key-v2:`
* CiAkJ2GqwpJRnt4izuwOaIC2YdNRNSMElG5rw3pEI+J8hKnaAQEBAwB4CdhqsKSUZ7eI+7o8KGpQtmHTUTUjBLJRu8N6RPCiflAACAB+MHwGCSqGSIb3DQEHBqBvMG0CAQAwaAYJKoZIhvcNAMQECBMB4GCWCGSAFlAwQBLjARRAyDOrzN3KHViWixDVcCARCAOwhZ6xA8rob3Z0mN3uKFieHKVyiC/PKlckALvGl0VLnf86m cZJNpTXtwMkkKjDocVj3ZlzGjZTuFs0OH
* `x-amz-iv: xqOHBh+M6y0UogwG5SHJM3Q==`  
* `x-amz-unencrypted-content-length: 32768`  
* `x-amz-cek-alg: AES/CBC/PKCS5Padding`  
* `x-amz-wrap-alg: kms`  
* `x-amz-matdesc: {"kms_cmk_id":"d3fd2273-4ca0-4da5-b1c2-c89742ecc6a26"}`
* `</pre>`
* `<h5>`CryptoMode: Authenticated Encryption`/`</h5>`
* `<pre>`
* `x-amz-key-v2:`
* CiAkJ2GqwpJRnt4izuwOaIC2YdNRNSMElG5rw3pEI+J8hKnaAQEBAwB4CdhqsKSUZ7eI+7o8KGpQtmHTUTUjBLJRu8N6RPCiflAACAB+MHwGCSqGSIb3DQEHBqBvMG0CAQAwaAYJKoZIhvcNAMQECBMB4GCWCGSAFlAwQBLjARRAyFVvyWj6QmwePK1E5CARCAO1VzoM6KxaA9DHyMMin/BEbbjle2vLA7IY7f9OkUoSqrjxKxpnID9QaL/7928m1Djld0OShfHejfm89C
* `x-amz-iv: VZBksyij6DhrUMye`  
* `x-amz-unencrypted-content-length: 32768`  
* `x-amz-cek-alg: AES/GCM/NoPadding`  
* `x-amz-wrap-alg: kms`  
* `x-amz-matdesc: {"kms_cmk_id":"d3fd2273-4ca0-4da5-b1c2-c89742ecc6a26"}`
* `x-amz-tag-len: 128`  
* `</pre>`
* `<h5>`S3 metadata of an instruction file`/`</h5>`
* `<p>`
* The following key is always included as part of the S3 metadata of the instruction file (which is just an S3 object). Since the SDK treats this key as "user metadata", the key name is always prefixed with `<b>`x-amz-meta-`/`</b>` when physically stored.
* `<p>`
* `<table border=1>`
* `<tr aligned="left">`
* `<th>`key`</th>`
* `<th>`description`</th>`
* </tr>
* </tr>
* <td width="200"><b>x-amz-crypto-instr-file</b></td>
* </tr>
* the presence of this key is used to indicate this S3 object is an
* instruction file (of an associated client-side encrypted S3 object).</td>
* </tr>
* </table>
*/

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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/package-info.java
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jar/com/amazonaws/services/s3/internal/crypto/SecuredCEK.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/internal/crypto/KMSSecuredCEK.java
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  jar/com/amazonaws/auth/DecodedStreamBuffer.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/S3ObjectIds.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/S3Event.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/SSEAwsKeyManagementParams.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/PutInstructionFileRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/SimpleMaterialProvider.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/InstructionFileId.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/NotificationConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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  jar/com/amazonaws/services/s3/model/S3DataSource.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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  jar/com/amazonaws/services/s3/internal/S3Direct.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/auth/ChunkContentIterator.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/SSEAwsKeyManagementParamsProvider.java

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

Found in path(s):
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/GetBucketWebsiteConfigurationRequest.java
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jar/com/amazonaws/services/s3/model/GetBucketWebsiteConfigurationRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/AmazonS3ClientParamsWrapper.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/transfer/TransferManagerParams.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/RoutingRule.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/AmazonS3ClientParams.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/internal/InitiateMultipartUploadHeaderHandler.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/ListObjectsV2Result.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/internal/S3AbortableInputStream.java
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jar/com/amazonaws/services/s3/internal/S3RequesterChargedHeaderHandler.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/internal/S3VersionResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/SetObjectTaggingResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/GetObjectAclRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/GetObjectTaggingRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/GetObjectTaggingResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/SetObjectTaggingRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/Tag.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/Tag.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/Tag.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/DeleteObjectTaggingHeaderHandler.java
jar/com/amazonaws/services/s3/model/GetObjectTaggingRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/ObjectTagging.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/S3AccelerateUnsupported.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/BucketAccelerateStatus.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/AbortIncompleteMultipartUpload.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/AbortIncompleteMultipartUpload.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/S3VersionSummary.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SetBucketLifecycleConfigurationRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ObjectListing.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/MultiFactorAuthentication.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/BucketVersioningConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/DeleteVersionRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SetBucketTaggingConfigurationRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SetBucketLoggingConfigurationRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/GroupGrantee.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/package-info.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/Permission.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SetBucketCrossOriginConfigurationRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/S3ObjectSummary.java

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 */

// The Amazon S3 DevPay token header is a special exception and can be safely moved
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/iterable/S3Versions.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/Download.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/internal/DownloadImpl.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/iterable/S3Objects.java
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*/
/**
 * Interface for providing encryption materials.
 * Implementations are free to use any strategy for providing encryption
 * materials, such as simply providing static material that doesn't change,
 * or more complicated implementations, such as integrating with existing
 * key management systems.
 */

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jar/com/amazonaws/services/s3/model/EncryptionMaterialsProvider.java
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jar/com/amazonaws/services/s3/internal/SetObjectTaggingResponseHeaderHandler.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/transform/RequestPaymentConfigurationXmlFactory.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/RestoreObjectRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/auth/policy/resources/S3ObjectResource.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/transform/AnalyticsPredicateVisitorImpl.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/CompleteMultipartUploadRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/PartSummary.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/S3MetadataResponseHandler.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/crypto/JceEncryptionConstants.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/MetadataDirective.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/MetadataEntry.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/Region.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ProgressListener.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/UploadCallable.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/PartETag.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/UploadPartResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/DeleteObjectRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/PartETag.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/S3ArnConverter.java
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*/opt/cola/permissions/1137154767_1614023256.44/0/aws-java-sdk-s3-3.1.11-704-sources.jar/com/amazonaws/services/s3/transfer/internal/TransferProgressUpdatingListener.java
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*/opt/cola/permissions/1137154767_1614023256.44/0/aws-java-sdk-s3-3.1.11-704-sources.jar/com/amazonaws/services/s3/model/model/ReplicationTimeStatus.java
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*/opt/cola/permissions/1137154767_1614023256.44/0/aws-java-sdk-s3-3.1.11-704-sources.jar/com/amazonaws/services/s3/model/CannedAccessControlList.java
*/opt/cola/permissions/1137154767_1614023256.44/0/aws-java-sdk-s3-3.1.11-704-sources.jar/com/amazonaws/services/s3/S3ResourceType.java
*/opt/cola/permissions/1137154767_1614023256.44/0/aws-java-sdk-s3-3.1.11-704-sources.jar/com/amazonaws/services/s3/model/PartListing.java
*/opt/cola/permissions/1137154767_1614023256.44/0/aws-java-sdk-s3-3.1.11-704-sources.jar/com/amazonaws/services/s3/model/GetObjectResult.java
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*/opt/cola/permissions/1137154767_1614023256.44/0/aws-java-sdk-s3-3.1.11-704-sources.jar/com/amazonaws/services/s3/model/ObjectTaggingProvider.java
*/opt/cola/permissions/1137154767_1614023256.44/0/aws-java-sdk-s3-3.1.11-704-sources.jar/com/amazonaws/services/s3/model/LifecyclePredicateVisitorImpl.java
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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1.jar/com/google/gson/internal/bind/AdapterRuntimeTypeWrapper.java

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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1.jar/com/google/gson/JsonPrimitive.java
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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/stream/MalformedJsonException.java
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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/Streams.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/FieldAttributes.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonParser.java

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http://www.w3.org/TR/2000/REC-DOM-Level-2-Events-20001113/
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The specification of DOM Level 1's various parts is at:

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The actual classes of The Simple API for CSS (SAC) came from:
http://www.w3.org/Style/CSS/SAC/
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http://dev.w3.org/cvsweb/java/classes/org/w3c/dom/smil/
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1.2568 esprima 4.0.1 4.0.1

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1.2569 parquet-encoding 1.10.0

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ValueGraphBuilder.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/GraphConstants.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/MapRetrievalCache.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/GraphConnections.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/ExplicitOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/RegularImmutableSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/LinkedHashSetMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/ArrayListMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/ForwardingList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/ByFunctionOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/ForwardingMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/ListMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ReverseOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/SetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/AbstractMapEntry.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/LexicographicalOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/LinkedHashSetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/HashMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingCollection.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ClassToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/Maps.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingSortedSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingObject.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/MapDifference.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/EnumBiMap.java

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jar/com/google/common/collect/Interners.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/Closeables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/EventBus.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizablePhantomReference.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/LineBuffer.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Suppliers.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/EnumMultiset.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/LittleEndianDataInputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Defaults.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/CountingOutputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenableFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/AbstractIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Functions.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/CountingInputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/LittleEndianDataOutputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/CharStreams.java
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  jar/com/google/common/primitives/ImmutableIntArray.java
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  jar/com/google/common/primitives/ImmutableLongArray.java
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  jar/com/google/common/util/concurrent/ForwardingLock.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/hash/AbstractHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/ImmutableLongArray.java
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  jar/com/google/common/util/concurrent/OverflowAvoidingLockSupport.java
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  jar/com/google/common/math/ToDoubleRounder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/BigDecimalMath.java
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  jar/com/google/common/util/concurrent/AsyncCallable.java
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* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1.jar/com/google/common/base/PairwiseEquivalence.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/CycleDetectingLockFactory.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1.jar/com/google/common/base/PairwiseEquivalence.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/CycleDetectingLockFactory.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1.jar/com/google/common/base/PairwiseEquivalence.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableSortedMultisetFauxverideShim.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/GeneralRange.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/SortedIterable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/RangeSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/AbstractRangeSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/Count.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/SortedIterables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableSortedMultiset.java

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>Returns an array containing all of the elements in the specified collection. This method
returns the elements in the order they are returned by the collection's iterator. The returned
array is "safe" in that no references to it are maintained by the collection. The caller is
thus free to modify the returned array.

This method assumes that the collection size doesn't change while the method is running.

TODO(kevinb): support concurrently modified collections?

@param c the collection for which to return an array of elements

Found in path(s):
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/ObjectArrays.java
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This method was rewritten in Java from an intermediate step of the Murmur hash function in
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/eventbus/Dispatcher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/base/MoreObjects.java
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  jar/com/google/common/util/concurrent/ListenerCallQueue.java
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  jar/com/google/common/math/Quantiles.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/eventbus/Subscriber.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Java8Usage.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/HashingInputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/VerifyException.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/HashingInputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/VerifyException.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/FilteredKeyListMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/AllEqualOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/TransformedListIterator.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/FilteredEntrySetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/SortedMultisetBridge.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/CompactLinkedHashSet.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/AbstractSortedKeySortedSetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableEnumMap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingImmutableList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingBlockingDeque.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/TreeTraverser.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/DescendingMultiset.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/ForwardingImmutableSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/AbstractNavigableMap.java

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* Holder for extra methods of { @code Objects} only in web. Intended to be empty for regular
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  */opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collection/MultimapBuilder.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/RegularImmutableMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/ImmutableMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/SingletonImmutableBiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/RegularImmutableBiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/ImmutableBiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/ImmutableSortedSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/ImmutableMapValues.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/Collections2.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/ImmutableMapEntrySet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/ImmutableCollection.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/Table.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/EmptyImmutableListMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/CollectionPreconditions.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/HashBasedTable.java
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 */
/**
 * Holder for web specializations of methods of [ @code Shorts ]. Intended to be empty for regular
 * version.
 */

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/ShortsMethodsForWeb.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/math/LinearTransformation.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/CharSink.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/hash/LongAddable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/SmoothRateLimiter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/FilteredKeyMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/Parameter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/ByteSink.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/Closer.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/math/Stats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/html/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/math/PairStatsAccumulator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/Element.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/CharSource.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/math/StatsAccumulator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/escape/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/SipHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/TypeCapture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/LongAddable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/ByteSource.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/ChecksumHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/Invokable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/common/util/concurrent/RateLimiter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/StandardSystemProperty.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/AbstractByteHasher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/AbstractInvocationHandler.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/TypeToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/BaseEncoding.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/TypeToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/TypeToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/PairedStats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/LongAddables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ListenableScheduledFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/LongAddables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/CartesianList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/FileWriteMode.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/ClassPath.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/xml/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ImmutableRangeMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ServiceManager.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/CompactHashing.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/Traverser.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ClosingFuture.java

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

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/Partially.java
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  jar/com/google/common/graph/ImmutableGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/graph/SuccessorsFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/graph/MutableNetwork.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/graph/ImmutableNetwork.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/graph/Graphs.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/io/InsecureRecursiveDeleteException.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/graph/Graph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/io/RecursiveDeleteOption.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/graph/PredecessorsFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/graph/MutableGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/graph/Network.java
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  jar/com/google/common/hash/LongAdder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/cache/LongAdder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/cache/Striped64.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/Doubles.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SequentialExecutor.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/CharMatcher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/Booleans.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/Bytes.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Converter.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/net/InetAddresses.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/Escaper.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/TrieParser.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingSetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/MinMaxPriorityQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractSequentialIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingListMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/RowSortedTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedSetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableCollection.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/UnmodifiableListIterator.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collection/SortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collection/SortedMultisets.java

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  jar/com/google/common/collection/DenseImmutableTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/ForwardingFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/UnsignedBytes.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-

jar/com/google/common/net/HostSpecifier.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/JdkFutureAdapters.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/SignedBytes.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/ReferenceEntry.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/MapMakerInternalMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/reflect/TypeResolver.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/ArrayBasedUnicodeEscaper.java
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jar/com/google/common/escape/ArrayBasedEscaperMap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/LocalCache.java
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* Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable} key.</b>
* Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy version.
* @throws UnsupportedOperationException always
* @deprecated Pass a key of type `Comparable` to use `ImmutableSortedMap#of(Comparable, Object)`.

*/

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/DiscreteDomain.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableClassToInstanceMap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableAsList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ArrayTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/TableCollectors.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableEnumSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/RegularImmutableSortedSet.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/AbstractIndexedListIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/EmptyImmutableSetMultimap.java

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

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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Apache

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

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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### 1.2586 babel-helper-get-function-arity 6.24.1

#### 6.24.1

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7.10.4

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Glenn Randers-Pehrson
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1.2600 @babel/plugin-transform-modules-umd 7.16.0

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1.2601 worker-loader 1.1.1 1.1.1

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1.2602 babel-plugin-transform-es2015-duplicate-keys 6.24.1

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1.2603 grpc-protobuf-lite 1.27.1

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1.2604 csv-parse 4.8.2 4.8.2

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1.2605 internal-slot 1.0.3

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1.2609 babel-plugin-proposal-optional-chaining 7.16.0
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1.2610 source-map 0.5.7
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1.2611 memory-pager 1.5.0 1.5.0

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1.2612 eslint-import-resolver-node 0.3.6

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1.2613 @babel/highlight 7.10.4

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1.2614 eyes 0.1.8 0.1.8
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1.2615 app-root-path 2.0.1 2.0.1
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Kotlin.identityHashCode = getObjectHashCode;

Kotlin.Long = function(low, high) {
  /**
   * @param {number} low  The low (signed) 32 bits of the long.
   * @param {number} high  The high (signed) 32 bits of the long.
   * @constructor
   * @final
   */

  /**
   * Returns a Long representation of the given (32-bit) integer value.
   * The fractional part, if any, is rounded down towards zero.
   * Returns zero if this `Double` value is `NaN`, `Long.MIN_VALUE` if it's less than `Long.MIN_VALUE`,
   * `Long.MAX_VALUE` if it's bigger than `Long.MAX_VALUE`.  The number in
   * question.
   * @param {number} value The number in question.
   * @return {!Kotlin.Long} The corresponding Long value.
   */

  /**
   * Returns a Long representation of the given string, written using the given
   * radix.
   * @param {string} str The textual representation of the Long.
   * @param {number=} opt_radix The radix in which the text is written.
   * @return {null}
   */

  /**
   * @param {number} value The 32-bit integer that comes by concatenating
   * the given high and low bits.  Each is assumed to use 32 bits.
   * @return {null}
   */

  /**
   * @param {number} value The 64-bit integer that comes by concatenating
   * the given high and low bits.  Each is assumed to use 32 bits.
   * @return {null}
   */
var result = Kotlin.Long.ZERO;
for (var i = 0; i < str.length; i++) {
  var size = Math.min(8, str.length - i);
  var value = parseInt(str.substring(i, i + size), radix);
  if (size < 8) {
    var power = Kotlin.Long.fromNumber(Math.pow(radix, size));
    result = result.multiply(power).add(Kotlin.Long.fromNumber(value));
  } else {
    result = result.multiply(radixToPower);
    result = result.add(Kotlin.Long.fromNumber(value));
  }
}
return result;

// NOTE: the compiler should inline these constant values below and then remove
// these variables, so there should be no runtime penalty for these.

/**
 * Number used repeated below in calculations.
 * This must appear before the
 * first call to any from* function below.
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_16_DBL_ = 1 << 16;

/**
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_24_DBL_ = Kotlin.Long.TWO_PWR_16_DBL_ * 2;

/**
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_32_DBL_ = Kotlin.Long.TWO_PWR_16_DBL_ * 2;

/**
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_48_DBL_ = Kotlin.Long.TWO_PWR_32_DBL_ * 2;

/**
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_64_DBL_ = Kotlin.Long.TWO_PWR_32_DBL_ * 2;

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

/**
 * @type {number}
 * @private
 */
Kotlin.Long.ZERO = Kotlin.Long.fromInt(0);

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

/**
 * @type {number}
 * @private
 */
Kotlin.Long.NEG_ONE = Kotlin.Long.ZERO.negate();

/**
 * @type {number}
 * @private
 */
Kotlin.Long.MAX_VALUE = Kotlin.Long.fromBits(0xFFFFFFFF | 0, 0x7FFFFFFF | 0);

/**
 * @type {number}
 * @private
 */
Kotlin.Long.MIN_VALUE = Kotlin.Long.fromBits(0, 0x80000000 | 0);

/**
 * @param {number=} opt_radix The radix in which the text should be written.
 * @return {string} The textual representation of this value.
 * @override
 */
Kotlin.Long.prototype.toString = function(opt_radix) {
  var radix = opt_radix || 10;
  if (radix < 2 || 36 < radix) {
    throw Error('radix out of range: ' + radix);
  }

  if (this.isZero()) {
    return '0';
  }

  if (this.isNegative()) {
    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
      // We need to change the Long value before it can be negated, so we remove
      // the bottom-most digit in this base and then recurse to do the rest.
      var radixLong = Kotlin.Long.fromNumber(2);
      var result = this.toString(radix) + this.getLowBitsUnsigned().toString(radix);
      return '-' + result;
    } else {
      return '-' + this.negate().toString(radix);
    }
  } else {
    var result = this.toString(radix) + this.getLowBitsUnsigned().toString(radix);
    return result;
  }
};

/**
 * @return {number} The high 32-bits as a signed value.
 */
Kotlin.Long.prototype.getHighBits = function() {
  return this.high_;
};

/**
 * @return {number} The low 32-bits as a signed value.
 */
Kotlin.Long.prototype.getLowBits = function() {
  return this.low_;
};

/**
 * @return {number} The low
 * 32-bits as an unsigned value.
 */
Kotlin.Long.prototype.getLowBitsUnsigned = function() {
  return this.low_;
};
```javascript
/**
 * @return {number} Returns the number of bits needed to represent the absolute value of this Long.
 */
Kotlin.Long.prototype.getNumBitsAbs = function() {
  if (this.isNegative()) {
    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) { return 64; }
    else return this.negate().getNumBitsAbs();
  } else {
    var val = this.high_ == 0 ? this.high_ : this.low_;
    for (var bit = 31; bit > 0; bit--) {
      if (((val & (1 << bit)) !== 0) || (this.low_ >> bit & 1 !== 0)) {
        return this.high_ !== 0 ? bit + 33 : bit + 1;
      }
    }
    return 64;
  }
};

/** @return {boolean} Whether this value is zero. */
Kotlin.Long.prototype.isZero = function() {
  return this.high_ == 0 && this.low_ == 0;
};

/** @return {boolean} Whether this value is negative. */
Kotlin.Long.prototype.isNegative = function() {
  return this.high_ < 0;
};

/** @return {boolean} Whether this value is odd. */
Kotlin.Long.prototype.isOdd = function() {
  return (this.low_ & 1) !== 0;
};

/**
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long equals the other.
 */
Kotlin.Long.prototype.equalsLong = function(other) {
  return (this.high_ == other.high_) && (this.low_ == other.low_);
};

/**
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long does not equal the other.
 */
Kotlin.Long.prototype.notEqualsLong = function(other) {
  return (this.high_ !== other.high_) || (this.low_ !== other.low_);
};

/**
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long is less than the other.
 */
Kotlin.Long.prototype.lessThan = function(other) {
  return this.compare(other) < 0;
};

/**
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long is less than or equal to the other.
 */
Kotlin.Long.prototype.lessThanOrEqual = function(other) {
  return this.compare(other) <= 0;
};

/**
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long is greater than the other.
 */
Kotlin.Long.prototype.greaterThan = function(other) {
  return this.compare(other) > 0;
};

/**
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long is greater than or equal to the other.
 */
Kotlin.Long.prototype.greaterThanOrEqual = function(other) {
  return this.compare(other) >= 0;
};

/**
 * Compares this Long with the given one.
 * @return {boolean} Whether this Long is greater than the other.
 */
Kotlin.Long.prototype.compare = function(other) {
  if (this.equalsLong(other)) {
    return 0;
  }

  var thisNeg = this.isNegative();
  var otherNeg = other.isNegative();
  if (thisNeg && !otherNeg) {
    return -1;
  }
  if (!thisNeg && otherNeg) {
    return 1;
  }

  // at this point, the signs are the same, so subtraction will not overflow
  if (this.subtract(other).isNegative()) {
    return -1;
  } else {
    return 1;
  }
};

/**
 * Returns the negation of this value.
 * @return {!Kotlin.Long} The negation of this value.
 */
Kotlin.Long.prototype.negate = function() {
  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return other.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;
  } else if (this.isZero()) {
    return Kotlin.Long.ZERO;
  } else {
    return this.add(Kotlin.Long.ONE);
  }
};

/**
 * Returns the sum of this and the given Long.
 * @param {Kotlin.Long} other Long to add to this one.
 * @return {!Kotlin.Long} The sum of this and the given Long.
 */
Kotlin.Long.prototype.add = function(other) {
  // Divide each number into 4 chunks of 16 bits, and then sum the chunks.
  var a48 = this.high_ >>> 16;
  var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >>> 16;
  var a00 = this.low_ & 0xFFFF;

  var b48 = other.high_ >>> 16;
  var b32 = other.high_ & 0xFFFF;
  var b16 = other.low_ >>> 16;
  var b00 = other.low_ & 0xFFFF;

  var c48 = a48 + b48;
  var c32 = a32 + b32;
  var c16 = a16 + b16;
  var c00 = a00 + b00;

  var d48 = (c48 >>> 16) + (a48 & 0xFFFF);
  var d32 = (c32 >>> 16) + (a32 & 0xFFFF);
  var d16 = (c16 >>> 16) + (a16 & 0xFFFF);
  var d00 = (c00 >>> 16) + (a00 & 0xFFFF);

  return Kotlin.Long.fromBits(d48, d32, d16, d00);
};

/**
 * Returns the difference of this and the given Long.
 * @return {!Kotlin.Long} The difference of this and the given Long.
 */
Kotlin.Long.prototype.subtract = function(other) {
  return this.add(other.negate());
};

/**
 * Returns the product of this and the given Long.
 * @param {Kotlin.Long} other Long to multiply with this.
 * @return {!Kotlin.Long} The product of this and the other.
 */
Kotlin.Long.prototype.multiply = function(other) {
  if (this.isZero()) {
    return Kotlin.Long.ZERO;
  } else if (other.isZero()) {
    return Kotlin.Long.ZERO;
  } else {
    return this.add(this.multiply(other));
  }
};
```

(other.equalsLong(Kotlin.Long.MIN_VALUE)) { return this.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO; } else { return this.negate().multiply(other.negate()); }

if (this.isNegative()) {
  if (other.isNegative()) {
    return this.negate().multiply(other.negate());
  } else if (other.isPositive()) {
    return this.multiply(other.negate()).negate();
  }
}

// If both longs are small, use float multiplication
if (this.lessThan(Kotlin.Long.TWO_PWR_24_) && other.lessThan(Kotlin.Long.TWO_PWR_24_)) {
  return Kotlin.Long.fromNumber(this.toNumber() * other.toNumber());
}

// Divide each long into 4 chunks of 16 bits, and then add up 4x4 products.
// We can skip products that would overflow:
var a48 = this.high_ >>> 16;
var a32 = a16 = this.low_ >>> 16;
var a00 = this.low_ & 0xFFFF;
var b48 = other.high_ >>> 16;
var b32 = other.low_ >>> 16;
var b00 = other.low_ & 0xFFFF;

var c48 = 0, c32 = 0, c16 = 0, c00 = 0;
c00 += a00 * b00;
c16 += c00 >>> 16;
c00 &= 0xFFFF;
c16 += a16 * b00;
c32 += c16 >>> 16;
c16 &= 0xFFFF;
c16 += a00 * b16;
c32 += c16 >>> 16;
c16 &= 0xFFFF;
c32 += a16 * b16;
c48 += c32 >>> 16;
c32 &= 0xFFFF;
c32 += a00 * b32;
c48 += c32 >>> 16;
c32 &= 0xFFFF;
c48 += a48 * b00 + a32 * b16 + a16 * b32 + a00 * b48;
c48 &= 0xFFFF;
return Kotlin.Long.fromBits((c16 << 16) | c00, (c48 << 16) | c32);
}

/**
 * Returns this Long modulo the given one.
 * @param {Kotlin.Long} other Long by which to divide.
 * @return {!Kotlin.Long} This Long modulo the given one.
 */
Kotlin.Long.prototype.modulo = function(other) {
  return this.subtract(this.div(other).multiply(other));
};

/** @return {!Kotlin.Long} The bitwise-NOT of this value. */
Kotlin.Long.prototype.not = function() {
  return Kotlin.Long.fromBits(~this.low_, this.high_);
}

// We will tweak the approximate result by changing it in the 48-th digit or
// the smallest non-fractional digit, whichever is larger.
var log2 = Math.ceil(Math.log(approx.toNumber()) / Math.LN2);
var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);
var approxRem = approx.multiply(other);
while (approxRem.isNegative() || approxRem.greaterThan(rem)) {
  approx -= delta;
  approxRem = approxRes.multiply(other);
}

// We know the answer can’t be zero... and actually, zero would cause
// infinite recursion since we would make no progress.
if (approxRes.isZero()) {
  approxRes = Kotlin.Long.ZERO;
}

// Approximate the result of division. This may be a little greater or
// smaller than the actual value.
var approx = Math.max(1, Math.floor(this.toNumber() / other.toNumber()));

// Decrease the approximation until it is smaller than the remainder. Note
// that if it is too large, the product overflows and is negative.
var approxRes = this.multiply(rem.toNumber());
while (approxRem.isNegative() || approxRem.greaterThan(rem)) {
  approx -= delta;
  approxRes = approxRes.multiply(other);
}

// If both longs are small, use float multiplication
if (this.lessThan(Kotlin.Long.TWO_PWR_24_) && other.lessThan(Kotlin.Long.TWO_PWR_24_)) {
  return Kotlin.Long.fromNumber(this.toNumber() * other.toNumber());
}

// Divide each long into 4 chunks of 16 bits, and then add up 4x4 products.
// We can skip products that would overflow:
var a48 = this.high_ >>> 16;
var a32 = a16 = this.low_ >>> 16;
var a00 = this.low_ & 0xFFFF;
var b48 = other.high_ >>> 16;
var b32 = other.low_ >>> 16;
var b00 = other.low_ & 0xFFFF;

var c48 = 0, c32 = 0, c16 = 0, c00 = 0;
c00 += a00 * b00;
c16 += c00 >>> 16;
c00 &= 0xFFFF;
c16 += a16 * b00;
c32 += c16 >>> 16;
c16 &= 0xFFFF;
c16 += a00 * b16;
c32 += c16 >>> 16;
c16 &= 0xFFFF;
c32 += a16 * b16;
c48 += c32 >>> 16;
c32 &= 0xFFFF;
c32 += a00 * b32;
c48 += c32 >>> 16;
c32 &= 0xFFFF;
c48 += a48 * b00 + a32 * b16 + a16 * b32 + a00 * b48;
c48 &= 0xFFFF;
return Kotlin.Long.fromBits(c16 << 16) | c00, (c48 << 16) | c32);
}
-this.high_);\n  this\n
/**
 * Returns the bitwise-AND of this Long and the given one.\n * @param {Kotlin.Long} other The Long with which to AND.\n * @return {!Kotlin.Long} The bitwise-AND of this and the other.\n */
Kotlin.Long.prototype.and = function(other) {
  return Kotlin.Long.fromBits(this.low_ & other.low_,
                                 this.high_ & other.high_);
};

/**
 * Returns the bitwise-OR of this Long and the given one.\n * @param {Kotlin.Long} other The Long with which to OR.\n * @return {!Kotlin.Long} The bitwise-OR of this and the other.\n */
Kotlin.Long.prototype.or = function(other) {
  return Kotlin.Long.fromBits(this.low_ | other.low_,
                                 this.high_ | other.high_);
};

/**
 * Returns the bitwise-XOR of this Long and the given one.\n * @param {Kotlin.Long} other The Long with which to XOR.\n * @return {!Kotlin.Long} The bitwise-XOR of this and the other.\n */
Kotlin.Long.prototype.xor = function(other) {
  return Kotlin.Long.fromBits(this.low_ ^ other.low_,
                                 this.high_ ^ other.high_);
};

/**
 * Returns this Long with bits shifted to the left by the given amount.\n * @param {number} numBits The number of bits by which to shift.\n * @return {!Kotlin.Long} This shifted to the left by the given amount.\n */
Kotlin.Long.prototype.shiftLeft = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var low = this.low_;
    if (numBits < 32) {
      var high = this.high_;
      return Kotlin.Long.fromBits(
          low << numBits,
          (high << numBits) | (low >>> (32 - numBits)));
    } else {
      return Kotlin.Long.fromBits(0, low << (numBits - 32));
    }
  }
};

/**
 * Returns this Long with bits shifted to the right by the given amount.\n * @param {number} numBits The number of bits by which to shift.\n * @return {!Kotlin.Long} This shifted to the right by the given amount.\n */
Kotlin.Long.prototype.shiftRight = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(
          (low >>> numBits) | (high << (32 - numBits)),
          high >> numBits);
    } else if (numBits == 32) {
      return Kotlin.Long.fromBits(high, 0);
    } else {
      return Kotlin.Long.fromBits(high >> (numBits - 32), 0);
    }
  }
};

/**
 * Returns this Long with bits shifted to the right by the given amount, with 0s placed into the new leading bits.\n * @param {number} numBits The number of bits by which to shift.\n * @return {!Kotlin.Long} This shifted to the right by the given amount, with 0s placed into the new leading bits.\n */
Kotlin.Long.prototype.shiftRightUnsigned = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(
          (low >>> numBits) | (high << (32 - numBits)),
          high >>> numBits);
    } else if (numBits == 32) {
      return Kotlin.Long.fromBits(high, 0);
    } else {
      return Kotlin.Long.fromBits(high >>> (numBits - 32), 0);
    }
  }
};

// Support for Kotlin
Kotlin.Long.prototype.equals = function (other) {
    return other instanceof Kotlin.Long &&
    this.equalsLong(other);
};

Kotlin.defineModule = function (id, declaration) {
};

Kotlin.defineInlineFunction = function(tag, fun) {
    return fun;
};

Kotlin.wrapFunction = function(fun) {
    var f = function() {
        f = fun();
        return f.apply(this, arguments);
    };
    return function() {
        return f.apply(this, arguments);
    };
};

Kotlin.isTypeOf = function(type) {
    return function (object) {
        return typeof object === type;
    }
};

Kotlin.isInstanceOf = function (klass) {
    return function (object) {
        return Kotlin.isType(object, klass);
    }
};

Kotlin.orNull = function (fn) {
    return function (object) {
        return object == null ||
        fn(object);
    }
};

Kotlin.andPredicate = function (a, b) {
    return function (object) {
        return a(object) &&
        b(object);
    }
};

Kotlin.kotlinModuleMetadata = function (abiVersion, moduleName, data)
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```kotlin
/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component5(): T {
    return get(4)
}

/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component5(): Byte {
    return get(4)
}

/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component5(): Short {
    return get(4)
}

/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component5(): Int {
    return get(4)
}

/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component5(): Long {
    return get(4)
}

/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component5(): Float {
    return get(4)
}

/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component5(): Double {
    return get(4)
}

/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component5(): Boolean {
    return get(4)
}

/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component5(): Char {
    return get(4)
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun ByteArray.contains(element: Byte): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun ShortArray.contains(element: Short): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun IntArray.contains(element: Int): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun LongArray.contains(element: Long): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun FloatArray.contains(element: Float): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun DoubleArray.contains(element: Double): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun BooleanArray.contains(element: Boolean): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun CharArray.contains(element: Char): Boolean {
    return indexOf(element) >= 0
}
```

```kotlin
/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@sample samples.collections.Collections.Elements.elementAt* 
public expect fun <T> Array<out T>.elementAt(index: Int): T

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@sample samples.collections.Collections.Elements.elementAt* 
public expect fun ByteArray.elementAt(index: Int): Byte

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@sample samples.collections.Collections.Elements.elementAt* 
public expect fun ShortArray.elementAt(index: Int): Short

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@sample samples.collections.Collections.Elements.elementAt* 
public expect fun IntArray.elementAt(index: Int): Int

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@sample samples.collections.Collections.Elements.elementAt* 
public expect fun LongArray.elementAt(index: Int): Long

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@sample samples.collections.Collections.Elements.elementAt* 
public expect fun FloatArray.elementAt(index: Int): Float

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@sample samples.collections.Collections.Elements.elementAt* 
public expect fun DoubleArray.elementAt(index: Int): Double
```
public expect fun BooleanArray.elementAt(index: Int): Boolean

public expect fun CharArray.elementAt(index: Int): Char

@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun ByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun ShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun IntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun LongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun FloatArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun DoubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun BooleanArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.elementAtOrNull(index: Int): T? {
    return this.getOrNull(index)
}

@kotlin.internal.InlineOnly
public inline fun ByteArray.elementAtOrNull(index: Int): Byte? {
    return this.getOrNull(index)
}

@kotlin.internal.InlineOnly
public inline fun ShortArray.elementAtOrNull(index: Int): Short? {
    return this.getOrNull(index)
}

@kotlin.internal.InlineOnly
public inline fun IntArray.elementAtOrNull(index: Int): Int? {
    return this.getOrNull(index)
}

@kotlin.internal.InlineOnly
public inline fun LongArray.elementAtOrNull(index: Int): Long? {
    return this.getOrNull(index)
}

@kotlin.internal.InlineOnly
public inline fun FloatArray.elementAtOrNull(index: Int): Float? {
    return this.getOrNull(index)
}

@kotlin.internal.InlineOnly
public inline fun DoubleArray.elementAtOrNull(index: Int): Double? {
    return this.getOrNull(index)
}

@kotlin.internal.InlineOnly
public inline fun BooleanArray.elementAtOrNull(index: Int): Boolean? {
    return this.getOrNull(index)
}

@kotlin.internal.InlineOnly
public inline fun CharArray.elementAtOrNull(index: Int): Char? {
    return this.getOrNull(index)
}
ShortArray.elementAtOrNull(index: Int): Short? {\n   return this.getOrNull(index)\n}\n/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun
IntArray.elementAtOrNull(index: Int): Int? {
   return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun
LongArray.elementAtOrNull(index: Int): Long? {\n   return this.getOrNull(index)\n}\n/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun
FloatArray.elementAtOrNull(index: Int): Float? {\n   return this.getOrNull(index)\n}\n/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun
CharArray.elementAtOrNull(index: Int): Char? {\n   return this.getOrNull(index)\n}\n/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.find(predicate: (T) -> Boolean): T? {\n   return firstOrNull(predicate)\n}\n/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
ByteArray.find(predicate: (Byte) -> Boolean): Byte? {
   return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
ShortArray.find(predicate: (Short) -> Boolean): Short? {
   return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
IntArray.find(predicate: (Int) -> Boolean): Int? {
   return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
LongArray.find(predicate: (Long) -> Boolean): Long? {
   return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
FloatArray.find(predicate: (Float) -> Boolean): Float? {
   return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
CharArray.find(predicate: (Char) -> Boolean): Char? {
   return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.findLast(predicate: (T) -> Boolean): T? {\n   return lastOrNull(predicate)\n}\n/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
ByteArray.findLast(predicate: (Byte) -> Boolean): Byte? {
   return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
ShortArray.findLast(predicate: (Short) -> Boolean): Short? {
   return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
DoubleArray.find(predicate: (Double) -> Boolean): Double? {\n   return lastOrNull(predicate)\n}\n/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean? {
   return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
CharArray.findLast(predicate: (Char) -> Boolean): Char? {
   return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {
   return lastOrNull(predicate)
}\n@sample
fun IntArray.findLast(predicate: (Int) -> Boolean): Int? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.
 */
fun LongArray.findLast(predicate: (Long) -> Boolean): Long? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.
 */
fun FloatArray.findLast(predicate: (Float) -> Boolean): Float? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.
 */
fun DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.
 */
fun BooleanArray.findLast(predicate: (Boolean) -> Boolean): Boolean? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.
 */
fun CharArray.findLast(predicate: (Char) -> Boolean): Char? {
    return lastOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun IntArray.first(predicate: (Int) -> Boolean): Int? {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun LongArray.first(predicate: (Long) -> Boolean): Long? {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun FloatArray.first(predicate: (Float) -> Boolean): Float? {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double? {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean? {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun CharArray.first(predicate: (Char) -> Boolean): Char? {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
> Boolean): Long {\n    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
public inline fun FloatArray.first(predicate: (Float) -> Boolean): Float {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
public inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
public inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
public inline fun CharArray.first(predicate: (Char) -> Boolean): Char {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public inline fun <T> Array<out T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public inline fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public inline fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public inline fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public inline fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public inline fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public inline fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public inline fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public inline fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {
    for (element in this) if (predicate(element)) return element
    return null
}
(predicate(element)) return element

return null

*/

* Returns the first element matching the given [predicate], or `null` if element was not found.

*public inline fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char?

{ for (element in this) if (predicate(element)) return element

return null

*/

* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*public inline fun <T> Array<T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {

return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)

*/

* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*public inline fun ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {

return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)

*/

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

*public inline fun ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short): Short {

return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)

*/

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

*public inline fun IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int {

return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)

*/

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

*public inline fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long {

return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)

*/

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

*public inline fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {

return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)

*/

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

*public inline fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {

return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)

*/

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

*public inline fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {

return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)

*/

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

*public inline fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {

return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)

*/

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

*public inline fun ShortArray.getOrNull(index: Int): Short? {

return if (index >= 0 && index <= lastIndex) get(index) else null

*/

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

*public inline fun IntArray.getOrNull(index: Int): Int? {

return if (index >= 0 && index <= lastIndex) get(index) else null

*/

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

*public inline fun LongArray.getOrNull(index: Int): Long? {

return if (index >= 0 && index <= lastIndex) get(index) else null

*/

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

*public inline fun FloatArray.getOrNull(index: Int): Float? {

return if (index >= 0 && index <= lastIndex) get(index) else null

*/

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

*public inline fun DoubleArray.getOrNull(index: Int): Double? {

return if (index >= 0 && index <= lastIndex) get(index) else null

*/

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

*public inline fun BooleanArray.getOrNull(index: Int): Boolean? {

return if (index >= 0 && index <= lastIndex) get(index) else null

*/

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
```kotlin
BooleanArray.indexOfFirst(predicate: (Boolean) -> Boolean): Int { for (index in indices) { if (predicate(this[index])) { return index } } return -1 }\n
*\n//\n\n\nCharArray.indexOfFirst(predicate: (Char) -> Boolean): Int { for (index in indices) { if (predicate(this[index])) { return index } } return -1 }\n
*\n//\n\n\nCharArray.indexOfFirst(predicate: (Char) -> Boolean): Int { for (index in indices) { if (predicate(this[index])) { return index } } return -1 }\n
*\n//\n\n\nIntArray.indexOfFirst(predicate: (Int) -> Boolean): Int { for (index in indices) { if (predicate(this[index])) { return index } } return -1 }\n
*\n//\n\n\nShortArray.indexOfFirst(predicate: (Short) -> Boolean): Int { for (index in indices) { if (predicate(this[index])) { return index } } return -1 }\n
*\n//\n\n\nByteArray.indexOfFirst(predicate: (Byte) -> Boolean): Int { for (index in indices) { if (predicate(this[index])) { return index } } return -1 }\n
*\n//\n\n\nIntArray.indexOfLast(predicate: (Int) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } return -1 } }\n
*\n//\n\n\nCharArray.indexOfLast(predicate: (Char) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } return -1 } }\n
*\n//\n\n\nCharArray.indexOfLast(predicate: (Char) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } return -1 } }\n
*\n//\n\n\nByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } return -1 } }\n
*\n//\n\n\nIntArray.indexOfLast(predicate: (Int) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } return -1 } }\n
*\n//\n\n\nCharArray.indexOfLast(predicate: (Char) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } return -1 } }\n
*\n//\n\n\nCharArray.indexOfLast(predicate: (Char) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } return -1 } }\n
*\n//\n\n\nByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } return -1 } }\n
*\n//\n\n\nIntArray.indexOfLast(predicate: (Int) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } return -1 } }\n
*\n//\n\n\nCharArray.indexOfLast(predicate: (Char) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } return -1 } }\n
*\n//\n\n\nCharArray.indexOfLast(predicate: (Char) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } return -1 } }\n
*\n//\n\n```
element matching the given \[\text{predicate}\], or \`null\' if no such element was found.

```kotlin
DoubleArray.lastOrNull predicate: (Double) -> Boolean: Double? {
  for (index in this.indices.reversed()) {
    // Returns the last element matching the given predicate, or 'null' if no such element was found.
  }
}

BooleanArray.lastOrNull predicate: (Boolean) -> Boolean: Boolean? {
  for (index in this.indices.reversed()) {
    // Returns the last element matching the given predicate, or 'null' if no such element was found.
  }
}

CharArray.lastOrNull predicate: (Char) -> Boolean: Char? {
  for (index in this.indices.reversed()) {
    // Returns the last element matching the given predicate, or 'null' if no such element was found.
  }
}

ByteArray.random(): Byte {
  return random(Random)
}

ShortArray.random(): Short {
  return random(Random)
}

IntArray.random(): Int {
  return random(Random)
}

LongArray.random(): Long {
  return random(Random)
}

FloatArray.random(): Float {
  return random(Random)
}

DoubleArray.random(): Double {
  return random(Random)
}

BooleanArray.random(): Boolean {
  return random(Random)
}

CharArray.random(): Char {
  return random(Random)
}
```

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NoSuchElementException("Array is empty.")
        return get(random.nextInt(size))
    }\n\n    * Returns a random element from this array using the specified source of randomness.
    * @param random random source
    * @return a random element
    * @throws NoSuchElementException if this array is empty.
    */
    public fun DoubleArray.random(random: Random): Double {
        if (isEmpty())
            throw NoSuchElementException("Array is empty.")
        return get(random.nextInt(size))
    }\n\n    * Returns an element from this array matching the given [predicate], or throws an exception if there is no or more than one matching element.
    * @param predicate predicate to apply to each element
    * @return an element
    * @throws NoSuchElementException if this array is empty.
    * @throws IllegalArgumentException if there is no or more than one matching element.
    */
    public fun DoubleArray.single(predicate: (Double) -> Boolean): Double {
        var single: Double? = null
        var found = false
        for (element in this) {
            if (predicate(element)) {
                if (found) throw IllegalArgumentException("Array contains more than one matching element.")
                single =
            }
        }
        if (single == null) throw NoSuchElementException("Array is empty.")
        return single
    }
element
    found = true
    } |n |n if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } @Suppress("UNCHECKED_CAST")
    return single as $T
  * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
  */
  @public inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte {
    var single: Byte? = null
    var found = false
    for (element in this) {
      if (predicate(element)) {
        if (found) throw IllegalArgumentException("Array contains more than one matching element.")
        single = element
        found = true
      } |n |n if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } @Suppress("UNCHECKED_CAST")
    return single as Byte
  *
  */
  @public inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {
    var single: Short? = null
    var found = false
    for (element in this) {
      if (predicate(element)) {
        if (found) throw IllegalArgumentException("Array contains more than one matching element.")
        single = element
        found = true
      } |n |n if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } @Suppress("UNCHECKED_CAST")
    return single as Short
  *
  */
  @public inline fun IntArray.single(predicate: (Int) -> Boolean): Int {
    var single: Int? = null
    var found = false
    for (element in this) {
      if (predicate(element)) {
        if (found) throw IllegalArgumentException("Array contains more than one matching element.")
        single = element
        found = true
      } |n |n if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } @ Suppress("UNCHECKED_CAST")
    return single as Int
  *
  */
  @public inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
      if (predicate(element)) {
        if (found) throw IllegalArgumentException("Array contains more than one matching element.")
        single = element
        found = true
      } |n |n if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } @Suppress("UNCHECKED_CAST")
    return single as Long
  *
  */
  @public inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {
    var single: Float? = null
    var found = false
    for (element in this) {
      if (predicate(element)) {
        if (found) throw IllegalArgumentException("Array contains more than one matching element.")
        single = element
        found = true
      } |n |n if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } @Suppress("UNCHECKED_CAST")
    return single as Float
  *
  */
  @public inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {
    var single: Double? = null
    var found = false
    for (element in this) {
      if (predicate(element)) {
        if (found) throw IllegalArgumentException("Array contains more than one matching element.")
        single = element
        found = true
      } |n |n if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } @Suppress("UNCHECKED_CAST")
    return single as Double
  *
  */
  @public inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {
    var single: Boolean? = null
    var found = false
    for (element in this) {
      if (predicate(element)) {
        if (found) throw IllegalArgumentException("Array contains more than one matching element.")
        single = element
        found = true
      } |n |n if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } @Suppress("UNCHECKED_CAST")
    return single as Boolean
  *
  */
  @public inline fun CharArray.single(predicate: (Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
      if (predicate(element)) {
        if (found) throw IllegalArgumentException("Array contains more than one matching element.")
        single = element
        found = true
      } |n |n if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } @Suppress("UNCHECKED_CAST")
    return single as Char
  *
element
    found = true
    )
} else if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

@Suppress("UNCHECKED_CAST")
    return single as Char
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public fun <T> Array<out T>.singleOrNull(): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the given predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Char
}
BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Array<out T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ByteArray.drop(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ShortArray.drop(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun IntArray.drop(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun LongArray.drop(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun FloatArray.drop(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun DoubleArray.drop(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun BooleanArray.drop(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun CharArray.dropLast(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ByteArray.dropLast(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ShortArray.dropLast(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun IntArray.dropLast(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun LongArray.dropLast(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun FloatArray.dropLast(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun DoubleArray.dropLast(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun BooleanArray.dropLast(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

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IllegalArgumentException if \( n \) is negative.

```kotlin
public fun ByteArray.dropLast(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).toByteArray() * throw
}

public fun ShortArray.dropLast(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).toByteArray() * throw
}

public fun IntArray.dropLast(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).toByteArray() * throw
}

public fun LongArray.dropLast(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).toByteArray() * throw
}

public fun FloatArray.dropLast(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).toByteArray() * throw
}

public fun DoubleArray.dropLast(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).toByteArray() * throw
}

public fun BooleanArray.dropLast(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).toByteArray() * throw
}

public fun CharArray.dropLast(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).toByteArray() * throw
}

```
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samples.collections.Collections.Transformations.drop

```kotlin
/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 */
public inline fun LongArray.dropLastWhile(predicate: (Long) -> Boolean): List<Long> {
    var yielding = false
    val list = ArrayList<Long>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 */
public inline fun FloatArray.dropLastWhile(predicate: (Float) -> Boolean): List<Float> {
    var yielding = false
    val list = ArrayList<Float>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 */
public inline fun DoubleArray.dropLastWhile(predicate: (Double) -> Boolean): List<Double> {
    var yielding = false
    val list = ArrayList<Double>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 */
public inline fun BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    var yielding = false
    val list = ArrayList<Boolean>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 */
public inline fun CharArray.dropLastWhile(predicate: (Char) -> Boolean): List<Char> {
    var yielding = false
    val list = ArrayList<Char>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
/**
 * Returns a list containing all elements except first elements that satisfy the given 
 * [predicate].
 */
public inline fun <T> Array<out T>.dropWhile(predicate: (T) -> Boolean): List<T> {
    var yielding = false
    val list = ArrayList<T>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
/**
 * Returns a list containing all elements except first elements that satisfy the given 
 * [predicate].
 */
public inline fun ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {
    var yielding = false
    val list = ArrayList<Byte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
/**
 * Returns a list containing all elements except first elements that satisfy the given 
 * [predicate].
 */
public inline fun ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {
    var yielding = false
    val list = ArrayList<Short>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
/**
 * Returns a list containing all elements except first elements that satisfy the given 
 * [predicate].
 */
public inline fun IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {
    var yielding = false
    val list = ArrayList<Int>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
/**
 * Returns a list containing all elements except first elements that satisfy the given 
 * [predicate].
 */
public inline fun LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {
    var yielding = false
    val list = ArrayList<Long>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
/**
 * Returns a list containing all elements except first elements that satisfy the given 
 * [predicate].
 */
public inline fun FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {
    var yielding = false
    val list = ArrayList<Float>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
/**
 * Returns a list containing all elements except first elements that satisfy the given 
 * [predicate].
 */
public inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {
    var yielding = false
    val list = ArrayList<Double>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```
the index of an element and the element itself
* and returns the result of predicate evaluation on the element.
*

//public inline fun FloatArray.filterIndexed(predicate: (index: Int, Float) -> Boolean): List<Float>
{
    return
filterIndexedTo(ArrayList<Float>(), predicate)\n\n\n* Returns a list containing only elements matching the
given [predicate].\n* @param [predicate] function that takes the index of an element and the element itself\n* and
returns the result of predicate evaluation on the element.\n*

//public inline fun DoubleArray.filterIndexed(predicate: (index: Int, Double) -> Boolean): List<Double>
{
    return
filterIndexedTo(ArrayList<Double>(), predicate)\n\n\n* Returns a list containing only elements matching the
given [predicate].\n* @param [predicate] function that takes the index of an element and the element itself\n* and
returns the result of predicate evaluation on the element.\n*

//public inline fun BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Boolean>
{
    return
filterIndexedTo(ArrayList<Boolean>(), predicate)\n\n\n* Returns a list containing only elements matching the
given [predicate].\n* @param [predicate] function that takes the index of an element and the element itself\n* and
returns the result of predicate evaluation on the element.\n*

//public inline fun CharArray.filterIndexed(predicate: (index: Int, Char) -> Boolean): List<Char>
{
    return
filterIndexedTo(ArrayList<Char>(), predicate)\n\n\n* Returns a list containing only elements matching the
given [predicate].\n* @param [predicate] function that takes the index of an element and the element itself\n* and
returns the result of predicate evaluation on the element.\n*
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/**
 * Appends all elements matching the given [predicate] to the given [destination].
 @param [predicate] function that takes the index of an element and the element itself
 and returns the result of predicate evaluation on the element.
 @return destination
 */
public inline fun <C : MutableCollection<in Boolean>>
CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {

    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 @param [predicate] function that takes the index of an element and the element itself
 and returns the result of predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in Char>>
CharArray.filterNotTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed { index, element ->
        if (!predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 */
public inline fun <reified R> Array<*>.filterIsInstance(): List<R> {
    return filterIsInstanceTo(ArrayList<R>(), predicate = { index, element -> element is R })
}

/**
 * Appends all elements that are instances of specified type parameter R to the given [destination].
 */
public inline fun <reified R, C : MutableCollection<in R>>
Array<*>.filterIsInstanceTo(destination: C): C {
    forEach { element ->
        if (element is R) destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun <T> Array<out T>.filterNot(predicate: (T) -> Boolean): List<T> {
    return filterNotTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun ByteArray.filterNot(predicate: (Byte) -> Boolean): List<Byte> {
    return filterNotTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun ShortArray.filterNot(predicate: (Short) -> Boolean): List<Short> {
    return filterNotTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {
    return filterNotTo(ArrayList<Int>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {
    return filterNotTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun FloatArray.filterNot(predicate: (Float) -> Boolean): List<Float> {
    return filterNotTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun DoubleArray.filterNot(predicate: (Double) -> Boolean): List<Double> {
    return filterNotTo(ArrayList<Double>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun BooleanArray.filterNot(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterNotTo(ArrayList<Boolean>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun CharArray.filterNot(predicate: (Char) -> Boolean): List<Char> {
    return filterNotTo(ArrayList<Char>(), predicate)
}

/**
 * Returns a list containing all elements that are not `null`.
 */
public fun <T : Any> Array<out T?>.filterNotNull(): List<T> {
    return filterNotNullTo(ArrayList<T>())
}

/**
 * Appends all elements that are not `null` to the given [destination].
 */
public fun <C : MutableCollection<in T>, T : Any> Array<out T?>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <T, C : MutableCollection<in T>>
Array<out T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
MutableCollection<Int>> IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableCollection<Int>> Long>> LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableCollection<Int>> Float>> FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableCollection<Int>> Double>> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableCollection<Boolean>> BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableCollection<Char>> CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <T, C : MutableList<in T>> Array<out T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"%n */public inline fun <C : MutableList<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"

/**
 * Returns a list containing elements at indices in the specified 
 * [indices] range.
 */
public fun <T> Array<out T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified 
 * [indices] range.
 */
public fun ByteArray.slice(indices: IntRange): List<Byte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified 
 * [indices] range.
 */
public fun <T> Array<out T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified 
 * [indices] range.
 */
public fun ByteArray.slice(indices: IntRange): List<Byte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}
containing elements at indices in the specified [indices] range.

/**
 * Returns a list containing elements at specified [indices].
 */
public fun IntArray.sliceArray(indices: Collection<Int>): Array<Int> {
    val result = arrayOfNulls(this, indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns a list containing elements of this array at specified [indices].
 */
public fun BooleanArray.sliceArray(indices: Collection<Int>): Array<Boolean> {
    val result = arrayOfNulls(this, indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns a list containing elements of this array at specified [indices].
 */
public fun CharArray.sliceArray(indices: Collection<Int>): Array<Char> {
    val result = arrayOfNulls(this, indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns a list containing elements of this array at specified [indices].
 */
public fun <T> Array<out T>.sliceArray(indices: Collection<Int>): Array<T> {
    val result = arrayOfNulls(this, indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns a list containing elements of this array at specified [indices].
 */
public fun ByteArray.sliceArray(indices: Collection<Int>): Array<Byte> {
    val result = arrayOfNulls(this, indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns a list containing elements of this array at specified [indices].
 */
public fun FloatArray.sliceArray(indices: Collection<Int>): Array<Float> {
    val result = arrayOfNulls(this, indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns a list containing elements of this array at specified [indices].
 */
public fun DoubleArray.sliceArray(indices: Collection<Int>): Array<Double> {
    val result = arrayOfNulls(this, indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns a list containing elements of this array at specified [indices].
 */
public fun BooleanArray.sliceArray(indices: Collection<Int>): Array<Boolean> {
    val result = arrayOfNulls(this, indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns a list containing elements of this array at specified [indices].
 */
public fun CharArray.sliceArray(indices: Collection<Int>): Array<Char> {
    val result = arrayOfNulls(this, indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns a list containing elements of this array at specified [indices].
 */
public fun <T> Array<out T>.sliceArray(indices: Collection<Int>): Array<T> {
    val result = arrayOfNulls(this, indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

Array<T>.sliceArray(indices: Collection<Int>): Array<T> {
    val result = arrayOfNulls(this, indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}
result

* Returns an array containing elements of this array at specified [indices].

*public fun

ByteArray.sliceArray(indices: Collection<Int>): ByteArray {
    val result = ByteArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
public fun ShortArray.sliceArray(indices: Collection<Int>): ShortArray {
    val result = ShortArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

*public fun

IntArray.sliceArray(indices: Collection<Int>): IntArray {
    val result = IntArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

*public fun

LongArray.sliceArray(indices: Collection<Int>): LongArray {
    val result = LongArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

*public fun

FloatArray.sliceArray(indices: Collection<Int>): FloatArray {
    val result = FloatArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

*public fun

DoubleArray.sliceArray(indices: Collection<Int>): DoubleArray {
    val result = DoubleArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

*public fun

BooleanArray.sliceArray(indices: Collection<Int>): BooleanArray {
    val result = BooleanArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

*public fun

CharArray.sliceArray(indices: Collection<Int>): CharArray {
    val result = CharArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements at indices in the specified [indices] range.

*public fun

<T> Array<T>.sliceArray(indices: IntRange): Array<T> {
    if (indices.isEmpty()) return copyOfRange(0, 0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

* Returns an array containing elements at indices in the specified [indices] range.

*public fun

ByteArray.sliceArray(indices: IntRange): ByteArray {
    if (indices.isEmpty()) return ByteArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

* Returns an array containing elements at indices in the specified [indices] range.

*public fun

ShortArray.sliceArray(indices: IntRange): ShortArray {
    if (indices.isEmpty()) return ShortArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

* Returns an array containing elements at indices in the specified [indices] range.

*public fun

IntArray.sliceArray(indices: IntRange): IntArray {
    if (indices.isEmpty()) return IntArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

* Returns an array containing elements at indices in the specified [indices] range.

*public fun

LongArray.sliceArray(indices: IntRange): LongArray {
    if (indices.isEmpty()) return LongArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

* Returns an array containing elements at indices in the specified [indices] range.

*public fun

DoubleArray.sliceArray(indices: IntRange): DoubleArray {
    if (indices.isEmpty()) return DoubleArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

* Returns an array containing elements at indices in the specified [indices] range.

*public fun

CharArray.sliceArray(indices: IntRange): CharArray {
    if (indices.isEmpty()) return CharArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

* Returns a list containing first [n] elements.

* @throws IllegalArgumentException if [n] is negative.
(Byte) -> Boolean): List<Byte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Transformations.take
 */
public inline fun ShortArray.takeLastWhile(predicate: Short -> Boolean): List<Short> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Transformations.take
 */
public inline fun IntArray.takeLastWhile(predicate: Int -> Boolean): List<Int> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Transformations.take
 */
public inline fun LongArray.takeLastWhile(predicate: Long -> Boolean): List<Long> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Transformations.take
 */
public inline fun FloatArray.takeLastWhile(predicate: Float -> Boolean): List<Float> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Transformations.take
 */
public inline fun DoubleArray.takeLastWhile(predicate: Double -> Boolean): List<Double> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Transformations.take
 */
public inline fun BooleanArray.takeLastWhile(predicate: Boolean -> Boolean): List<Boolean> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Transformations.take
 */
public inline fun CharArray.takeLastWhile(predicate: Char -> Boolean): List<Char> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Transformations.take
 */
public inline fun <T> Array<out T>.takeWhile(predicate: (T) -> Boolean): List<T> {
    val list = ArrayList<T>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Transformations.take
 */
public inline fun ByteArray.takeWhile(predicate: (Byte) -> Boolean): List<Byte> {
    val list = ArrayList<Byte>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Transformations.take
 */
public inline fun ShortArray.takeWhile(predicate: (Short) -> Boolean): List<Short> {
    val list = ArrayList<Short>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Transformations.take
 */
public inline fun IntArray.takeWhile(predicate: (Int) -> Boolean): List<Int> {
    val list = ArrayList<Int>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Transformations.take
 */
public inline fun LongArray.takeWhile(predicate: (Long) -> Boolean): List<Long> {
    val list = ArrayList<Long>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Transformations.take
 */
public inline fun FloatArray.takeWhile(predicate: (Float) -> Boolean): List<Float> {
    val list = ArrayList<Float>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Transformations.take
 */
public inline fun DoubleArray.takeWhile(predicate: (Double) -> Boolean): List<Double> {
    val list = ArrayList<Double>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Transformations.take
 */
public inline fun BooleanArray.takeWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    val list = ArrayList<Boolean>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Transformations.take
 */
public inline fun CharArray.takeWhile(predicate: (Char) -> Boolean): List<Character> {
    val list = ArrayList<Character>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}
elements satisfying the given [predicate].\n
*\n
*/

//

public inline fun DoubleArray.takeWhile(predicate: (Double) -> Boolean): List<Double> {
    val list = ArrayList<Double>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun DoubleArray.takeWhile(predicate: (Double) -> Boolean): List<Double> {
    val list = ArrayList<Double>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> Array<T>.takeWhile(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun BooleanArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun ByteArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun IntArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun LongArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun ShortArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun CharArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun DoubleArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun FloatArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun ByteArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun <T> Array<out T>.reverse(): List<T> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun LongArray.reversed(): List<Long> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun ShortArray.reversed(): List<Short> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun ByteArray.reversed(): List<Byte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun <T> Array<out T>.reversed(): List<T> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun CharArray.reversed(): List<Char> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun DoubleArray.reversed(): List<Double> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun FloatArray.reversed(): List<Float> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun LongArray.reversed(): List<Long> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun IntArray.reversed(): List<Int> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun ByteArray.reversed(): List<Byte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
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IntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun ShortArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun ByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
        sortWith(reverseOrder())
    }

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <T : Comparable<T>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {
    if (size > 1) sortWith(compareByDescending(selector))
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order of the value returned by specified [selector] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <T, R : Comparable<R>> Array<out T>.sortBy(crossinline selector: (T) -> R?): Unit {
    if (size > 1) sortWith(compareBy(selector))
}

/**
 * Sorts elements in the array in-place according to natural sort order of the value returned by specified [selector] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T> Array<T>.reversedArray(): Array<T> {
    if (isEmpty()) return this
    val result = arrayOfNulls(this, size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

FloatArray.reversed(): List<Float> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

DoubleArray.reversed(): List<Double> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

BooleanArray.reversed(): List<Boolean> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

CharArray.reversedArray(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

ByteArray.reversedArray(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

CharArray.reversed(): List<Char> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

BooleanArray.reversed(): List<Boolean> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

ByteArray.reversed(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

CharArray.reversed(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

ByteArray.reversed(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

CharArray.reversedArray(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

ByteArray.reversed(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
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    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

ByteArray.reversed(): ByteArray {
    if (isEmpty()) return this
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    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

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    if (isEmpty()) return this
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    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

ByteArray.reversed(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

CharArray.reversed(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

ByteArray.reversed(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

CharArray.reversed(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

ByteArray.reversed(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

CharArray.reversed(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

ByteArray.reversed(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

CharArray.reversed(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

ByteArray.reversed(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

CharArray.reversed(): CharArray {
    if (isEmpty()) return this
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    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

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    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

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    if (isEmpty()) return this
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    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

ByteArray.reversed(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

CharArray.reversed(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

ByteArray.reversed(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

CharArray.reversed(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

ByteArray.reversed(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

CharArray.reversed(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

ByteArray.reversed(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

CharArray.reversed(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

ByteArray.reversed(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

CharArray.reversed(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

ByteArray.reversed(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

CharArray.reversed(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

ByteArray.reversed(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

CharArray.reversed(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

ByteArray.reversed(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}
in the array in-place descending according to their natural sort order.

```kotlin
public fun LongArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

```kotlin
public fun FloatArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

```kotlin
public fun IntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

```kotlin
public fun ShortArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

```kotlin
public fun ByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

```kotlin
public fun <T : Comparable<T>> Array<out T>.sorted(): List<T> {
    return sortedArray().asList()
}
```

```kotlin
public fun <T> List<T>.sortedArrayDescending(): List<T> {
    return sort().apply { sort() }.asList()
}
```

```kotlin
public fun <T> List<T>.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

```kotlin
public fun <T> List<T>.sortedArray(): List<T> {
    return toTypedArray().apply { sort() }.asList()
}
```

```kotlin
public fun <T> List<T>.sorted(): List<T> {
    return sortedArray().asList()
}
```

```kotlin
public fun <T> List<Byte>.sorted(): List<T> {
    return sortedArray().asList()
}
```

```kotlin
public fun <T> List<Int>.sorted(): List<T> {
    return sortedArray().asList()
}
```

```kotlin
public fun <T> List<Float>.sorted(): List<T> {
    return sortedArray().asList()
}
```

```kotlin
public fun <T> List<Long>.sorted(): List<T> {
    return sortedArray().asList()
}
```

```kotlin
public fun <T> List<Short>.sorted(): List<T> {
    return sortedArray().asList()
}
```

```kotlin
public fun <T> List<Char>.sorted(): List<T> {
    return sortedArray().asList()
}
```

```kotlin
public fun <T> List<Double>.sorted(): List<T> {
    return sortedArray().asList()
}
```

```kotlin
public fun <T> List<Byte>.sorted(): List<T> {
    return sortedArray().asList()
}
```

```kotlin
public fun ByteArray.sortedArray(): List<Byte> {
    return toTypedArray().apply { sort() }.asList()
}
```

```kotlin
public fun CharArray.sortedArray(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun IntArray.sortedArray(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun ShortArray.sortedArray(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun LongArray.sortedArray(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun FloatArray.sortedArray(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun DoubleArray.sortedArray(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun ByteArray.sortedArray(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun CharArray.sortedArray(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun DoubleArray.sortedArray(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun ShortArray.sortedArray(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun <T : Comparable<T>> DoubleArray.sorted(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun <T : Comparable<T>> ShortArray.sorted(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun <T : Comparable<T>> CharArray.sorted(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun <T : Comparable<T>> ByteArray.sorted(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun <T : Comparable<T>> IntArray.sorted(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun <T : Comparable<T>> LongArray.sorted(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun <T : Comparable<T>> FloatArray.sorted(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun <T : Comparable<T>> Array<out T>.sorted(): List<out T> {
    return sortedArray().asList()
}
```

```kotlin
public fun <T : Comparable<T>> Array<out T>.sortedArrayDescending(): List<out T> {
    return sort().apply { sort() }.asList()
}
```

```kotlin
public fun <T : Comparable<T>> Array<out T>.sortedArray(): List<out T> {
    return sortedArray().asList()
}
```

```kotlin
public fun <T : Comparable<T>> Array<out T>.sortedArrayHierarchical(): List<out T> {
    return sort().apply { sort() }.asList()
}
```

```kotlin
public fun <T : Comparable<T>> Array<out T>.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

```kotlin
public fun <T : Comparable<T>> Array<out T>.sort(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

```kotlin
public fun <T : Comparable<T>> List<out T>.sorted(): List<out T> {
    return sortedArray().asList()
}
```

```kotlin
public fun <T : Comparable<T>> List<out T>.sortedArrayDescending(): List<out T> {
    return sort().apply { sort() }.asList()
}
```

```kotlin
public fun <T : Comparable<T>> List<out T>.sortedArray(): List<out T> {
    return sortedArray().asList()
}
```

```kotlin
public fun <T : Comparable<T>> List<out T>.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

```kotlin
public fun <T : Comparable<T>> List<out T>.sort(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

```kotlin
public fun <T : Comparable<T>> List<out T>.sortedHierarchical(): List<out T> {
    return sort().apply { sort() }.asList()
}
```

```kotlin
public fun <T : Comparable<T>> List<out T>.sortedArrayHierarchical(): List<out T> {
    return sort().apply { sort() }.asList()
}
```

```kotlin
public fun <T : Comparable<T>> List<out T>.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

```kotlin
public fun <T : Comparable<T>> List<out T>.sort(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```
their natural sort order.

```kotlin
public fun IntArray.sortedArrayDescending(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } // Returns a copy sorted in descending order
}

public fun LongArray.sortedArrayDescending(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } // Returns a copy sorted in descending order
}

public fun FloatArray.sortedArrayDescending(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } // Returns a copy sorted in descending order
}

public fun DoubleArray.sortedArrayDescending(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } // Returns a copy sorted in descending order
}

public fun CharArray.sortedArrayDescending(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } // Returns a copy sorted in descending order
}

public fun <T> Array<out T>.sortedArrayWith(comparator: Comparator<in T>): Array<out T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) } // Sorts elements according to the specified comparator
}

public inline fun <T, R : Comparable<R>> Array<out T>.sortedBy(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector)) // Sorts elements using the specified selector
}

public inline fun <R : Comparable<R>> ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareBy(selector)) // Sorts elements using the specified selector
}

public inline fun <R : Comparable<R>> ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareBy(selector)) // Sorts elements using the specified selector
}

public inline fun <R : Comparable<R>> IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareBy(selector)) // Sorts elements using the specified selector
}

public inline fun <R : Comparable<R>> LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareBy(selector)) // Sorts elements using the specified selector
}

public inline fun <R : Comparable<R>> FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareBy(selector)) // Sorts elements using the specified selector
}

public inline fun <R : Comparable<R>> DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareBy(selector)) // Sorts elements using the specified selector
}

public inline fun <R : Comparable<R>> BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareBy(selector)) // Sorts elements using the specified selector
}

public inline fun <R : Comparable<R>> CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareBy(selector)) // Sorts elements using the specified selector
}

```
Comparable<R>> ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareByDescending(selector)).unsorted *
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> shortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareByDescending(selector)).unsorted *
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareByDescending(selector)).unsorted *
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareByDescending(selector)).unsorted *
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareByDescending(selector)).unsorted *
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareByDescending(selector)).unsorted *
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareByDescending(selector)).unsorted *
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

public fun <T : Comparable<T>> Array<out T>.sortedDescending(): List<T> {
    return sortedArrayWith(reverseOrder()).unsorted *
} // Returns a list of all elements sorted descending according to their natural sort order.

public fun ByteArray.sortedDescending(): List<Byte> {
    return copyOf().apply { sort() }.reversed().unsorted *
} // Returns a list of all elements sorted descending according to their natural sort order.

public fun ShortArray.sortedDescending(): List<Short> {
    return copyOf().apply { sort() }.reversed().unsorted *
} // Returns a list of all elements sorted descending according to their natural sort order.

public fun IntArray.sortedDescending(): List<Int> {
    return copyOf().apply { sort() }.reversed().unsorted *
} // Returns a list of all elements sorted descending according to their natural sort order.

public fun LongArray.sortedDescending(): List<Long> {
    return copyOf().apply { sort() }.reversed().unsorted *
} // Returns a list of all elements sorted descending according to their natural sort order.

public fun FloatArray.sortedDescending(): List<Float> {
    return copyOf().apply { sort() }.reversed().unsorted *
} // Returns a list of all elements sorted descending according to their natural sort order.

public fun DoubleArray.sortedDescending(): List<Double> {
    return copyOf().apply { sort() }.reversed().unsorted *
} // Returns a list of all elements sorted descending according to their natural sort order.

public fun CharArray.sortedDescending(): List<Char> {
    return copyOf().apply { sort() }.reversed().unsorted *
} // Returns a list of all elements sorted descending according to their natural sort order.

T>.sortedWith(comparator: Comparator<in T>): List<T> {
    return sortedArrayWith(comparator).unsorted *
} // Returns a list of all elements sorted according to the specified [comparator].

T>.sortedWith(comparator: Comparator<in Byte>): List<Byte> {
    return toTypedArray().apply { sortWith(comparator) }.unsorted *
} // Returns a list of all elements sorted according to the specified [comparator].

T>.sortedWith(comparator: Comparator<in Short>): List<Short> {
    return toTypedArray().apply { sortWith(comparator) }.unsorted *
} // Returns a list of all elements sorted according to the specified [comparator].
Comparator<in Int>): List<Int> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun FloatArray.sortedWith(comparator: Comparator<in Float>): List<Float> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun DoubleArray.sortedWith(comparator: Comparator<in Double>): List<Double> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun BooleanArray.sortedWith(comparator: Comparator<in Boolean>): List<Boolean> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun CharArray.sortedWith(comparator: Comparator<in Char>): List<Char> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a List that wraps the original array.
 */
public expect fun ByteArray.asList(): List<Byte>

/**
 * Returns a List that wraps the original array.
 */
public expect fun ShortArray.asList(): List<Short>

/**
 * Returns a List that wraps the original array.
 */
public expect fun IntArray.asList(): List<Int>

/**
 * Returns a List that wraps the original array.
 */
public expect fun LongArray.asList(): List<Long>

/**
 * Returns a List that wraps the original array.
 */
public expect fun ByteArray.asList(): List<Byte>

/**
 * Returns a List that wraps the original array.
 */
public expect fun FloatArray.asList(): List<Float>

/**
 * Returns a List that wraps the original array.
 */
public expect fun DoubleArray.asList(): List<Double>

/**
 * Returns a List that wraps the original array.
 */
public expect fun BooleanArray.asList(): List<Boolean>

/**
 * Returns a List that wraps the original array.
 */
public expect fun CharArray.asList(): List<Char>

/**
 * Returns a hash code based on the contents of this array as if it is a List.
 */
@SinceKotlin("1.1")
public expect fun <T> Array<out T>.contentDeepHashCode(): Int

/**
 * Returns a string representation of the contents of this array as if it is a List.
 */
@SinceKotlin("1.1")
public expect fun <T> Array<out T>.contentDeepToString(): String

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun ByteArray.contentEquals(other: ByteArray): Boolean

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun ShortArray.contentEquals(other: ShortArray): Boolean

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun IntArray.contentEquals(other: IntArray): Boolean

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun LongArray.contentEquals(other: LongArray): Boolean

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun FloatArray.contentEquals(other: FloatArray): Boolean

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun CharArray.contentEquals(other: CharArray): Boolean

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun ByteArray.contentDeepEquals(other: ByteArray): Boolean

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun ShortArray.contentDeepEquals(other: ShortArray): Boolean

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun IntArray.contentDeepEquals(other: IntArray): Boolean

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun LongArray.contentDeepEquals(other: LongArray): Boolean

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun DoubleArray.contentDeepEquals(other: DoubleArray): Boolean

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun FloatArray.contentDeepEquals(other: FloatArray): Boolean

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun BooleanArray.contentDeepEquals(other: BooleanArray): Boolean

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun CharArray.contentDeepEquals(other: CharArray): Boolean

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun ByteArray.contentDeepToString(): String

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun ShortArray.contentDeepToString(): String

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun IntArray.contentDeepToString(): String

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun LongArray.contentDeepToString(): String

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun DoubleArray.contentDeepToString(): String

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun FloatArray.contentDeepToString(): String

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun BooleanArray.contentDeepToString(): String

/**
 * Returns `true` if the two specified arrays are structurally equal to one another.
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
public expect infix fun CharArray.contentDeepToString(): String
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[equals][Any.equals] function.

For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.\n* \n}@SinceKotlin("1.1.1")\npublic expect infix fun IntArray.contentEquals(other: IntArray):

Boolean?\n
* \n Returns ‘true’ if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.\n* \n* The elements are compared for equality with the [equals][Any.equals] function.\n* \n* For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.\n* \n}@SinceKotlin("1.1.1")\npublic expect infix fun LongArray.contentEquals(other: LongArray):

Boolean?\n
* \n Returns ‘true’ if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.\n* \n* The elements are compared for equality with the [equals][Any.equals] function.\n* \n* For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.\n* \n}@SinceKotlin("1.1.1")\npublic expect infix fun FloatArray.contentEquals(other: FloatArray):

Boolean?\n
* \n Returns ‘true’ if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.\n* \n* The elements are compared for equality with the [equals][Any.equals] function.\n* \n* For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.\n* \n}@SinceKotlin("1.1.1")\npublic expect infix fun DoubleArray.contentEquals(other: DoubleArray):

Boolean?\n
* \n Returns ‘true’ if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.\n* \n* The elements are compared for equality with the [equals][Any.equals] function.\n* \n* For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.\n* \n}@SinceKotlin("1.1.1")\npublic expect infix fun BooleanArray.contentEquals(other: BooleanArray):

Boolean?\n
* \n Returns ‘true’ if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.\n* \n* The elements are compared for equality with the [equals][Any.equals] function.\n* \n* For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.\n* \n}@SinceKotlin("1.1.1")\npublic expect infix fun CharArray.contentEquals(other: CharArray):

Boolean?\n
* \n Returns ‘true’ if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.\n* \n* The elements are compared for equality with the [equals][Any.equals] function.\n* \n* For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.\n* \n}@SinceKotlin("1.1.1")\npublic expect infix fun ByteArray.contentEquals(other: ByteArray):

Boolean?\n
* \n Returns ‘true’ if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.\n* \n* The elements are compared for equality with the [equals][Any.equals] function.\n* \n* For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.\n* \n}@SinceKotlin("1.1.1")\npublic expect infix fun ShortArray.contentEquals(other: ShortArray):

Boolean?\n
* \n Returns ‘true’ if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.\n* \n* The elements are compared for equality with the [equals][Any.equals] function.\n* \n* For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.\n* \n}@SinceKotlin("1.1.1")\npublic expect infix fun IntArray.contentHashCode():

Int\n
* \n Returns a hash code based on the contents of this array as if it is [List].\n* \n}@SinceKotlin("1.1.1")\npublic expect fun ByteArray.contentHashCode():

Int?\n
* \n Returns a hash code based on the contents of this array as if it is [List].\n* \n}@SinceKotlin("1.1.1")\npublic expect fun ShortArray.contentHashCode():

Int?\n
* \n Returns a hash code based on the contents of this array as if it is [List].\n* \n}@SinceKotlin("1.1.1")\npublic expect fun IntArray.contentToString():

String?\n
* \n Returns a string representation of the contents of the specified array as if it is [List].\n* \n}@SinceKotlin("1.1.1")\npublic expect fun ByteArray.contentToString():

String?\n
* \n Returns a string representation of the contents of the specified array as if it is [List].\n* \n}@SinceKotlin("1.1.1")\npublic expect fun ShortArray.contentToString():

String?\n
* \n Returns a string representation of the contents of the specified array as if it is [List].\n* \n}@SinceKotlin("1.1.1")\npublic expect fun LongArray.contentToString():

String?\n
* \n Returns a string representation of the contents of the specified array as if it is [List].\n* \n}@SinceKotlin("1.1.1")\npublic expect fun FloatArray.contentToString():

String?\n
* \n Returns a string representation of the contents of the specified array as if it is [List].\n* \n}@SinceKotlin("1.1.1")\npublic expect fun DoubleArray.contentToString():

String?\n
* \n Returns a string representation of the contents of the specified array as if it is [List].\n* \n}@SinceKotlin("1.1.1")\npublic expect fun BooleanArray.contentToString():

String?\n
* \n Returns a string representation of the contents of the specified array as if it is [List].\n* \n}@SinceKotlin("1.1.1")\npublic expect fun CharArray.contentToString():

String?\n
* \n Returns a string representation of the contents of the specified array as if it is [List].
@SinceKotlin("1.1")
public expect fun LongArray.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.1")
public expect fun FloatArray.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.1")
public expect fun DoubleArray.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.1")
public expect fun BooleanArray.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.1")
public expect fun CharArray.contentToString(): String

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")
public expect fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")
public expect fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")
public expect fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")
public expect fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")
public expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")
public expect fun EnumArray<out E>.copyInto(destination: EnumArray<E>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): EnumArray<E>
range of this array indices or when `startIndex > endIndex`.
@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
or when that index is out of the [destination] array indices range.
@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
@throws IndexOutOfBoundsException or [IllegalStateException] when `startIndex > endIndex`.
@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
or when that index is out of the [destination] array indices range.
@throws IndexOutOfBoundsException or [IllegalStateException] when `startIndex > endIndex`.
@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
or when that index is out of the [destination] array indices range.
@throws IndexOutOfBoundsException or [IllegalStateException] when `startIndex > endIndex`.
@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
or when that index is out of the [destination] array indices range.
@throws IndexOutOfBoundsException or [IllegalStateException] when `startIndex > endIndex`.
@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
or when that index is out of the [destination] array indices range.
@throws IndexOutOfBoundsException or [IllegalStateException] when `startIndex > endIndex`.
@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
or when that index is out of the [destination] array indices range.
@throws IndexOutOfBoundsException or [IllegalStateException] when `startIndex > endIndex`.
@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
or when that index is out of the [destination] array indices range.
@throws IndexOutOfBoundsException or [IllegalStateException] when `startIndex > endIndex`.
@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
or when that index is out of the [destination] array indices range.
@throws IndexOutOfBoundsException or [IllegalStateException] when `startIndex > endIndex`.
@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
or when that index is out of the [destination] array indices range.
@throws IndexOutOfBoundsException or [IllegalStateException] when `startIndex > endIndex`.
specify the subrange so that it overlaps with the destination range.

```kotlin
@Throws(IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.)
@Throws(IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.)

@Return the [destination] array.

@SinceKotlin("1.3")
public expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):

```
public expect fun LongArray.copyOf(newSize: Int): LongArray

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedCopyOf
 */

public expect fun FloatArray.copyOf(newSize: Int): FloatArray

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedCopyOf
 */

public expect fun DoubleArray.copyOf(newSize: Int): DoubleArray

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with `false` values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `false` values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedCopyOf
 */

public expect fun BooleanArray.copyOf(newSize: Int): BooleanArray

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with null char (`\u0000`) values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\u0000`) values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedCopyOf
 */

public expect fun CharArray.copyOf(newSize: Int): CharArray

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with `null` values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedCopyOf
 */

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOf(newSize: Int): Array<T?>

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T>

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public expect fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public expect fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public expect fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public expect fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public expect fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T?>

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */

array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive), must be in `0..array.size` \n * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size` \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentRangeException if [fromIndex] is greater than [toIndex])..\n * @public expect fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray\n * Returns a new array which is a copy of the specified range of the original array.\n * @param fromIndex the start of the range (inclusive), must be in `0..array.size` \n * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size` \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentRangeException if [fromIndex] is greater than [toIndex].\n * @public expect fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray\n * Returns a new array which is a copy of the specified range of the original array.\n * @param fromIndex the start of the range (inclusive), must be in `0..array.size` \n * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size` \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentRangeException if [fromIndex] is greater than [toIndex].\n * @public expect fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit\n * Fills this array or its subrange with the specified [element] value.\n * @param fromIndex the start of the range (inclusive), must be in `0..array.size` \n * @param toIndex the end of the range (exclusive), size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentRangeException if [fromIndex] is greater than [toIndex]).\n * @public expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit\n * Fills this array or its subrange with the specified [element] value.\n * @param fromIndex the start of the range (inclusive), must be in `0..array.size` \n * @param toIndex the end of the range (exclusive), size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentRangeException if [fromIndex] is greater than [toIndex].\n * @public expect fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit\n * Fills this array or its subrange with the specified [element] value.\n * @param fromIndex the start of the range (inclusive), must be in `0..array.size` \n * @param toIndex the end of the range (exclusive), size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentRangeException if [fromIndex] is greater than [toIndex].\n * @public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit\n * Fills this array or its subrange with the specified [element] value.\n * @param fromIndex the start of the range (inclusive), must be in `0..array.size` \n * @param toIndex the end of the range (exclusive), size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentRangeException if [fromIndex] is greater than [toIndex].\n * @public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit\n * Fills this array or its subrange with the specified [element] value.\n * @param fromIndex the start of the range (inclusive), must be in `0..array.size` \n * @param toIndex the end of the range (exclusive), size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentRangeException if [fromIndex] is greater than [toIndex].\n * @public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit\n * Fills this array or its subrange with the specified [element] value.\n * @param fromIndex the start of the range (inclusive), must be in `0..array.size` \n * @param toIndex the end of the range (exclusive), size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentRangeException if [fromIndex] is greater than [toIndex].\n * @public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit
array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*/
@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Returns the range of valid indices for the array.
 */
public val <T: Array<out T>> Array<out T>.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val ByteArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val ShortArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val IntArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val LongArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val FloatArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val DoubleArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val BooleanArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val CharArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns true if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun <T: Array<out T>> Array<out T>.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns true if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns true if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns true if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns true if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns true if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns true if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns true if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns true if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns true if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns true if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns true if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns true if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns true if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns true if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns true if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns true if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns true if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns the last valid index for the array.
 */
public val <T> Array<out T>.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ByteArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ShortArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val IntArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val LongArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val FloatArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val DoubleArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val BooleanArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val CharArray.lastIndex: Int
    get() = size - 1

/**
 * Open Source Used In DNAC Platform Arica 12004
the array.

```kotlin
public val ShortArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last index for the array.
 */
public val IntArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last index for the array.
 */
public val LongArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last index for the array.
 */
public val FloatArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last index for the array.
 */
public val DoubleArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last index for the array.
 */
public val BooleanArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last index for the array.
 */
public val CharArray.lastIndex: Int
    get() = size - 1

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>.plus(element: T): Array<T>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun ByteArray.plus(element: Byte): ByteArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun ShortArray.plus(element: Short): ShortArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun IntArray.plus(element: Int): IntArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun LongArray.plus(element: Long): LongArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun FloatArray.plus(element: Float): FloatArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun DoubleArray.plus(element: Double): DoubleArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun BooleanArray.plus(element: Boolean): BooleanArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun CharArray.plus(element: Char): CharArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>.plus(elements: Collection<T>): Array<T>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun ShortArray.plus(elements: Collection<Short>): ShortArray

@Suppress("NO.ACTUAL_FOR_EXPECT")
public expect operator fun IntArray.plus(elements: Collection<Int>): IntArray

@Suppress("NO.ACTUAL_FOR_EXPECT")
public expect operator fun LongArray.plus(elements: Collection<Long>): LongArray

@Suppress("NO.ACTUAL_FOR_EXPECT")
public expect operator fun FloatArray.plus(elements: Collection<Float>): FloatArray

@Suppress("NO.ACTUAL_FOR_EXPECT")
public expect operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray

@Suppress("NO.ACTUAL_FOR_EXPECT")
public expect operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray

@Suppress("NO.ACTUAL_FOR_EXPECT")
public expect operator fun CharArray.plus(elements: Collection<Char>): CharArray
```
given \[\text{elements}\] array.

```kotlin
public expect operator fun IntArray.plus(elements: IntArray): IntArray
```

Returns an array containing all elements of the original array and then all elements of the given \[\text{elements}\] array.

```kotlin
public expect operator fun LongArray.plus(elements: LongArray): LongArray
```

Returns an array containing all elements of the original array and then all elements of the given \[\text{elements}\] array.

```kotlin
public expect operator fun FloatArray.plus(elements: FloatArray): FloatArray
```

Returns an array containing all elements of the original array and then all elements of the given \[\text{elements}\] array.

```kotlin
public expect operator fun CharArray.plus(elements: CharArray): CharArray
```

Returns an array containing all elements of the original array and then the given \[\text{elements}\] array.

```kotlin
public expect operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray
```

Returns an array containing all elements of the original array and then all elements of the given \[\text{elements}\] array.

```kotlin
public expect operator fun CharArray.plus(elements: CharArray): CharArray
```

Returns an array containing all elements of the original array and then the given \[\text{elements}\] array.

```kotlin
public expect operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray
```

Returns an array containing all elements of the original array and then all elements of the given \[\text{elements}\] array.

```kotlin
public expect operator fun ByteArray.plusElement(element: Byte): ByteArray
```

Sorts the array in-place.

```kotlin
public expect fun <T> Array<T>.sort(): Unit
```

Sorts the array in-place.

```kotlin
public expect fun ByteArray.sort(): Unit
```

Sorts the array in-place.

```kotlin
public expect fun ShortArray.sort(): Unit
```

Sorts the array in-place.

```kotlin
public expect fun IntArray.sort(): Unit
```

Sorts the array in-place.

```kotlin
public expect fun CharArray.sort(): Unit
```

Sorts the array in-place.

```kotlin
public expect fun BooleanArray.sort(): Unit
```

Sorts the array in-place.

```kotlin
public fun Array<out Boolean>.toBooleanArray(): BooleanArray
```

Returns an array of Boolean containing all of the elements of this generic array.

```kotlin
public fun Array<out Byte>.toByteArray(): ByteArray
```

Returns an array of Byte containing all of the elements of this generic array.

```kotlin
public fun Array<out Char>.toCharArray(): CharArray
```

Returns an array of Char containing all of the elements of this generic array.

```kotlin
public fun Array<out Double>.toDoubleArray(): DoubleArray
```

Returns an array of Double containing all of the elements of this generic array.

```kotlin
public fun Array<out Float>.toFloatArray(): FloatArray
```

Returns an array of Float containing all of the elements of this generic array.

```kotlin
public fun Array<out Int>.toIntArray(): IntArray
```

Returns an array of Int containing all of the elements of this generic array.

```kotlin
public fun ByteArray.toTypedArray(): Array<Byte>
```

Returns a typed object array containing all of the elements of this primitive array.

```kotlin
public fun ShortArray.toTypedArray(): Array<Short>
```

Returns a typed object array containing all of the elements of this primitive array.

```kotlin
public fun IntArray.toTypedArray(): Array<Int>
```

Returns a typed object array containing all of the elements of this primitive array.
of the elements of this primitive array.

```kotlin
public expect fun LongArray.toTypedArray(): Array<Long>
```

```kotlin
public expect fun FloatArray.toTypedArray(): Array<Float>
```

```kotlin
public expect fun DoubleArray.toTypedArray(): Array<Double>
```

```kotlin
public expect fun BooleanArray.toTypedArray(): Array<Boolean>
```

```kotlin
public expect fun CharArray.toTypedArray(): Array<Char>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun CharArray.toTypedArray(): Array<Char>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ByteArray.toTypedArray(): Array<Byte>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ShortArray.toTypedArray(): Array<Short>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun IntArray.toTypedArray(): Array<Int>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun LongArray.toTypedArray(): Array<Long>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun FloatArray.toTypedArray(): Array<Float>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun DoubleArray.toTypedArray(): Array<Double>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun BooleanArray.toTypedArray(): Array<Boolean>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun CharArray.toTypedArray(): Array<Char>
```

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/**
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```

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/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ByteArray.toTypedArray(): Array<Byte>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ShortArray.toTypedArray(): Array<Short>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun IntArray.toTypedArray(): Array<Int>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun LongArray.toTypedArray(): Array<Long>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun FloatArray.toTypedArray(): Array<Float>
```

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```

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/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
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/**
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public expect fun CharArray.toTypedArray(): Array<Char>
```

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/**
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```

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/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ByteArray.toTypedArray(): Array<Byte>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ShortArray.toTypedArray(): Array<Short>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun IntArray.toTypedArray(): Array<Int>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun LongArray.toTypedArray(): Array<Long>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun FloatArray.toTypedArray(): Array<Float>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun DoubleArray.toTypedArray(): Array<Double>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun BooleanArray.toTypedArray(): Array<Boolean>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun CharArray.toTypedArray(): Array<Char>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
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```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ByteArray.toTypedArray(): Array<Byte>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ShortArray.toTypedArray(): Array<Short>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun IntArray.toTypedArray(): Array<Int>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun LongArray.toTypedArray(): Array<Long>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun FloatArray.toTypedArray(): Array<Float>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun DoubleArray.toTypedArray(): Array<Double>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun BooleanArray.toTypedArray(): Array<Boolean>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun CharArray.toTypedArray(): Array<Char>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun CharArray.toTypedArray(): Array<Char>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ByteArray.toTypedArray(): Array<Byte>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ShortArray.toTypedArray(): Array<Short>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun IntArray.toTypedArray(): Array<Int>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun LongArray.toTypedArray(): Array<Long>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun FloatArray.toTypedArray(): Array<Float>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun DoubleArray.toTypedArray(): Array<Double>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun BooleanArray.toTypedArray(): Array<Boolean>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun CharArray toTypedArray(): Array<Char>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun CharArray toTypedArray(): Array<Char>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ByteArray toTypedArray(): Array<Byte>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ShortArray toTypedArray(): Array<Short>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun IntArray toTypedArray(): Array<Int>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun LongArray toTypedArray(): Array<Long>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun FloatArray toTypedArray(): Array<Float>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun DoubleArray toTypedArray(): Array<Double>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun BooleanArray toTypedArray(): Array<Boolean>
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun CharArray toTypedArray(): Array<Char>
```
elements of the given array.

The returned map preserves the entry iteration order of the original array.

The returned map preserves the entry iteration order of the original array.

The returned map preserves the entry iteration order of the original array.

The returned map preserves the entry iteration order of the original array.

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The returned map preserves the entry iteration order of the original array.

The returned map preserves the entry iteration order of the original array.

The returned map preserves the entry iteration order of the original array.
returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

```kotlin
public inline fun <K> CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)
}
```

```kotlin
public inline fun <T> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```kotlin
public inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```kotlin
public inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```kotlin
public inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```kotlin
public inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```kotlin
public inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```kotlin
public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```kotlin
public inline fun <K> BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Boolean>(capacity), keySelector)
}
```
for (element in this) {
    destination.put(keySelector(element), element)
} return destination

* Populates and returns the [destination] mutable map with key-value pairs. * where key is provided by the
[keySelector] function applied to each element of the given array * and value is the element itself. If any two
elements would have the same key returned by [keySelector] the last one gets added to the map.

.Populates and returns the [destination] mutable map with key-value pairs. * where key is provided by the
[keySelector] function and * and value is provided by the [valueTransform] function applied to elements of
the given array. * * If any two elements would have the same key returned by [keySelector] the last one
gets added to the map.

.Populates and returns the [destination] mutable map with key-value pairs. * where key is provided by the
[keySelector] function and * and value is provided by the [valueTransform] function applied to elements of
the given array. * * If any two elements would have the same key returned by [keySelector] the last one
gets added to the map.

.Populates and returns the [destination] mutable map with key-value pairs. * where key is provided by the
[keySelector] function and * and value is provided by the [valueTransform] function applied to elements of
the given array. * * If any two elements would have the same key returned by [keySelector] the last one
gets added to the map.

.Populates and returns the [destination] mutable map with key-value pairs. * where key is provided by the
[keySelector] function and * and value is provided by the [valueTransform] function applied to elements of
the given array. * * If any two elements would have the same key returned by [keySelector] the last one
gets added to the map.

.Populates and returns the [destination] mutable map with key-value pairs. * where key is provided by the
[keySelector] function and * and value is provided by the [valueTransform] function applied to elements of
the given array. * * If any two elements would have the same key returned by [keySelector] the last one
gets added to the map.

.Populates and returns the [destination] mutable map with key-value pairs. * where key is provided by the
[keySelector] function and * and value is provided by the [valueTransform] function applied to elements of
the given array. * * If any two elements would have the same key returned by [keySelector] the last one
gets added to the map.

.Populates and returns the [destination] mutable map with key-value pairs. * where key is provided by the
[keySelector] function and * and value is provided by the [valueTransform] function applied to elements of
the given array. * * If any two elements would have the same key returned by [keySelector] the last one
gets added to the map.

.Populates and returns the [destination] mutable map with key-value pairs. * where key is provided by the
[keySelector] function and * and value is provided by the [valueTransform] function applied to elements of
the given array. * * If any two elements would have the same key returned by [keySelector] the last one
gets added to the map.
map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. 

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. 

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. If any two pairs would have the same key the last one gets added to the map. 

```kotlin
public inline fun <T, K, V : MutableMap<in K, in V>> Array<out T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. 

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. 

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. 

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateTo(destination: M, transform: (Int) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. 

```kotlin
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. 

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateTo(destination: M, transform: (Float) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. 

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateTo(destination: M, transform: (Double) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

```kotlin
BooleanArray.associateTo(destination: M, transform: (Boolean) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

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* If any of two pairs would have the same key the last one gets added to the map.

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <T, C : MutableCollection<in T>> Array<out T>.toCollection(destination: C) = C { for (item in this) {
    destination.add(item)
} return destination
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun <T> Array<out T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(size)))
}

/**
 * Returns a [List] containing all elements.
 */
public fun <T> Array<out T>.toList(): List<T> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}
public fun DoubleArray.toSet(): Set<Double> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> this.toMutableSet()
    }
}

/**
 * Returns a [Set] of all elements.
 */
public fun FloatArray.toSet(): Set<Float> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> this.toMutableSet()
    }
}

/**
 * Returns a [Set] of all elements.
 */
public fun LongArray.toSet(): Set<Long> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> this.toMutableSet()
    }
}

/**
 * Returns a [Set] of all elements.
 */
public fun IntArray.toSet(): Set<Int> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> this.toMutableSet()
    }
}

/**
 * Returns a [Set] of all elements.
 */
public fun ShortArray.toSet(): Set<Short> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> this.toMutableSet()
    }
}

/**
 * Returns a [Set] of all elements.
 */
public fun ByteArray.toSet(): Set<Byte> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> this.toMutableSet()
    }
}

/**
 * Returns a [Set] of all elements.
 */
public fun <T> Array<out T>.toSet(): Set<T> {
    for (item in this)
        list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun ByteArray.toMutableList(): MutableList<Byte> {
    val list = ArrayList<Byte>(size)
    for (item in this)
        list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun BooleanArray.toMutableList(): MutableList<Boolean> {
    val list = ArrayList<Boolean>(size)
    for (item in this)
        list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun DoubleArray.toMutableList(): MutableList<Double> {
    val list = ArrayList<Double>(size)
    for (item in this)
        list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun FloatArray.toMutableList(): MutableList<Float> {
    val list = ArrayList<Float>(size)
    for (item in this)
        list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun LongArray.toMutableList(): MutableList<Long> {
    val list = ArrayList<Long>(size)
    for (item in this)
        list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun IntArray.toMutableList(): MutableList<Int> {
    val list = ArrayList<Int>(size)
    for (item in this)
        list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun ShortArray.toMutableList(): MutableList<Short> {
    val list = ArrayList<Short>(size)
    for (item in this)
        list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun ByteArray.toMutableList(): MutableList<Byte> {
    val list = ArrayList<Byte>(size)
    for (item in this)
        list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun <T> Array<out T>.toMutableList(): MutableList<T> {
    return
    for (item in this)
        list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun ByteArray.toList(): List<Byte> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun BooleanArray.toList(): List<Boolean> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun DoubleArray.toList(): List<Double> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun FloatArray.toList(): List<Float> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun LongArray.toList(): List<Long> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun IntArray.toList(): List<Int> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun ShortArray.toList(): List<Short> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun ByteArray.toList(): List<Byte> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}
toCollection(LinkedHashSet<Double>(mapCapacity(size)))
    }
}

/**
 * Returns a \[Set\] of all elements.
 * \n * The returned set preserves the element iteration order of the original array.
 * */
public fun BooleanArray.toSet(): Set<Boolean> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))
    }
}

/**
 * Returns a \[Set\] of all elements.
 * \n * The returned set preserves the element iteration order of the original array.
 * */
public fun CharArray.toSet(): Set<Char> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Char>(mapCapacity(size)))
    }
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 * */
public fun <T, R> Array<out T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 * */
public fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 * */
public fun <R> ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 * */
public fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 * */
public fun <R> LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 * */
public fun <R> FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 * */
public fun <R> DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 * */
public fun <R> BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 * */
public fun <R> CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of \[transform\] function being invoked on each element of original array, to the given \[destination\].
 * */
public fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of \[transform\] function being invoked on each element of original array, to the given \[destination\].
 * */
public fun <R, C : MutableCollection<in R>> ByteArray.flatMapTo(destination: C, transform: (Byte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of \[transform\] function being invoked on each element of original array, to the given \[destination\].
 * */
public fun <R, C : MutableCollection<in R>> ShortArray.flatMapTo(destination: C, transform: (Short) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of \[transform\] function being invoked on each element of original array, to the given \[destination\].
 * */
public fun <R, C : MutableCollection<in R>> IntArray.flatMapTo(destination: C, transform: (Int) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of \[transform\] function being invoked on each element of original array, to the given \[destination\].
 * */
public fun <R, C : MutableCollection<in R>> LongArray.flatMapTo(destination: C, transform: (Long) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
list = transform(element)
destination.addAll(list)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> FloatArray.flatMapTo(destination: C, transform: (Float) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> DoubleArray.flatMapTo(destination: C, transform: (Double) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> BooleanArray.flatMapTo(destination: C, transform: (Boolean) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> CharArray.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <T, K> Array<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> ByteArray.groupBy(keySelector: (Byte) -> K): Map<K, List<Byte>> {
    return groupByTo(LinkedHashMap<K, MutableList<Byte>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {
    return groupByTo(LinkedHashMap<K, MutableList<Short>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>> {
    return groupByTo(LinkedHashMap<K, MutableList<Int>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {
    return groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)
}
FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>>
{} return groupByTo(LinkedHashMap<K, MutableList<Float>>(), keySelector)
\n
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */

IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>>
{} return groupByTo(LinkedHashMap<K, MutableList<Int>>(), keySelector)

ByteArray.groupBy(keySelector: (Byte) -> K): Map<K, List<Byte>>
{} return groupByTo(LinkedHashMap<K, MutableList<Byte>>(), keySelector)

ShortArray.groupBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>>
{} return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)

CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>>
{} return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)

DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, List<Double>>
{} return groupByTo(LinkedHashMap<K, MutableList<Double>>(), keySelector)

BooleanArray.groupBy(keySelector: (Boolean) -> K): Map<K, List<Boolean>>
{} return groupByTo(LinkedHashMap<K, MutableList<Boolean>>(), keySelector)

CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Char>>
{} return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)

MutableList.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>>
{} return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)

MutableArray.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>>
{} return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
with a list of corresponding values. The returned map preserves the entry iteration order of the keys produced from the original array.

```kotlin
public inline fun <K, V> LongArray.groupBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

```kotlin
public inline fun <K, V> FloatArray.groupBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

```kotlin
public inline fun <K, V> DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

```kotlin
public inline fun <K, V> BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

```kotlin
public inline fun <K, V> CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

```kotlin
public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key){ ArrayList<T>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
public inline fun <K, M : MutableMap<in K, MutableList<Byte>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key){ ArrayList<Byte>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
/**
 * Groups elements of the original array by the key returned by the given 
 * [keySelector] function and puts to the 
 * [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Byte>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key)
        list.add(element)
    }
    return destination
}
```

```kotlin
/**
 * Groups elements of the original array by the key returned by the given 
 * [keySelector] function and puts to the 
 * [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Byte>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key)
        list.add(element)
    }
    return destination
}
```

```kotlin
/**
 * Groups elements of the original array by the key returned by the given 
 * [keySelector] function and puts to the 
 * [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Byte>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key)
        list.add(element)
    }
    return destination
}
```
fun <K, M : MutableMap<K, MutableList<V>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = 
        destination.getOrPut(key) {
            ArrayList<Short>()
        } add(element)
        return destination
    }

    Groups elements of the original array by the key returned by the given [keySelector] function. Each element and puts to the [destination] map each group key associated with a list of corresponding elements.

    @return The [destination] map.
}

public inline fun <K, M : MutableMap<K, MutableList<M>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = 
        destination.getOrPut(key) {
            ArrayList<Long>()
        } add(element)
        return destination
    }

    Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.

    @return The [destination] map.
}

public inline fun <K, M : MutableMap<K, MutableList<Boolean>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = 
        destination.getOrPut(key) {
            ArrayList<Boolean>()
        } add(element)
        return destination
    }

    Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.

    @return The [destination] map.
}

public inline fun <K, M : MutableMap<K, MutableList<Char>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = 
        destination.getOrPut(key) {
            ArrayList<Char>()
        } add(element)
        return destination
    }

    Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.

    @return The [destination] map.
}

public inline fun <T, K, V, M : MutableMap<K, MutableList<V>>> Array<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = 
        destination.getOrPut(key) {
            ArrayList<V>()
        } add(valueTransform(element))
        return destination
    }

    Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.

    @return The [destination] map.
}
original array by the key returned by the given [keySelector] function applied to the element and puts to the [destination] map each group key associated with a list of corresponding values. 

* @return The [destination] map.

* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

*\n
inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M { 
  for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrElse(key) { ArrayList<V>() } 
    list.add(valueTransform(element)) 
  } 
  return destination
}

*\n
inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
  for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrElse(key) { ArrayList<V>() } 
    list.add(valueTransform(element)) 
  } 
  return destination
}

*\n
inline fun <K, V, M : MutableMap<in K, MutableList<V>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
  for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrElse(key) { ArrayList<V>() } 
    list.add(valueTransform(element)) 
  } 
  return destination
}

*\n
inline fun <K, V, M : MutableMap<in K, MutableList<V>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
  for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrElse(key) { ArrayList<V>() } 
    list.add(valueTransform(element)) 
  } 
  return destination
}

*\n
inline fun <K, V, M : MutableMap<in K, MutableList<V>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
  for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrElse(key) { ArrayList<V>() } 
    list.add(valueTransform(element)) 
  } 
  return destination
}

*\n
inline fun <K, V, M : MutableMap<in K, MutableList<V>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
  for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrElse(key) { ArrayList<V>() } 
    list.add(valueTransform(element)) 
  } 
  return destination
}
returns the result of the transform applied to the element.

`ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C { \n var index = 0 for (item in this) \n destination.add(transform(index++, item)) \n return destination}\n
Applies the given transform function to each element and its index in the original array and appends the results to the given destination.

`@param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.

`ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C { \n var index = 0 for (item in this) \n destination.add(transform(index++, item)) \n return destination}\n
Applies the given transform function to each element and its index in the original array and appends the results to the given destination.

`@param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.

`LongArray.mapIndexedTo(destination: C, transform: (index: Int, Long) -> R): C { \n var index = 0 for (item in this) \n destination.add(transform(index++, item)) \n return destination}\n
Applies the given transform function to each element and its index in the original array and appends the results to the given destination.

`@param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.

`IntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C { \n var index = 0 for (item in this) \n destination.add(transform(index++, item)) \n return destination}\n
Applies the given transform function to each element and its index in the original array and appends the results to the given destination.

`@param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.

`ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C { \n var index = 0 for (item in this) \n destination.add(transform(index++, item)) \n return destination}\n
Applies the given transform function to each element and its index in the original array and appends the results to the given destination.
appends the results to the given [destination] \n *\n\npublic inline fun <R, C : MutableCollection<in R>>
ByteArray.mapTo(destination: C, transform: (Byte) -> R): C { \n    for (item in this)\n        destination.add(transform(item))\n    \n    return destination\n}\n\npublic inline fun <R, C : MutableCollection<in R>> ShortArray.mapTo(destination: C, transform: (Short) -> R): C { \n    for (item in this)\n        destination.add(transform(item))\n    \n    return destination\n}\n\npublic inline fun <R, C : MutableCollection<in R>> IntArray.mapTo(destination: C, transform: (Int) -> R): C { \n    for (item in this)\n        destination.add(transform(item))\n    \n    return destination\n}\n\npublic inline fun <R, C : MutableCollection<in R>> LongArray.mapTo(destination: C, transform: (Long) -> R): C { \n    for (item in this)\n        destination.add(transform(item))\n    \n    return destination\n}\n\npublic inline fun <R, C : MutableCollection<in R>> FloatArray.mapTo(destination: C, transform: (Float) -> R): C { \n    for (item in this)\n        destination.add(transform(item))\n    \n    return destination\n}\n\npublic inline fun <R, C : MutableCollection<in R>> DoubleArray.mapTo(destination: C, transform: (Double) -> R): C { \n    for (item in this)\n        destination.add(transform(item))\n    \n    return destination\n}\n\npublic inline fun <R, C : MutableCollection<in R>> BooleanArray.mapTo(destination: C, transform: (Boolean) -> R): C { \n    for (item in this)\n        destination.add(transform(item))\n    \n    return destination\n}\n\npublic inline fun <R, C : MutableCollection<in R>> CharArray.mapTo(destination: C, transform: (Char) -> R): C { \n    for (item in this)\n        destination.add(transform(item))\n    \n    return destination\n}\n\npublic fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}\n\npublic fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {
    return IndexingIterable { iterator() }
}\n\npublic fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> {
    return IndexingIterable { iterator() }
}\n\npublic fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {
    return IndexingIterable { iterator() }
}\n\npublic fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {
    return IndexingIterable { iterator() }
}\n\npublic fun FloatArray.withIndex():
\npublic fun DoubleArray.withIndex():
\npublic fun BooleanArray.withIndex():
\npublic fun CharArray.withIndex():
only distinct elements from the given array.

The elements in the resulting list are in the same order as they were in the source array.

* `distinct()`: Returns a list containing only distinct elements from the given array.

* `distinctBy(selector: (T) -> K)`: Returns a list containing only distinct elements from the given array.

* `ByteArray.distinctBy(selector: (Byte) -> K)`: Returns a list containing only distinct elements from the given array.

* `ShortArray.distinctBy(selector: (Short) -> K)`: Returns a list containing only distinct elements from the given array.

* `IntArray.distinctBy(selector: (Int) -> K)`: Returns a list containing only distinct elements from the given array.

* `LongArray.distinctBy(selector: (Long) -> K)`: Returns a list containing only distinct elements from the given array.

* `FloatArray.distinctBy(selector: (Float) -> K)`: Returns a list containing only distinct elements from the given array.

* `DoubleArray.distinctBy(selector: (Double) -> K)`: Returns a list containing only distinct elements from the given array.

* `BooleanArray.distinctBy(selector: (Boolean) -> K)`: Returns a list containing only distinct elements from the given array.

* `CharArray.distinctBy(selector: (Char) -> K)`: Returns a list containing only distinct elements from the given array.

* `ByteArray.distinctBy(selector: (Byte) -> K)`: Returns a list containing only distinct elements from the given array.

* `ShortArray.distinctBy(selector: (Short) -> K)`: Returns a list containing only distinct elements from the given array.

* `IntArray.distinctBy(selector: (Int) -> K)`: Returns a list containing only distinct elements from the given array.

* `LongArray.distinctBy(selector: (Long) -> K)`: Returns a list containing only distinct elements from the given array.

* `FloatArray.distinctBy(selector: (Float) -> K)`: Returns a list containing only distinct elements from the given array.

* `DoubleArray.distinctBy(selector: (Double) -> K)`: Returns a list containing only distinct elements from the given array.

* `BooleanArray.distinctBy(selector: (Boolean) -> K)`: Returns a list containing only distinct elements from the given array.

* `CharArray.distinctBy(selector: (Char) -> K)`: Returns a list containing only distinct elements from the given array.

* `List.toMutableSet().toList()`: Returns a list containing only distinct elements from the given array.

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* `List.toMutableSet().toList()`: Returns a list containing only distinct elements from the given array.
preserves the element iteration order of the original array. * To get a set containing all elements that are contained at least in one of these collections use [union]. * An public infix fun CharArray.intersect(other:
Iterable<Char>): Set<Char> {\n    val set = this.toMutableSet()\n    set.retainAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun <T> Array<out T>.subtract(other: Iterable<T>): Set<T> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun FloatArray.subtract(other: Iterable<Float>): Set<Float> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun BooleanArray.subtract(other: Iterable<Boolean>): Set<Boolean> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun byteArray.subtract(other: Iterable<Byte>): Set<Byte> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun IntArray.subtract(other: Iterable<Int>): Set<Int> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun LongArray.subtract(other: Iterable<Long>): Set<Long> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun FloatArray.subtract(other: Iterable<Float>): Set<Float> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun BooleanArray.subtract(other: Iterable<Boolean>): Set<Boolean> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun IntArray.subtract(other: Iterable<Int>): Set<Int> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun LongArray.subtract(other: Iterable<Long>): Set<Long> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun FloatArray.subtract(other: Iterable<Float>): Set<Float> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun BooleanArray.subtract(other: Iterable<Boolean>): Set<Boolean> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun IntArray.subtract(other: Iterable<Int>): Set<Int> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun LongArray.subtract(other: Iterable<Long>): Set<Long> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}
* Returns a set containing all elements that are contained by this array and not contained by the specified collection. * An public infix fun
BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
isEmpty().
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun <T> Array<out T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun ByteArray.any(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun ShortArray.any(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun IntArray.any(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun LongArray.any(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun FloatArray.any(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun DoubleArray.any(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `false` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun BooleanArray.any(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `false` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun CharArray.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.count(): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ByteArray.count(predicate: (Byte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ShortArray.count(predicate: (Short) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun IntArray.count(predicate: (Int) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun LongArray.count(predicate: (Long) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun FloatArray.count(predicate: (Float) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun LongArray.count(predicate: (Long) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun FloatArray.count(predicate: (Float) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <T, R> Array<out T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> LongArray.fold(initial: R, operation: (acc: R, Long) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
[operation] function that takes the index of an element, current accumulator value * and the element itself, and calculates the next accumulator value.

*/

public inline fun <R> ByteArray.foldRight(initial: R, operation: (Byte, acc: R) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value
 * starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 */

public inline fun <T, R> Array<out T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value
 * starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 */

public inline fun <R> CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value
 * starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 */

public inline fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value
 * starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 */

public inline fun <R> FloatArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value
 * starting with [initial] value and applying [operation] from left to right
 * to each element and current accumulator value.
 */

public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value
 * starting with [initial] value and applying [operation] from left to right
 * to each element and current accumulator value.
 */

public inline fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value
 * starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 */

public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value
 * starting with [initial] value and applying [operation] from left to right
 * to each element and current accumulator value.
 */

public inline fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value
 * starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 */

fun <R> Array<out T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) { /* O(n) */
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

fun <R> Array<out T>.foldLeft(initial: R, operation: (T, acc: R) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

fun <R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

fun <R> Array<out T>.foldIndexedRight(initial: R, operation: (T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

fun <R> Array<out T>.foldIndexedRight(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = lastIndex
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

fun <R> Array<out T>.foldIndexedLeft(initial: R, operation: (T, acc: R) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

fun <R> Array<out T>.foldIndexedLeft(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
= lastIndex

var accumulator = initial

while (index >= 0) {
    accumulator = operation(get(index--), accumulator)
}

return accumulator

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.
 */
public inline fun <T, R> Array<out T>.foldRightIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.
 */
public inline fun <R> IntArray.foldRightIndexed(initial: R, operation: (Int, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.
 */
public inline fun <R> ShortArray.foldRightIndexed(initial: R, operation: (Short, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.
 */
public inline fun <R> CharArray.foldRightIndexed(initial: R, operation: (Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.
 */
public inline fun <R> BooleanArray.foldRight(initial: R, operation: (Boolean, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.
 */
public inline fun <R> ByteArray.foldRightIndexed(initial: R, operation: (index: Int, Byte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.
 */
public inline fun <R> LongArray.foldRight(initial: R, operation: (Long, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.
 */
public inline fun <R> DoubleArray.foldRightIndexed(initial: R, operation: (Double, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.
 */
public inline fun <R> FloatArray.foldRightIndexed(initial: R, operation: (Float, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.
 */
public inline fun <R> CharArray.foldRightIndexed(initial: R, operation: (Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.
 */
public inline fun <R> IntArray.foldRightIndexed(initial: R, operation: (Int, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
operation: (index: Int, Int, acc: R) -> R
{\n    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
} // Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element in its original index and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself in
* and current accumulator value, and calculates the next accumulator value.\n* /\n\n\n/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element in its original index and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.\n* /\n\n\n/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.\n* /\n\n\n/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.\n*/
public inline fun <R> LongArray.foldRightIndexed(initial: R, operation: (Int, Int, Long, acc: R) -> R): R {\n    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
} // Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.\n* /\n\n\n/**
* Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.\n* /\n\n\n/**
* Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.\n* /\n\n\n/**
* Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.\n* /\n\n\n/**
* Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.\n* /\n\n\n/**
* Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.\n* /\n\n\n/**
* Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.\n* /\n\n\n/**
* Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.\n* /\n\n\n/**
* Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.\n* /\n\n\n/**
* Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.\n* /\n\n\n/**
* Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.\n* /\n\n\n/**
* Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.\n* /\n\n\n/**
* Performs the given [action] on each element, providing sequential index with the
* element.\n* /\n\n\n/**
* Performs the given [action] on each element, providing sequential index with the
* element.\n* /\n\n\n*/
public inline fun <T> Array<out T>.forEach(action: (T) -> Unit): Unit {\n    for (element in this) action(element)
} // Performs the given [action] on each element
*/
public inline fun <T> ByteArray.forEach(action: (Byte) -> Unit): Unit {\n    for (element in this) action(element)
} // Performs the given [action] on each element
*/
public inline fun <T> ShortArray.forEach(action: (Short) -> Unit): Unit {\n    for (element in this) action(element)
} // Performs the given [action] on each element
*/
public inline fun <T> IntArray.forEach(action: (Int) -> Unit): Unit {\n    for (element in this) action(element)
} // Performs the given [action] on each element
*/
public inline fun <T> LongArray.forEach(action: (Long) -> Unit): Unit {\n    for (element in this) action(element)
} // Performs the given [action] on each element
*/
public inline fun <T> FloatArray.forEach(action: (Float) -> Unit): Unit {\n    for (element in this) action(element)
} // Performs the given [action] on each element
*/
public inline fun <T> DoubleArray.forEach(action: (Double) -> Unit): Unit {\n    for (element in this) action(element)
} // Performs the given [action] on each element
*/
public inline fun <T> BooleanArray.forEach(action: (Boolean) -> Unit): Unit {\n    for (element in this) action(element)
} // Performs the given [action] on each element
*/
public inline fun <T> CharArray.forEach(action: (Char) -> Unit): Unit {\n    for (element in this) action(element)
} // Performs the given [action] on each element
*/
public inline fun <T> Array<out T>.forEachIndexed(action: (T, Int) -> Unit): Unit {\n    for (index in this.indices) action(element, index)
} // Performs the given [action] on each element and its index
*/
public inline fun <T> ByteArray.forEachIndexed(action: (Byte, Int) -> Unit): Unit {\n    for (index in this.indices) action(element, index)
} // Performs the given [action] on each element and its index
*/
public inline fun <T> ShortArray.forEachIndexed(action: (Short, Int) -> Unit): Unit {\n    for (index in this.indices) action(element, index)
} // Performs the given [action] on each element and its index
*/
public inline fun <T> IntArray.forEachIndexed(action: (Int, Int) -> Unit): Unit {\n    for (index in this.indices) action(element, index)
} // Performs the given [action] on each element and its index
*/
public inline fun <T> LongArray.forEachIndexed(action: (Long, Int) -> Unit): Unit {\n    for (index in this.indices) action(element, index)
} // Performs the given [action] on each element and its index
*/
public inline fun <T> FloatArray.forEachIndexed(action: (Float, Int) -> Unit): Unit {\n    for (index in this.indices) action(element, index)
} // Performs the given [action] on each element and its index
*/
public inline fun <T> DoubleArray.forEachIndexed(action: (Double, Int) -> Unit): Unit {\n    for (index in this.indices) action(element, index)
} // Performs the given [action] on each element and its index
*/
public inline fun <T> BooleanArray.forEachIndexed(action: (Boolean, Int) -> Unit): Unit {\n    for (index in this.indices) action(element, index)
} // Performs the given [action] on each element and its index
*/
public inline fun <T> CharArray.forEachIndexed(action: (Char, Int) -> Unit): Unit {\n    for (index in this.indices) action(element, index)
} // Performs the given [action] on each element and its index
*/

inline fun <T> Array<out T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) 
        action(index++, item)
}

public fun LongArray.max(): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun IntArray.max(): Int? {
    if (isEmpty()) return
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun ShortArray.max(): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun ByteArray.max(): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.1")
public fun Array<out Double>.max(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun ByteArray.forEachIndexed(action: (index: Int, Byte) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun IntArray.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun ShortArray.forEachIndexed(action: (index: Int, Short) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun DoubleArray.forEachIndexed(action: (index: Int, Double) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun FloatArray.forEachIndexed(action: (index: Int, Float) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun LongArray.forEachIndexed(action: (index: Int, Long) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun FloatArray.forEachIndexed(action: (index: Int, Float) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun LongArray.forEachIndexed(action: (index: Int, Long) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun FloatArray.forEachIndexed(action: (index: Int, Float) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun LongArray.forEachIndexed(action: (index: Int, Long) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun FloatArray.forEachIndexed(action: (index: Int, Float) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun LongArray.forEachIndexed(action: (index: Int, Long) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun FloatArray.forEachIndexed(action: (index: Int, Float) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun LongArray.forEachIndexed(action: (index: Int, Long) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given action on each element, providing sequential index with the element.
 */
public inline function <T> Array<out T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
/**
 * Returns the largest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
public fun FloatArray.max(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
public fun DoubleArray.max(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
public fun CharArray.max(): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
public inline fun <T, R : Comparable<R>> Array<out T>.maxBy(selector: (T) -> R): T? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
public inline fun <R : Comparable<R>> ByteArray.maxBy(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
public inline fun <R : Comparable<R>> ShortArray.maxBy(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
public inline fun <R : Comparable<R>> IntArray.maxBy(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
public inline fun <R : Comparable<R>> LongArray.maxBy(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
public inline fun <R : Comparable<R>> FloatArray.maxBy(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
DoubleArray.maxBy(selector: (Double) -> R): Double? {\n    if (isEmpty()) return null
    var maxElem = this[0]
    lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun CharArray.minWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var minElem = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = comparator.compare(minElem, e)
        if (v < 0) minElem = e
    }
    return minElem
}

/**
 * Returns the first element yielding the largest value of the given function or ‘null’ if there are no elements.
 */
public fun CharAr...
is `NaN` returns `NaN`.\n */
@SinceKotlin("1.1")
public fun Array<out Double>.min(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    if (min.isNaN()) return min
    var e = this[0]
    if (min > e) min = e
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.1")
public fun Array<out Float>.min(): Float? {
    if (isEmpty()) return null
    var min = this[0]
    if (min.isNaN()) return min
    var e = this[0]
    if (min > e) min = e
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
public fun <T : Comparable<T>> Array<out T>.min(): T? {
    if (isEmpty()) return null
    var min = this[0]
    if (min.isNaN()) return min
    var e = this[0]
    if (min > e) min = e
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
public fun ByteArray.min(): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    if (min.isNaN()) return min
    var e = this[0]
    if (min > e) min = e
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
public fun ShortArray.min(): Short? {
    if (isEmpty()) return null
    var min = this[0]
    if (min.isNaN()) return min
    var e = this[0]
    if (min > e) min = e
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
public fun IntArray.min(): Int? {
    if (isEmpty()) return null
    var min = this[0]
    if (min.isNaN()) return min
    var e = this[0]
    if (min > e) min = e
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
public fun LongArray.min(): Long? {
    if (isEmpty()) return null
    var min = this[0]
    if (min.isNaN()) return min
    var e = this[0]
    if (min > e) min = e
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
public fun FloatArray.min(): Float? {
    if (isEmpty()) return null
    var min = this[0]
    if (min.isNaN()) return min
    var e = this[0]
    if (min > e) min = e
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
public fun DoubleArray.min(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    if (min.isNaN()) return min
    var e = this[0]
    if (min > e) min = e
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
public fun CharArray.min(): Char? {
    if (isEmpty()) return null
    var min = this[0]
    if (min.isNaN()) return min
    var e = this[0]
    if (min > e) min = e
    return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
public fun minBy(selector: (T) -> R) = Array<out T>.minBy(selector)
IntArray.minBy(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    LongArray.minBy(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    FloatArray.minBy(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    DoubleArray.minBy(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    BooleanArray.minBy(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    CharArray.minBy(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun <T> Array<out T>.minWith(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun ShortArray.minWith(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun IntArray.minWith(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun IntArray.minWith(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
smallest value according to the provided [comparator] or `null` if there are no elements.

```kotlin
public fun LongArray.minWith(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
/**
 * Returns the first element having the smallest value according to the provided [comparator]
 * or `null` if there are no elements.
 */
public fun DoubleArray.minWith(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
/**
 * Returns the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun BooleanArray.minWith(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
/**
 * Returns the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun CharArray.minWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```
samples.collections.UnitsWithPredicates<Long>.noneWithPredicate(predicate: (Long) -> Boolean) { return true }

samples.collections.UnitsWithPredicates<Float>.noneWithPredicate(predicate: (Float) -> Boolean) { return true }

samples.collections.UnitsWithPredicates<Double>.noneWithPredicate(predicate: (Double) -> Boolean) { return true }

samples.collections.UnitsWithPredicates<Boolean>.noneWithPredicate(predicate: (Boolean) -> Boolean) { return true }

samples.collections.UnitsWithPredicates<Char>.noneWithPredicate(predicate: (Char) -> Boolean) { return true }

samples.collections.UnitsWithPredicates<Byte>.noneWithPredicate(predicate: (Byte) -> Byte) { return true }

samples.collections.UnitsWithPredicates<Short>.noneWithPredicate(predicate: (Short) -> Short) { return true }

samples.collections.UnitsWithPredicates<Int>.noneWithPredicate(predicate: (Int) -> Int) { return true }

samples.collections.UnitsWithPredicates<Long>.noneWithPredicate(predicate: (Long) -> Long) { return true }

samples.collections.UnitsWithPredicates<Float>.noneWithPredicate(predicate: (Float) -> Float) { return true }

samples.collections.UnitsWithPredicates<Double>.noneWithPredicate(predicate: (Double) -> Double) { return true }

samples.collections.UnitsWithPredicates<Boolean>.noneWithPredicate(predicate: (Boolean) -> Boolean) { return true }

samples.collections.UnitsWithPredicates<Char>.noneWithPredicate(predicate: (Char) -> Char) { return true }

samples.collections.UnitsWithPredicates<Byte>.noneWithPredicate(predicate: (Byte) -> Byte) { return true }

samples.collections.UnitsWithPredicates<Short>.noneWithPredicate(predicate: (Short) -> Short) { return true }

samples.collections.UnitsWithPredicates<Int>.noneWithPredicate(predicate: (Int) -> Int) { return true }

samples.collections.UnitsWithPredicates<Long>.noneWithPredicate(predicate: (Long) -> Long) { return true }

samples.collections.UnitsWithPredicates<Float>.noneWithPredicate(predicate: (Float) -> Float) { return true }

samples.collections.UnitsWithPredicates<Double>.noneWithPredicate(predicate: (Double) -> Double) { return true }

samples.collections.UnitsWithPredicates<Boolean>.noneWithPredicate(predicate: (Boolean) -> Boolean) { return true }

samples.collections.UnitsWithPredicates<Char>.noneWithPredicate(predicate: (Char) -> Char) { return true }

samples.collections.UnitsWithPredicates<Byte>.noneWithPredicate(predicate: (Byte) -> Byte) { return true }

samples.collections.UnitsWithPredicates<Short>.noneWithPredicate(predicate: (Short) -> Short) { return true }

samples.collections.UnitsWithPredicates<Int>.noneWithPredicate(predicate: (Int) -> Int) { return true }

samples.collections.UnitsWithPredicates<Long>.noneWithPredicate(predicate: (Long) -> Long) { return true }

samples.collections.UnitsWithPredicates<Float>.noneWithPredicate(predicate: (Float) -> Float) { return true }

samples.collections.UnitsWithPredicates<Double>.noneWithPredicate(predicate: (Double) -> Double) { return true }

samples.collections.UnitsWithPredicates<Boolean>.noneWithPredicate(predicate: (Boolean) -> Boolean) { return true }

samples.collections.UnitsWithPredicates<Char>.noneWithPredicate(predicate: (Char) -> Char) { return true }

samples.collections.UnitsWithPredicates<Byte>.noneWithPredicate(predicate: (Byte) -> Byte) { return true }

samples.collections.UnitsWithPredicates<Short>.noneWithPredicate(predicate: (Short) -> Short) { return true }

samples.collections.UnitsWithPredicates<Int>.noneWithPredicate(predicate: (Int) -> Int) { return true }

samples.collections.UnitsWithPredicates<Long>.noneWithPredicate(predicate: (Long) -> Long) { return true }

samples.collections.UnitsWithPredicates<Float>.noneWithPredicate(predicate: (Float) -> Float) { return true }

samples.collections.UnitsWithPredicates<Double>.noneWithPredicate(predicate: (Double) -> Double) { return true }

samples.collections.UnitsWithPredicates<Boolean>.noneWithPredicate(predicate: (Boolean) -> Boolean) { return true }

samples.collections.UnitsWithPredicates<Char>.noneWithPredicate(predicate: (Char) -> Char) { return true }

samples.collections.UnitsWithPredicates<Byte>.noneWithPredicate(predicate: (Byte) -> Byte) { return true }

samples.collections.UnitsWithPredicates<Short>.noneWithPredicate(predicate: (Short) -> Short) { return true }

samples.collections.UnitsWithPredicates<Int>.noneWithPredicate(predicate: (Int) -> Int) { return true }

samples.collections.UnitsWithPredicates<Long>.noneWithPredicate(predicate: (Long) -> Long) { return true }

samples.collections.UnitsWithPredicates<Float>.noneWithPredicate(predicate: (Float) -> Float) { return true }

samples.collections.UnitsWithPredicates<Double>.noneWithPredicate(predicate: (Double) -> Double) { return true }

samples.collections.UnitsWithPredicates<Boolean>.noneWithPredicate(predicate: (Boolean) -> Boolean) { return true }

samples.collections.UnitsWithPredicates<Char>.noneWithPredicate(predicate: (Char) -> Char) { return true }

samples.collections.UnitsWithPredicates<Byte>.noneWithPredicate(predicate: (Byte) -> Byte) { return true }

samples.collections.UnitsWithPredicates<Short>.noneWithPredicate(predicate: (Short) -> Short) { return true }

samples.collections.UnitsWithPredicates<Int>.noneWithPredicate(predicate: (Int) -> Int) { return true }

samples.collections.UnitsWithPredicates<Long>.noneWithPredicate(predicate: (Long) -> Long) { return true }

samples.collections.UnitsWithPredicates<Float>.noneWithPredicate(predicate: (Float) -> Float) { return true }

samples.collections.UnitsWithPredicates<Double>.noneWithPredicate(predicate: (Double) -> Double) { return true }

samples.collections.UnitsWithPredicates<Boolean>.noneWithPredicate(predicate: (Boolean) -> Boolean) { return true }

samples.collections.UnitsWithPredicates<Char>.noneWithPredicate(predicate: (Char) -> Char) { return true }

samples.collections.UnitsWithPredicates<Byte>.noneWithPredicate(predicate: (Byte) -> Byte) { return true }

samples.collections.UnitsWithPredicates<Short>.noneWithPredicate(predicate: (Short) -> Short) { return true }

samples.collections.UnitsWithPredicates<Int>.noneWithPredicate(predicate: (Int) -> Int) { return true }

samples.collections.UnitsWithPredicates<Long>.noneWithPredicate(predicate: (Long) -> Long) { return true }

samples.collections.UnitsWithPredicates<Float>.noneWithPredicate(predicate: (Float) -> Float) { return true }

samples.collections.UnitsWithPredicates<Double>.noneWithPredicate(predicate: (Double) -> Double) { return true }

samples.collections.UnitsWithPredicates<Boolean>.noneWithPredicate(predicate: (Boolean) -> Boolean) { return true }

samples.collections.UnitsWithPredicates<Char>.noneWithPredicate(predicate: (Char) -> Char) { return true }

samples.collections.UnitsWithPredicates<Byte>.noneWithPredicate(predicate: (Byte) -> Byte) { return true }

samples.collections.UnitsWithPredicates<Short>.noneWithPredicate(predicate: (Short) -> Short) { return true }

samples.collections.UnitsWithPredicates<Int>.noneWithPredicate(predicate: (Int) -> Int) { return true }

samples.collections.UnitsWithPredicates<Long>.noneWithPredicate(predicate: (Long) -> Long) { return true }

samples.collections.UnitsWithPredicates<Float>.noneWithPredicate(predicate: (Float) -> Float) { return true }

samples.collections.UnitsWithPredicates<Double>.noneWithPredicate(predicate: (Double) -> Double) { return true }

samples.collections.UnitsWithPredicates<Boolean>.noneWithPredicate(predicate: (Boolean) -> Boolean) { return true }

samples.collections.UnitsWithPredicates<Char>.noneWithPredicate(predicate: (Char) -> Char) { return true }

samples.collections.UnitsWithPredicates<Byte>.noneWithPredicate(predicate: (Byte) -> Byte) { return true }

samples.collections.UnitsWithPredicates<Short>.noneWithPredicate(predicate: (Short) -> Short) { return true }

samples.collections.UnitsWithPredicates<Int>.noneWithPredicate(predicate: (Int) -> Int) { return true }

samples.collections.UnitsWithPredicates<Long>.noneWithPredicate(predicate: (Long) -> Long) { return true }

samples.collections.UnitsWithPredicates<Float>.noneWithPredicate(predicate: (Float) -> Float) { return true }

samples.collections.UnitsWithPredicates<Double>.noneWithPredicate(predicate: (Double) -> Double) { return true }

samples.collections.UnitsWithPredicates<Boolean>.noneWithPredicate(predicate: (Boolean) -> Boolean) { return true }

samples.collections.UnitsWithPredicates<Char>.noneWithPredicate(predicate: (Char) -> Char) { return true }

samples.collections.UnitsWithPredicates<Byte>.noneWithPredicate(predicate: (Byte) -> Byte) { return true }

samples.collections.UnitsWithPredicates<Short>.noneWithPredicate(predicate: (Short) -> Short) { return true }

samples.collections.UnitsWithPredicates<Int>.noneWithPredicate(predicate: (Int) -> Int) { return true }

samples.collections.UnitsWithPredicates<Long>.noneWithPredicate(predicate: (Long) -> Long) { return true }

samples.collections.UnitsWithPredicates<Float>.noneWithPredicate(predicate: (Float) -> Float) { return true }

samples.collections.UnitsWithPredicates<Double>.noneWithPredicate(predicate: (Double) -> Double) { return true }

samples.collections.UnitsWithPredicates<Boolean>.noneWithPredicate(predicate: (Boolean) -> Boolean) { return true }

samples.collections.UnitsWithPredicates<Char>.noneWithPredicate(predicate: (Char) -> Char) { return true }

samplescollections.Unit

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// Function to accumulate value starting with the first element and applying [operation] from left to right for each element.

fun List<*>.reduceIndexed(operation: (index: Int, acc: T, T) -> T): T {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right for each element.
 */
fun <S, T : S> Array<out T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right for each element.
 */
fun ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right for each element.
 */
fun IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right for each element.
 */
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right for each element.
 */
fun FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, acc, this[index])
    }
    return accumulator
}

// Additional functions for accumulations with index information and different types.
accumulator)
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun <S, T : S> Array<out T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 */
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float {
    var index =
lastIndex
    if (index &lt; 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index &gt;= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left using
 * a function that takes the index of an element, the element itself, and
 * current accumulator value, and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself, and
 * current accumulator value, and calculates the next accumulator value.
 */
public inline fun DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index &lt; 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index &gt;= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left using
 * a function that takes the index of an element, the element itself, and
 * current accumulator value, and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself, and
 * current accumulator value, and calculates the next accumulator value.
 */
public inline fun BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index &lt; 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index &gt;= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left using
 * a function that takes the index of an element, the element itself, and
 * current accumulator value, and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself, and
 * current accumulator value, and calculates the next accumulator value.
 */
public inline fun CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index &lt; 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index &gt;= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Returns the sum of all values produced by [selector] function applied to
 * each element in the array.
 */
public inline fun <T> Array&lt;out T&gt;.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to
 * each element in the array.
 */
public inline fun ByteArray.sumBy(selector: (Byte) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to
 * each element in the array.
 */
public inline fun ShortArray.sumBy(selector: (Short) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to
 * each element in the array.
 */
public inline fun IntArray.sumBy(selector: (Int) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to
 * each element in the array.
 */
public inline fun LongArray.sumBy(selector: (Long) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to
 * each element in the array.
 */
public inline fun FloatArray.sumBy(selector: (Float) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to
 * each element in the array.
 */
public inline fun DoubleArray.sumBy(selector: (Double) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to
 * each element in the array.
 */
public inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to
 * each element in the array.
 */
public inline fun CharArray.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
(element in this) {\n    sum += selector(element) \n} \nreturn sum
} \n/** \n* Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/ \n\npublic inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {\nvar sum = Double = 0.0n \nfor (element in this) \n{\n    sum += selector(element) \n} \nreturn sum
} \n/** \n* Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/ \n\npublic inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {\nvar sum = Double = 0.0n \nfor (element in this) \n{\n    sum += selector(element) \n} \nreturn sum
} \n/** \n* Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/ \n\npublic inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {\nvar sum = Double = 0.0n \nfor (element in this) \n{\n    sum += selector(element) \n} \nreturn sum
} \n/** \n* Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/ \n\npublic inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {\nvar sum = Double = 0.0n \nfor (element in this) \n{\n    sum += selector(element) \n} \nreturn sum
} \n/** \n* Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/ \n\npublic inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {\nvar sum = Double = 0.0n \nfor (element in this) \n{\n    sum += selector(element) \n} \nreturn sum
} \n/** \n* Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/ \n\npublic inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {\nvar sum = Double = 0.0n \nfor (element in this) \n{\n    sum += selector(element) \n} \nreturn sum
} \n/** \n* Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/ \n\npublic inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {\nvar sum = Double = 0.0n \nfor (element in this) \n{\n    sum += selector(element) \n} \nreturn sum
} \n/** \n* Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/ \n\npublic inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {\nvar sum = Double = 0.0n \nfor (element in this) \n{\n    sum += selector(element) \n} \nreturn sum
} \n/** \n* Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/ \n\npublic inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {\nvar sum = Double = 0.0n \nfor (element in this) \n{\n    sum += selector(element) \n} \nreturn sum
} \n/** \n* Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/ \n\npublic inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {\nvar sum = Double = 0.0n \nfor (element in this) \n{\n    sum += selector(element) \n} \nreturn sum
} \n/** \n* Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/ \n\npublic inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {\nvar sum = Double = 0.0n \nfor (element in this) \n{\n    sum += selector(element) \n} \nreturn sum
} \n/** \n* Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/ \n\npublic inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {\nvar sum = Double = 0.0n \nfor (element in this) \n{\n    sum += selector(element) \n} \nreturn sum
} \n/** \n* Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/ \n\npublic inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {\nvar sum = Double = 0.0n \nfor (element in this) \n{\n    sum += selector(element) \n} \nreturn sum
} \n/** \n* Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/ \n\npublic inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {\nvar sum = Double = 0.0n \nfor (element in this) \n{\n    sum += selector(element) \n} \nreturn sum
} \n/** \n* Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/ \n\npublic inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {\nvar sum = Double = 0.0n \nfor (element in this) \n{\n    sum += selector(element) \n} \nreturn sum
}
elements for which \([\text{predicate}]\) yielded \(\text{false}\).\n*/

```kotlin
public inline fun LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {
    val first = ArrayList<Long>()
    val second = ArrayList<Long>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
/**
 * Splits the original array into pair of lists,
 * where *first* list contains elements for which \([\text{predicate}]\) yielded \(\text{true}\),\n * while *second* list contains elements for which \([\text{predicate}]\) yielded \(\text{false}\).\n */

```kotlin
public inline fun FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {
    val first = ArrayList<Float>()
    val second = ArrayList<Float>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
/**
 * Splits the original array into pair of lists,
 * where *first* list contains elements for which \([\text{predicate}]\) yielded \(\text{true}\),\n * while *second* list contains elements for which \([\text{predicate}]\) yielded \(\text{false}\).\n */

```kotlin
public inline fun DoubleArray.partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>> {
    val first = ArrayList<Double>()
    val second = ArrayList<Double>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
/**
 * Splits the original array into pair of lists,
 * where *first* list contains elements for which \([\text{predicate}]\) yielded \(\text{true}\),\n * while *second* list contains elements for which \([\text{predicate}]\) yielded \(\text{false}\).\n */

```kotlin
public inline fun BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>, List<Boolean>> {
    val first = ArrayList<Boolean>()
    val second = ArrayList<Boolean>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
/**
 * Splits the original array into pair of lists,
 * where *first* list contains elements for which \([\text{predicate}]\) yielded \(\text{true}\),\n * while *second* list contains elements for which \([\text{predicate}]\) yielded \(\text{false}\).\n */

```kotlin
public inline fun CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {
    val first = ArrayList<Char>()
    val second = ArrayList<Char>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
/**
 * Returns a list of pairs built from the elements of \(\text{this}\) array and the \[other\] array with the same\n * index.\n * The returned list has length of the shortest collection.\n */

```kotlin
public infix fun <T, R> Array<out T>.zip(other: Array<out R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
/**
 * Returns a list of pairs built from the elements of \(\text{this}\) array and the \[other\] array with the same\n * index.\n * The returned list has length of the shortest collection.\n */

```kotlin
public infix fun <R> ByteArray.zip(other: Array<out R>): List<Pair<Byte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
/**
 * Returns a list of pairs built from the elements of \(\text{this}\) array and the \[other\] array with the same\n * index.\n * The returned list has length of the shortest collection.\n */

```kotlin
public infix fun <R> ShortArray.zip(other: Array<out R>): List<Pair<Short, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
/**
 * Returns a list of pairs built from the elements of \(\text{this}\) array and the \[other\] array with the same\n * index.\n * The returned list has length of the shortest collection.\n */

```kotlin
public infix fun <R> IntArray.zip(other: Array<out R>): List<Pair<Int, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
/**
 * Returns a list of pairs built from the elements of \(\text{this}\) array and the \[other\] array with the same\n * index.\n * The returned list has length of the shortest collection.\n */

```kotlin
public infix fun <R> LongArray.zip(other: Array<out R>): List<Pair<Long, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
/**
 * Returns a list of pairs built from the elements of \(\text{this}\) array and the \[other\] array with the same\n * index.\n * The returned list has length of the shortest collection.\n */

```kotlin
public infix fun <R> FloatArray.zip(other: Array<out R>): List<Pair<Float, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
/**
 * Returns a list of pairs built from the elements of \(\text{this}\) array and the \[other\] array with the same\n * index.\n * The returned list has length of the shortest collection.\n */

```kotlin
public infix fun <R> DoubleArray.zip(other: Array<out R>): List<Pair<Double, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```
List<Pair<Double, R>> { t1, t2 -> t1 to t2 }. Returns a list of pairs built from the elements of ‘this’ array and the [other] array with the same index. * The returned list has length of the shortest collection. * * * @sample samples.collections.Operations.zipIterable

R>): List<Pair<Boolean, R>> 
{ t1, t2 -> t1 to t2 }. Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index. * The returned list has length of the shortest collection. * * * @sample samples.collections.Operations.zipIterable

CharArray.zip(other: Array<out R>): List<Pair<Char, R>> 
{ t1, t2 -> t1 to t2 }. Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index. * The returned list has length of the shortest collection. * * * @sample samples.collections.Operations.zipIterable

SignedCharArray.zip(other: Array<out R>, transform: CharTransform<R>): List<Pair<Char, R>> 
{ t1, t2 -> t1 to t2 }. Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index. * The returned list has length of the shortest collection. * * * @sample samples.collections.Operations.zipIterableWithTransform

ByteArray.zip(other: Array<out R>, transform: (Byte, R) -> V): List<V> 
{ val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } }. Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index. * Using the provided [transform] function applied to each pair of elements. * * * @sample samples.collections.Operations.zipIterableWithTransform

ShortArray.zip(other: Array<out R>, transform: (Short, R) -> V): List<V> 
{ val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } }. Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index. * Using the provided [transform] function applied to each pair of elements. * * * @sample samples.collections.Operations.zipIterableWithTransform

IntArray.zip(other: Array<out R>, transform: (Int, R) -> V): List<V> 
{ val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } }. Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index. * Using the provided [transform] function applied to each pair of elements. * * * @sample samples.collections.Operations.zipIterableWithTransform

LongArray.zip(other: Array<out R>, transform: (Long, R) -> V): List<V> 
{ val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } }. Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index. * Using the provided [transform] function applied to each pair of elements. * * * @sample samples.collections.Operations.zipIterableWithTransform

FloatArray.zip(other: Array<out R>, transform: (Float, R) -> V): List<V> 
{ val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } }. Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index. * Using the provided [transform] function applied to each pair of elements. * * * @sample samples.collections.Operations.zipIterableWithTransform

DoubleArray.zip(other: Array<out R>, transform: (Double, R) -> V): List<V> 
{ val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } }. Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index. * Using the provided [transform] function applied to each pair of elements. * * * @sample samples.collections.Operations.zipIterableWithTransform

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with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned
list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */
BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V> {\n    val size = minOf(size, other.size)\n    val list = ArrayList<V>(\n        size\n    )\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}

CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> {\n    val size = minOf(size, other.size)\n    val list = ArrayList<V>(\n        size\n    )\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}

Array<out T>.zip(other: Iterable<R>): List<Pair<T, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}

ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}

ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}

IntArray.zip(other: Iterable<R>): List<Pair<Int, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}

LongArray.zip(other: Iterable<R>): List<Pair<Long, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}

FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}

BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}

CharArray.zip(other: Iterable<R>): List<Pair<Char, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}

Array<out T>.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {\n    val arraySize = size\n    val list = ArrayList<V>(\n        minOf(other.collectionSizeOrDefault(10), arraySize)\n    )\n    var i = 0\n    for (element in other) {\n        list.add(transform(this[i], element))\n        i++\n    }\n    return list\n}
if (i >= arraySize) break
    list.add(transform(this[i++], element))
} return list
}

/**
 * Returns a list of values built from the elements of ‘this’ array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> ByteArray.zip(other: Iterable<R>, transform: (a: Byte, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    } return list
}

/**
 * Returns a list of values built from the elements of ‘this’ array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> ShortArray.zip(other: Iterable<R>, transform: (a: Short, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    } return list
}

/**
 * Returns a list of values built from the elements of ‘this’ array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> IntArray.zip(other: Iterable<R>, transform: (a: Int, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    } return list
}

/**
 * Returns a list of values built from the elements of ‘this’ array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    } return list
}

/**
 * Returns a list of values built from the elements of ‘this’ array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> FloatArray.zip(other: Iterable<R>, transform: (a: Float, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    } return list
}

/**
 * Returns a list of values built from the elements of ‘this’ array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> DoubleArray.zip(other: Iterable<R>, transform: (a: Double, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    } return list
}

/**
 * Returns a list of values built from the elements of ‘this’ array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> BooleanArray.zip(other: Iterable<R>, transform: (a: Boolean, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    } return list
}
public inline fun <R, V> CharArray.zip(other: Iterable<R>, transform: (a: Char, b: R) -> V): List<V> { val arraySize = this.size val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize)) var i = 0
for (element in other) {
    if (i >= arraySize) break
    list.add(transform(this[i++], element))
} return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> ByteArray.zip(other: ByteArray, transform: (a: Byte, b: Byte) -> V): List<V> {
    val size = minOf(this.size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    } return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> ShortArray.zip(other: ShortArray, transform: (a: Short, b: Short) -> V): List<V> {
    val size = minOf(this.size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    } return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V> {
    val size = minOf(this.size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    } return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
    val size = minOf(this.size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    } return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {
    val size = minOf(this.size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    } return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {
    val size = minOf(this.size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    } return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size = minOf(this.size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    } return list
}
ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public inline fun <V> LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public inline fun <V> FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public inline fun <V> DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public inline fun <V> BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public inline fun <V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Appends the string from all the elements separated using [separator] and using the
 * given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of
 * [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string
 * (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <T, A : Appendable> Array<out T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}
if (limit >= 0 && count > limit) buffer.append(truncated);
buffer.append(postfix);
return
buffer.append(prefix);
var count = 0;
for (element in this) {
    if (++count > 1)
        buffer.append(separator);
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transform(element));
        else
            buffer.append(element.toString());
    } else break
}
if (limit >= 0 && count > limit) buffer.append(truncated);
buffer.append(postfix);
return
buffer.append(prefix);
var count = 0;
for (element in this) {
    if (++count > 1)
        buffer.append(separator);
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transform(element));
        else
            buffer.append(element.toString());
    } else break
}
if (limit >= 0 && count > limit) buffer.append(truncated);
buffer.append(postfix);
return
buffer.append(prefix);
var count = 0;
for (element in this) {
    if (++count > 1)
        buffer.append(separator);
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transform(element));
        else
            buffer.append(element.toString());
    } else break
}
if (limit >= 0 && count > limit) buffer.append(truncated);
buffer.append(postfix);
return
buffer.append(prefix);
var count = 0;
for (element in this) {
    if (++count > 1)
        buffer.append(separator);
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transform(element));
        else
            buffer.append(element.toString());
    } else break
}
if (limit >= 0 && count > limit) buffer.append(truncated);
buffer.append(postfix);
return
buffer.append(prefix);
var count = 0;
for (element in this) {
    if (++count > 1)
        buffer.append(separator);
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transform(element));
        else
            buffer.append(element.toString());
    } else break
}
if (limit >= 0 && count > limit) buffer.append(truncated);
buffer.append(postfix);
return
buffer.append(prefix);
var count = 0;
for (element in this) {
    if (++count > 1)
        buffer.append(separator);
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transform(element));
        else
            buffer.append(element.toString());
    } else break
}
buffer.append(separator)
if (limit < 0 || count <= limit) {
    if (transform != null)
        buffer.append(transform(element))
    else
        buffer.append(element.toString())
} else
    break
}
if (limit <= 0 || count > limit) buffer.append(transformed)
buffer.append(postfix)
return

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]* elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> A.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element)
        } else
            break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]* elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> Array<in T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]* elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun ByteArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Byte) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]* elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun ShortArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Short) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]* elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun IntArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]* elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun LongArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]* elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun FloatArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]* elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun DoubleArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Double) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]* elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun BooleanArray.joinTo(buffer: Appendable, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Boolean) -> CharSequence)? = null): Appendable {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else
            break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]* elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun CharArray.joinTo(buffer: Appendable, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Char) -> CharSequence)? = null): Appendable {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element)
        } else
            break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}
CharSequence = ",", prefix: CharSequence = ",", postfix: CharSequence = ",", limit: Int = -1, truncated:
CharSequence = ",", transform: ((Int) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to ",...").
 */
public fun LongArray.joinToString(separator: CharSequences = ",", prefix: CharSequences = ",", postfix: CharSequences = ",", limit: Int = -1, truncated:
CharSequences = ",", transform: ((Long) -> CharSequences)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to ",...").
 */
public fun FloatArray.joinToString(separator: CharSequences = ",", prefix: CharSequences = ",", postfix: CharSequences = ",", limit: Int = -1, truncated:
CharSequences = ",", transform: ((Float) -> CharSequences)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to ",...").
 */
public fun DoubleArray.joinToString(separator: CharSequences = ",", prefix: CharSequences = ",", postfix: CharSequences = ",", limit: Int = -1, truncated:
CharSequences = ",", transform: ((Double) -> CharSequences)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to ",...").
 */
public fun BooleanArray.joinToString(separator: CharSequences = ",", prefix: CharSequences = ",", postfix: CharSequences = ",", limit: Int = -1, truncated:
CharSequences = ",", transform: ((Boolean) -> CharSequences)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to ",...").
 */
public fun CharArray.joinToString(separator: CharSequences = ",", prefix: CharSequences = ",", postfix: CharSequences = ",", limit: Int = -1, truncated:
CharSequences = ",", transform: ((Char) -> CharSequences)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to ",...").
 */
public fun ByteArray.asIterable(): Iterable<Byte> {
    return asIterable()}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to ",...").
 */
public fun ShortArray.asIterable(): Iterable<Short> {
    return asIterable()}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to ",...").
 */
public fun IntArray.asList(): Iterable<Int> {
    return asList()}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to ",...").
 */
public fun LongArray.asList(): Iterable<Long> {
    return asList()}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to ",...").
 */

(isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun BooleanArray.asIterable(): Iterable<Boolean> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun CharArray.asIterable(): Iterable<Char> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun ByteArray.asSequence(): Sequence<Byte> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun ShortArray.asSequence(): Sequence<Short> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun IntArray.asSequence(): Sequence<Int> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun LongArray.asSequence(): Sequence<Long> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun FloatArray.asSequence(): Sequence<Float> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun DoubleArray.asSequence(): Sequence<Double> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
Double = 0.0
var count: Int = 0
for (element in this) {
    sum += element
    ++count
}
return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun Array<out Float>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun Array<out Double>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ByteArray.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ShortArray.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun IntArray.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun LongArray.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun FloatArray.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun DoubleArray.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out Byte>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out Short>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out Int>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out Long>.sum(): Long {
    var sum = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out Float>.sum(): Float {
    var sum = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out Double>.sum(): Double {
    var sum = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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 */
license/LICENSE.txt file

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")

package kotlin.ranges

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt

import kotlin.random.*

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntRange.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun IntRange.random(random: Random): Int {
    try {
        return random.nextInt(this)
    } catch (e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Byte): Boolean {
    return contains(value.toInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Byte): Boolean {
    return contains(value.toShort())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Byte): Boolean {
    return contains(value.toFloat())
}

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floating point arguments has ambiguous semantics and is going to be removed.

```
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Int): Boolean { return value.toIntExactOrNull().let { if (it != null) contains(it) else false } }

@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Double): Boolean { return contains(value.toDouble()) }

@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Double): Boolean { return value.toByteExactOrNull().let { if (it != null) contains(it) else false } }

@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Double): Boolean { return value.toShortExactOrNull().let { if (it != null) contains(it) else false } }

@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Double): Boolean { return contains(value.toFloat()) }

@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Float): Boolean { return value.toIntExactOrNull().let { if (it != null) contains(it) else false } }

@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Float): Boolean { return value.toLongExactOrNull().let { if (it != null) contains(it) else false } }

@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Float): Boolean { return value.toByteExactOrNull().let { if (it != null) contains(it) else false } }

@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Float): Boolean { return value.toShortExactOrNull().let { if (it != null) contains(it) else false } }

@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Double): Boolean { return contains(value.toDouble()) }
```

floating point arguments has ambiguous semantics and is going to be removed.\n@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Int): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Long): Boolean {
    return contains(value.toLong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Short): Boolean {
    return contains(value.toLong())
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.\n
 */
public infix fun Int.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.\n
*/
public infix fun Long.downTo(to: Byte): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.\n
*/
public infix fun Byte.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(toToInt(), to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.\n
*/
public infix fun Short.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(toToInt(), to.toInt(), -1)
}
Char.downTo(to: Char): CharProgression {
    return CharProgression(fromClosedRange(this, to, -1L))
} *returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to 'this' value. If the [to] value is greater than 'this' value the returned progression is empty.

*public infix fun Int.downTo(to: Int): IntProgression {
    return IntProgression(fromClosedRange(this, to, -1L))
} *returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to 'this' value. If the [to] value is greater than 'this' value the returned progression is empty.

*public infix fun Int.downTo(to: Long): LongProgression {
    return LongProgression(fromClosedRange(this, to, toLong()), -1L))
} *returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to 'this' value. If the [to] value is greater than 'this' value the returned progression is empty.

*public infix fun Byte.downTo(to: Int): IntProgression {
    return IntProgression(fromClosedRange(this.toInt(), to, -1L))
} *returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to 'this' value. If the [to] value is greater than 'this' value the returned progression is empty.

*public infix fun Byte.downTo(to: Long): LongProgression {
    return LongProgression(fromClosedRange(this.toLong(), to, -1L))
} *returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to 'this' value. If the [to] value is greater than 'this' value the returned progression is empty.

*public infix fun Short.downTo(to: Int): IntProgression {
    return IntProgression(fromClosedRange(this.toInt(), to, -1L))
} *returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to 'this' value. If the [to] value is greater than 'this' value the returned progression is empty.

*public infix fun Short.downTo(to: Long): LongProgression {
    return LongProgression(fromClosedRange(this.toLong(), to, -1L))
} *returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to 'this' value. If the [to] value is greater than 'this' value the returned progression is empty.

*public infix fun Int.downTo(to: Short): IntProgression {
    return IntProgression(fromClosedRange(this, to.toInt()), -1L))
} *returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to 'this' value. If the [to] value is greater than 'this' value the returned progression is empty.

*public infix fun Byte.downTo(to: Short): IntProgression {
    return IntProgression(fromClosedRange(this.toInt(), to.toInt()), -1L))
} *returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to 'this' value. If the [to] value is greater than 'this' value the returned progression is empty.

*public fun IntProgression.reversed(): IntProgression {
    return IntProgression(fromClosedRange(last, first), -step)
} *returns a progression that goes over the same range in the opposite direction with the same step.

*public fun LongProgression.reversed(): LongProgression {
    return LongProgression(fromClosedRange(last, first), -step)
} *returns a progression that goes over the same range in the opposite direction with the same step.

*public fun CharProgression.reversed(): CharProgression {
    return CharProgression(fromClosedRange('z', 'a'))
} *returns a progression that goes over the same range in the opposite direction with the same step.
return CharProgression.fromClosedRange(last, first, -step))
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
public infix fun IntProgression.step(step: Int): IntProgression {
    checkStepIsPositive(step > 0, step)
    return IntProgression.fromClosedRange(first, last, step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
public infix fun LongProgression.step(step: Long): LongProgression {
    checkStepIsPositive(step > 0, step)
    return LongProgression.fromClosedRange(first, last, step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
public infix fun CharProgression.step(step: Int): CharProgression {
    checkStepIsPositive(step > 0, step)
    return CharProgression.fromClosedRange(first, last, step)
}

internal fun Int.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toInt()..Byte.MAX_VALUE.toInt()) this.toByte() else null
}

internal fun Long.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toLong()..Byte.MAX_VALUE.toLong()) this.toByte() else null
}

internal fun Short.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toShort()..Byte.MAX_VALUE.toShort()) this.toByte() else null
}

internal fun Double.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toDouble()..Byte.MAX_VALUE.toDouble()) this.toByte() else null
}

internal fun Float.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toFloat()..Byte.MAX_VALUE.toFloat()) this.toByte() else null
}

internal fun Int.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toLong()..Int.MAX_VALUE.toLong()) this.toInt() else null
}

internal fun Double.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toDouble()..Int.MAX_VALUE.toDouble()) this.toInt() else null
}

internal fun Float.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toFloat()..Int.MAX_VALUE.toFloat()) this.toInt() else null
}

internal fun Long.toLongExactOrNull(): Long? {
    return if (this in Long.MIN_VALUE.toDouble()..Long.MAX_VALUE.toDouble()) this.toLong() else null
}

internal fun Float.toLongExactOrNull(): Long? {
    return if (this in Long.MIN_VALUE.toFloat()..Long.MAX_VALUE.toFloat()) this.toLong() else null
}

internal fun Int.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toInt()..Short.MAX_VALUE.toInt()) this.toShort() else null
}

internal fun Long.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toLong()..Short.MAX_VALUE.toLong()) this.toShort() else null
}

internal fun Double.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toDouble()..Short.MAX_VALUE.toDouble()) this.toShort() else null
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range
 * is empty.
 */
public infix fun IntProgression.until(to: Byte): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range
 * is empty.
 */
public infix fun LongProgression.until(to: Byte): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range
 * is empty.
 */
public infix fun CharProgression.until(to: Char): CharRange {
    return this .. (to - 1).toChar()
}
IntRange.EMPTY

    return this .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * @param range
 * @return the range
 */
public infix fun Byte.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE) return IntRange.EMPTY
    return this.toInt() .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * @param range
 * @return the range
 */
public infix fun Short.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE) return IntRange.EMPTY
    return this.toInt() .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * @param range
 * @return the range
 */
public infix fun Long.until(to: Int): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this.toInt() .. (to - 1).toInt()
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Byte.coerceAtLeast(minimumValue: Byte): Byte {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Short.coerceAtLeast(minimumValue: Short): Short {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Int.coerceAtLeast(minimumValue: Int): Int {
    return if (this < minimumValue) minimumValue else this
}
samples.comparisons.ComparableOps.coerceAtLeast
@public fun Long.coerceAtLeast(minimumValue: Long): Long {
    return if (this < minimumValue) minimumValue else this
}

public fun Float.coerceAtLeast(minimumValue: Float): Float {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue]
 * or the [minimumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Double.coerceAtLeast(minimumValue: Double): Double {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Byte.coerceAtMost(maximumValue: Byte): Byte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Short.coerceAtMost(maximumValue: Short): Short {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Int.coerceAtMost(maximumValue: Int): Int {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Long.coerceAtMost(maximumValue: Long): Long {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {
    return if (this < minimumValue) minimumValue else this
}

class Comparable {
    var value: Any

    init {
        this.value = 0
    }

    fun compare(other: Comparable): Int {
        return compare(other.value)
    }

    override fun toString(): String {
        return "Comparable(value = $value)"
    }

    fun asComparable(): Comparable {
        return Comparable(value = this.value)
    }
}

fun main() {
    val comparable = Comparable()
    println(comparable)
}

samples.comparisons.ComparableOps.coerceIn

```kotlin
public fun Byte.coerceIn(minimumValue: Byte, maximumValue: Byte): Byte {
    if (minimumValue > maximumValue) throw
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
```

```kotlin
public fun Short.coerceIn(minimumValue: Short, maximumValue: Short): Short {
    if (minimumValue > maximumValue) throw
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
```

```kotlin
public fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {
    if (minimumValue > maximumValue) throw
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
```

```kotlin
public fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {
    if (minimumValue > maximumValue) throw
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
```

```kotlin
public fun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {
    if (minimumValue > maximumValue) throw
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
```

```kotlin
public fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {
    if (minimumValue > maximumValue) throw
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
```

```kotlin
public fun <T : Comparable<T>> T.coerceIn(range: ClosedFloatingPointRange<T>): T {
    if (range.isEmpty()) throw
    if (range.lessThanOrEquals(this, range.start) && !range.lessThanOrEquals(range.start, this)) return range.start
    if (range.lessThanOrEquals(range.endInclusive, this) && !range.lessThanOrEquals(this, range.endInclusive)) return range.endInclusive
    else return this
}
```
@return this value if it’s in the [range], or ‘range.start’ if this value is less than ‘range.start’, or ‘range.endInclusive’ if this value is greater than ‘range.endInclusive’.

samples.comparisons.ComparableOps.coerceInComparable

* /public fun <T : Comparable<T>>

T.coerceIn(range: ClosedRange<T>): T {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<T>(range)
    } else if (range.isEmpty()) throw IllegalArgumentException("Cannot coerect value to empty range: \${range}).

    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

* /public fun Int.coerceIn(range: ClosedRange<Int>): Int {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<Int>(range)
    } else if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: \${range}).

    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

* /public fun Long.coerceIn(range: ClosedRange<Long>): Long {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<Long>(range)
    } else if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: \${range}).

    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

* /public fun UByte @PublishedApi internal constructor(@PublishedApi internal val data: Byte) : Comparable<UByte> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UByte can have.
         */
        public const val MIN_VALUE: UByte = UByte(0)

        /**
         * A constant holding the maximum value an instance of
         * UByte can have.
         */
        public const val MAX_VALUE: UByte = UByte(-1)

        /**
         * The number of bytes used to represent an instance of UByte in a binary form.
         */
        public const val SIZE_BYTES: Int = 1

        /**
         * The number of bits used to represent an instance of UByte in a binary form.
         */
        public const val SIZE_BITS: Int = 8
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public override inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

    /**
     * Adds the other value to this value.
     * Returns the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): UByte = this.toUInt().plus(other.toUInt())

    /**
     * Adds the other value to this value.
     * Returns the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UByte = this.toUInt().plus(other.toUInt())

    /**
     * Adds the other value to this value.
     * Returns the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): UByte = this.toUInt().plus(other)

    /**
     * Adds the other value to this value.
     * Returns the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): UByte = this.toULong().plus(other)
public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other) /* Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other) /* Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt()) /* Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt()) /* Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt()) /* Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt()) /* Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong = this.toULong().times(other)
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UByte): UInt = this.toUInt().div(other.toUInt()) /* Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt()) /* Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: ULong): ULong = this.toULong().div(other)
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt()) /* Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt()) /* Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other)
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)
    @kotlin.internal.InlineOnly
    public inline operator fun inc(): UByte = UByte(data.inc()) /* Increments this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun dec(): UByte = UByte(data.dec()) /* Increments this value. */
    @kotlin.internal.InlineOnly
    operator fun rangeTo(other: UByte): UIntRange = UIntRange(this.toUInt(), other.toUInt()) /* Creates a range from this value to the specified [other] value. */
    @kotlin.internal.InlineOnly
    public inline infix fun and(other: UByte): UByte = UByte(this.data and other.data) /* Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun or(other: UByte): UByte = UByte(this.data or other.data) /* Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: UByte): UByte = UByte(this.data xor other.data) /* Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): UByte = UByte(data.inv()) /* Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): UInt = UByte(data.inv()) /* Inverts the bits in this value. */
    * Converts this [UByte] value to [Byte]. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): UShort = UByte(data.inv()) /* Inverts the bits in this value. */
    * Converts this [UByte] value to [Short]. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): Int = UByte(data.inv()) /* Inverts the bits in this value. */
    * Converts this [UByte] value to [Int]. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): Long = UByte(data.inv()) /* Inverts the bits in this value. */
    * Converts this [UByte] value to [Long]. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): Byte = UByte(data.inv()) /* Converts this [UByte] value to [Byte]. */
    * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents the same numerical value as this `UByte`. Otherwise the result is negative. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): Short = UByte(data.inv()) /* Converts this [UByte] value to [Short]. */
    * The least significant 8 bits of the resulting `Short` value are the same as the bits of this `UByte` value, whereas the most significant 8 bits are filled with zeros. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): Int = UByte(data.inv()) /* Converts this [UByte] value to [Int]. */
    * The resulting `Int` value represents the same numerical value as this
The least significant 8 bits of the resulting `Int` value are the same as the bits of this `UByte`
value, whereas the most significant 24 bits are filled with zeros.

    /**
     * Converts this [UInt] value to [ULong].
     * The resulting `ULong` value represents the same numerical value as this `UInt`.
     * The least significant 8 bits of the resulting `ULong` value are the same as the bits of this `UByte` value,
     * whereas the most significant 56 bits are filled with zeros.
     */
    @kotlin.internal.InlineOnly
    public inline fun toULong(): ULong = ULong(data.toLong() and 0xFF)

    /**
     * Converts this [UByte] value to [ULong].
     * The resulting `ULong` value represents the same numerical value as this `UByte`.
     * The least significant 8 bits of the resulting `ULong` value are the same as the bits of this `UByte` value,
     * whereas the most significant 56 bits are filled with zeros.
     */
    @kotlin.internal.InlineOnly
    public inline fun toULong(): ULong = ULong(data.toLong() and 0xFF)

    /**
     * Converts this [UByte] value to [Float].
     * The resulting `Float` value represents the same numerical value as this `UByte`.
     * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
     * the same numerical value as this `Short`.
     * The resulting `UByte` value is represented by the least significant 8 bits of this `Short` value.
     */
    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = this.toInt().toFloat()
* A constant holding the minimum value an instance of UInt can have.

```kotlin
public const val MIN_VALUE: UInt = UInt(0)
```

* A constant holding the maximum value an instance of UInt can have.

```kotlin
public const val MAX_VALUE: UInt = UInt(-1)
```

* The number of bytes used to represent an instance of UInt in a binary form.

```kotlin
public const val SIZE_BYTES: Int = 4
```

* The number of bits used to represent an instance of UInt in a binary form.

```kotlin
public const val SIZE_BITS: Int = 32
```

* Compares this value with the specified value for order. Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.

```kotlin
public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toUInt())
public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toUInt())
public inline operator fun compareTo(other: UInt): Int = uintCompare(this.data, other.data)
public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)
```

* Compares this value with the specified value for order. Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.

```kotlin
public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toUInt())
public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toUInt())
public inline operator fun compareTo(other: UInt): Int = this.compareTo(other.toUInt())
public inline operator fun compareTo(other: ULong): Int = this.compareTo(other.toULong())
```

* Adds the other value to this value.

```kotlin
public inline operator fun plus(other: UByte): UInt = this.plus(other.toUInt())
public inline operator fun plus(other: UShort): UInt = this.plus(other.toUInt())
public inline operator fun plus(other: UInt): UInt = UInt(this.data.plus(other.data))
public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)
```

* Subtracts the other value from this value.

```kotlin
public inline operator fun minus(other: UByte): UInt = this.minus(other.toUInt())
public inline operator fun minus(other: UShort): UInt = this.minus(other.toUInt())
public inline operator fun minus(other: UInt): UInt = UInt(this.data.minus(other.data))
public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)
```

* Multiplies this value by the other value.

```kotlin
public inline operator fun times(other: UByte): UInt = this.times(other.toUInt())
public inline operator fun times(other: UShort): UInt = this.times(other.toUInt())
public inline operator fun times(other: UInt): UInt = UInt(this.data.times(other.data))
public inline operator fun times(other: ULong): ULong = this.toULong().times(other)
```

* Divides this value by the other value.

```kotlin
public inline operator fun div(other: UByte): UInt = this.div(other.toUInt())
public inline operator fun div(other: UShort): UInt = this.div(other.toUInt())
public inline operator fun div(other: UInt): UInt = uintDivide(this, other)
public inline operator fun div(other: ULong): ULong = this.toULong().div(other)
```

* Calculates the remainder of dividing this value by the other value.

```kotlin
public inline operator fun rem(other: UByte): UInt = this.rem(other.toUInt())
public inline operator fun rem(other: UShort): UInt = this.rem(other.toUInt())
public inline operator fun rem(other: UInt): UInt = this.rem(other.toUInt())
public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)
```

---

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```kotlin
this.UInt.value to Double.
     *
     * The resulting `Double` value represents the same numerical value as this `UInt` value.
     */

@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toDouble().toFloat()

/**
 * Converts this `UInt` value to `Float`.
 *
 * The resulting `Float` value represents the same numerical value as this `UInt` value.
 *
 * The least significant 32 bits of the resulting `Float` value are the same as the bits of this `UInt` value; whereas the most significant 32 bits are filled with zeros.
 */

@kotlin.internal.InlineOnly
public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF_FFFF)

/**
 * Converts this `UInt` value to `ULong`.
 *
 * The resulting `ULong` value represents the same numerical value as this `UInt`.
 *
 * The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `UInt` value; whereas the most significant 32 bits are filled with zeros.
 */

@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = this

/**
 * Converts this `UInt` value to `Int`.
 *
 * If this value is less than or equals to `Int.MAX_VALUE`, the resulting `Int` value represents the same numerical value as this `UInt` value. Otherwise the result is negative.
 */

@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort()

/**
 * Converts this `UInt` value to `Short`.
 *
 * If this value is less than or equals to `Short.MAX_VALUE`, the resulting `Short` value represents the same numerical value as this `UInt` value.
 *
 * The least significant 32 bits of the resulting `Short` value are the same as the bits of this `UInt` value; whereas the most significant 32 bits are filled with zeros.
 */

@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()

/**
 * Converts this `UInt` value to `Byte`.
 *
 * If this value is less than or equals to `Byte.MAX_VALUE`, the resulting `Byte` value represents the same numerical value as this `UInt` value. Otherwise the result is negative.
 */

@kotlin.internal.InlineOnly
public inline fun inv(): UInt = UInt(data.inv())

/**
 * Calculates the remainder of dividing this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other) /* Increments this value. */

@kotlin.internal.InlineOnly
public inline operator fun inc(): UInt = UInt(data.inc()) /* Decrements this value. */

@kotlin.internal.InlineOnly
public inline operator fun dec(): UInt = UInt(data.dec()) /* Creates a range from this value to the specified [other] value. */

@kotlin.internal.InlineOnly
public inline operator fun shl(bitCount: Int): UInt = UInt(data shl bitCount) /* Performs a bitwise AND operation between the two values. */

@kotlin.internal.InlineOnly
public inline operator fun shr(bitCount: Int): UInt = UInt(data ushr bitCount) /* Performs a bitwise OR operation between the two values. */

@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = uintRemainder(this, other) /* Converts this [UInt] value to [Byte]. */

@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: UInt): UIntRange = UIntRange(this, other) /* Creates a range from this value to the specified [other] value. */

@kotlin.internal.InlineOnly
public inline operator fun dec(): UInt = UInt(data.dec()) /* Decrements this value. */

@kotlin.internal.InlineOnly
public inline operator fun inc(): UInt = UInt(data.inc()) /* Increments this value. */

@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: UInt): UIntRange = UIntRange(this, other) /* Creates a range from this value to the specified [other] value. */

@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = uintRemainder(this, other) /* Calculates the remainder of dividing this value by the other value. */
```
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```kotlin
public override fun toString(): String = toLong().toString()

/**
 * Converts this [Byte] value to [UInt].
 *
 * If this value is positive, the resulting `UInt` value represents the same numerical value as this `Byte` value.
 * The least significant 8 bits of the resulting `UInt` value are the same as the bits of this `Byte` value, whereas the most significant 24 bits are filled with the sign bit of this value.
 */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = uintToDouble(data)

/**
 * Converts this [Byte] value to [UInt].
 *
 * If this value is positive, the resulting `UInt` value represents the same numerical value as this `Byte` value.
 * The least significant 16 bits of the resulting `UInt` value are the same as the bits of this `Byte` value, whereas the most significant 16 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toUInt(): UInt = UInt(this.toInt())

/**
 * Converts this [Short] value to [UInt].
 *
 * If this value is positive, the resulting `UInt` value represents the same numerical value as this `Short` value.
 * The least significant 16 bits of the resulting `UInt` value are the same as the bits of this `Short` value, whereas the most significant 16 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toUInt(): UInt = UInt(this.toInt())

/**
 * Converts this [Int] value to [UInt].
 *
 * If this value is positive, the resulting `UInt` value represents the same numerical value as this `Int` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toUInt(): UInt = UInt(this)

/**
 * Converts this [Long] value to [UInt].
 *
 * If this value is positive and less than or equals to [UInt.MAX_VALUE], the resulting `UInt` value represents the same numerical value as this `Long` value.
 * The resulting `UInt` value is represented by the least significant 32 bits of this `Long` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toUInt(): UInt = UInt(this.toInt())

/**
 * Converts this [Float] value to [UInt].
 *
 * The fractional part, if any, is rounded down towards zero. Returns zero if this `Float` value is negative or `NaN`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Float.toUInt(): UInt = doubleToUInt(this.toDouble())

/**
 * Converts this [Double] value to [UInt].
 *
 * The fractional part, if any, is rounded down towards zero. Returns zero if this `Double` value is negative or `NaN`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Double.toUInt(): UInt = doubleToUInt(this)
```

```
// Auto-generated file. DO NOT EDIT!

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// Open source used in DNAC Platform Arica

// Since Kotlin: "1.3"
// ExperimentalUnsignedTypes

// Kotlin

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UShort @PublishedApi internal constructor(@PublishedApi internal val data: Short) : Comparable<UShort> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UShort can have.
         */
        public const val MIN_VALUE: UShort = UShort(0)

        /**
         * A constant holding the maximum value an instance of UShort can have.
         */
        public const val MAX_VALUE: UShort = UShort(-1)

        /**
         * The number of bytes used to represent an instance of UShort in a binary form.
         */
        public const val SIZE_BYTES: Int = 2

        /**
         * The number of bits used to represent an instance of UShort in a binary form.
         */
        public const val SIZE_BITS: Int = 16
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
```
public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)/**
 * Compares this value with the specified value for order.
 * * Returns zero if this value is equal to the specified other value, a
 * negative number if it's less than other,
 * * or a positive number if it's greater than other.
 */
@kotlin.internal.InlineOnly
public inline operator fun compareTo(other: ULong): Int =
this.toULong().compareTo(other)/** Adds the other value to this value.*/
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())/** Adds the other value to this value.*/
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UShort): UInt =
this.toUInt().plus(other.toUInt())/** Adds the other value to this value.*/
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UInt): UInt =
this.toUInt().plus(other)/** Adds the other value to this value.*/
@kotlin.internal.InlineOnly
public inline operator fun plus(other: ULong): ULong =
this.toULong().plus(other)/** Adds the other value to this value.*/
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())/** Subtracts the other value from this value.*/
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UShort): UInt =
this.toUInt().minus(other.toUInt())/** Subtracts the other value from this value.*/
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): UInt =
this.toUInt().minus(other)/** Subtracts the other value from this value.*/
@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong =
this.toULong().minus(other)/** Subtracts the other value from this value.*/
@kotlin.internal.InlineOnly
public inline operator fun times(other: UByte): UInt =
this.toUInt().times(other.toUInt())/** Multiplies this value by the other value.*/
@kotlin.internal.InlineOnly
public inline operator fun times(other: UShort): UInt =
this.toUInt().times(other.toUInt())/** Multiplies this value by the other value.*/
@kotlin.internal.InlineOnly
public inline operator fun times(other: UInt): UInt =
this.toUInt().times(other)/** Multiplies this value by the other value.*/
@kotlin.internal.InlineOnly
public inline operator fun times(other: ULong): ULong =
this.toULong().times(other)/** Multiplies this value by the other value.*/
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UInt =
this.toUInt().div(other.toUInt())/** Divides this value by the other value.*/
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UInt =
this.toUInt().div(other.toUInt())/** Divides this value by the other value.*/
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UInt =
this.toUInt().div(other)/** Divides this value by the other value.*/
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong =
this.toULong().div(other)/** Divides this value by the other value.*/
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UInt =
this.toUInt().rem(other.toUInt())/** Calculates the remainder of
* * Divides this value by the other value.*/
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt =
this.toUInt().rem(other.toUInt())/** Calculates the remainder of
* * Divides this value by the other value.*/
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): UInt =
this.toUInt().rem(other)/** Calculates the remainder of
* * Divides this value by the other value.*/
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong =
this.toULong().rem(other)/** Calculates the remainder of
* * Divides this value by the other value.*/
@kotlin.internal.InlineOnly
public inline operator fun inc(): UShort = UShort(data.inc())/** Creates a range from this value to the specified [other] value.*/
@kotlin.internal.InlineOnly
public inline operator fun dec(): UShort = UShort(data.dec())/** Creates a range from this value to the specified [other] value.*/
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: UShort): UIntRange =
UIntRange(this.toUInt(), other.toUInt())/** Performs a
* * Calculates the remainder of the two values.*/
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: UShort): UIntRange =
UIntRange(this.toUInt(), other.toUInt())/** Performs a bitwise
* * Calculates the remainder of the two values.*/
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: UShort): UIntRange =
UIntRange(this.toUInt(), other.toUInt())/** Performs a bitwise
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public inline operator fun rangeTo(other: UShort): UIntRange =
UIntRange(this.toUInt(), other.toUInt())/** Performs a bitwise
* * Calculates the remainder of the two values.*/
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: UShort): UIntRange =
UIntRange(this.toUInt(), other.toUInt())/** Performs a bitwise
* * Calculates the remainder of the two values.*/
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: UShort): UIntRange =
UIntRange(this.toUInt(), other.toUInt())/** Performs a bitwise
than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents
* the same numerical value as this `UShort`.\n *\n * The resulting `Byte` value is represented by the least significant 8 bits of this `UShort` value.\n * Note that the resulting `Byte` value may be negative.\n */\n @kotlin.internal.InlineOnly\n public inline fun toByte(): Byte = data.toByte()\n /**\n * Converts this [UShort] value to [Byte].\n */\n * If this value is less than or equals to [Short.MAX_VALUE], the resulting `Short` value represents\n * the same numerical value as this `UShort`. Otherwise the result is negative.\n */\n @kotlin.internal.InlineOnly\n public inline fun toShort(): Short = data\n /**\n * Converts this [UShort] value to [Int].\n */\n * The resulting `Int` value represents the same numerical value as this `UShort`.\n *\n * The least significant 16 bits of the resulting `Int` value are the same as the bits of this `UShort` value,\n * whereas the most significant 16 bits are filled with zeros.\n */\n @kotlin.internal.InlineOnly\n public inline fun toInt(): Int = data.toInt() and 0xFFFF\n /**\n * Converts this [UShort] value to [Long].\n */\n * The resulting `Long` value represents the same numerical value as this `UShort`.\n *\n * The least significant 16 bits of the resulting `Long` value are the same as the bits of this `UShort` value,\n * whereas the most significant 16 bits are filled with zeros.\n */\n @kotlin.internal.InlineOnly\n public inline fun toLong(): Long = data.toLong() and 0xFFFF\n /**\n * Converts this [UShort] value to [UByte].\n */\n * If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents\n * the same numerical value as this `UShort`.\n *\n * The resulting `UByte` value is represented by the least significant 8 bits of this `UShort` value.\n */\n @kotlin.internal.InlineOnly\n public inline fun toUByte(): UByte = data.toUByte()\n /**\n * Returns this value.\n */\n @kotlin.internal.InlineOnly\n public inline fun toUShort(): UShort = data\n /**\n * Converts this [UShort] value to [UInt].\n */\n * The resulting `UInt` value represents the same numerical value as this `UShort`.\n *\n * The least significant 16 bits of the resulting `UInt` value are the same as the bits of this `UShort` value,\n * whereas the most significant 16 bits are filled with zeros.\n */\n @kotlin.internal.InlineOnly\n public inline fun toUInt(): UInt = data.toInt() and 0xFFFF\n /**\n * Converts this [UShort] value to [ULong].\n */\n * The resulting `ULong` value represents the same numerical value as this `UShort`.\n *\n * The least significant 16 bits of the resulting `ULong` value are the same as the bits of this `UShort` value,\n * whereas the most significant 16 bits are filled with zeros.\n */\n @kotlin.internal.InlineOnly\n public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF)\n /**\n * Converts this [UShort] value to [Double].\n */\n * The resulting `Double` value represents the same numerical value as this `UShort`.\n */\n @kotlin.internal.InlineOnly\n public inline fun toFloat(): Float = this.toFloat()\n /**\n * Converts this [UShort] value to [Float].\n */\n @kotlin.internal.InlineOnly\n public override fun toString(): String = toInt().toString()
16 bits of this 'Long' value.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun Long.toUShort(): UShort = UShort(this.toShort())\n","/**\n * A range of values of type `Char`.\n */\npublic class CharRange(start: Char, endInclusive: Char) : CharProgression(start, endInclusive, 1), ClosedRange<Char> {\n override val start: Char get() = first\n override val endInclusive: Char get() = last\n override fun contains(value: Char): Boolean = first <= value && value <= last\n override fun isEmpty(): Boolean = first > last\n override fun equals(other: Any?): Boolean =\n other is CharRange && (isEmpty() || first == other.first && last == other.last)\n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())\n \n /**\n * A range of values of type `Int`.\n */\npublic class IntRange(start: Int, endInclusive: Int) : IntProgression(start, endInclusive, 1), ClosedRange<Int> {\n override val start: Int get() = first\n override val endInclusive: Int get() = last\n override fun contains(value: Int): Boolean = first <= value && value <= last\n override fun isEmpty(): Boolean = first > last\n override fun equals(other: Any?): Boolean =\n other isEmpty() && other.equals(first, last)\n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * first + last)\n \n /**\n * A range of values of type `Long`.\n */\npublic class LongRange(start: Long, endInclusive: Long) : LongProgression(start, endInclusive, 1), ClosedRange<Long> {\n override val start: Long get() = first\n override val endInclusive: Long get() = last\n override fun contains(value: Long): Boolean = first <= value && value <= last\n override fun isEmpty(): Boolean = first > last\n override fun equals(other: Any?): Boolean =\n other isEmpty() && other.equals(first, last)\n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * first xor (first ushr 32)) + (last xor (last ushr 32))\n override fun toString(): String = "$first..$last"
T>.asCollection(): Collection<T> = ArrayAsCollection(this, isVarargs = false)

private class
    ArrayAsCollection<T>(val values: Array<out T>, val isVarargs: Boolean) : Collection<T> {
        override val size: Int get() = values.size
        override fun isEmpty(): Boolean = values.isEmpty()
        override fun contains(element: T): Boolean = values.contains(element)
        override fun containsAll(elements: Collection<T>): Boolean = elements.all { contains(it) }
        override fun iterator(): Iterator<T> = values.iterator()
        // override hidden toArray implementation to prevent copying of values array
        override fun toArray(): Array<out Any?> = values.copyToArrayOfAny(isVarargs)
    }

/**
 * Returns an empty read-only list. The returned list is serializable (JVM).
 */
public fun <T> emptyList(): List<T> = EmptyList

/**
 * Returns a new read-only list with the given elements.
 */
public fun <T> listOf(vararg elements: T): List<T> = if (elements.size > 0) elements.asList() else emptyList()

/**
 * Returns an empty new [MutableList].
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> mutableListOf(): MutableList<T> = ArrayList()

/**
 * Returns a new [ArrayList] with the specified [size], where each element is calculated by calling the specified
 * [init] function.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> =
    if (size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements, isVarargs = true))

/**
 * Returns an index of the last item in the list or -1 if the list is empty.
 */
public val <T> List<T>.lastIndex: Int
    get() = this.size - 1

/**
 * Returns true if the collection is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.isEmpty(): Boolean = !isEmpty()

/**
 * Returns true if this nullable collection is
either null or empty.

@sample samples.collections.Collections.Collections.collectionIsNull

* @kotlin.internal.InlineOnly

public inline fun <T> Collection<T>?.isNull(): Boolean {
    contract {
        returns(false) implies (this@isNull != null)
    }

    return this == null ||
    this.isEmpty()
}

/**
 * Returns this Collection if it's not `null` and the empty list otherwise.
 * @sample samples.collections.Collections.Collections.collectionIsNullOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.isEmpty(): Boolean {
    contract {
        returns(false) implies (this@isEmpty != null)
    }

    return this == null ||
    this.isEmpty()
}

/**
 * Returns this Collection if it's not `null` and the empty list otherwise.
 * @sample samples.collections.Collections.Collections.collectionIsNullOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.isEmpty(): Boolean {
    contract {
        returns(false) implies (this@isEmpty != null)
    }

    return this == null ||
    this.isEmpty()
}

/**
 * Returns this Collection if it's not `null` and the empty list otherwise.
 * @sample samples.collections.Collections.Collections.collectionIsNullOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.isEmpty(): Boolean {
    contract {
        returns(false) implies (this@isEmpty != null)
    }

    return this == null ||
    this.isEmpty()
}

/**
 * Checks if all elements in the specified collection are contained in this collection.
 * * Allows to overcome type-safety restriction of `containsAll` that requires to pass a collection of type `Collection<E>`.
 * @sample samples.collections.Collections.Collections.collectionIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Collection<*>, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Searches this list or its range for the provided [element] using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the Composable natural ordering of its elements.
 * otherwise the result is undefined.
 * If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.
 * * `null` value is considered to be less than any non-null value.
 * * @return the index of the element, if it is contained in the list within the specified range;
 * * otherwise, the inverted insertion point `(insertion point - 1)`. The insertion point is defined as the index at which the element should be inserted.
 * * so that the list (or the specified subrange of list) still remains sorted.
 * * @sample samples.collections.Collections.Collections.collectionContainsAll
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T> Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)

internal fun <T> List<T>.optimizeReadOnlyList() = when (size) {
    0 -> emptyList()
    1 -> listOf(this[0])
    else ->
        this
}

/**
 * Searches this list or its range for an element having the key returned by the specified [selector] function
 * equal to the provided [key] value using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the specified [comparator].
 * otherwise the result is undefined.
 * If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.
 * * `null` value is considered to be less than any non-null value.
 * * @return the index of the element, if it is contained in the list within the specified range;
 * * otherwise, the inverted insertion point `(insertion point - 1)`. The insertion point is defined as the index at which the element should be inserted.
 * * so that the list (or the specified subrange of list) still remains sorted.
 * * @sample samples.collections.Collections.Collections.collectionContainsAll
 */
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.binarySearch(element: T, comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Int {
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = comparator.compare(midVal, element)

        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1)  // key not found
listing page
EmptyList
private fun readResolve(): Any = EmptyMap

/**
 * Returns an empty read-only map of specified type.
 * The returned map is serializable (JVM).
 */
@kotlin.internal.InlineOnly
public fun <K, V> emptyMap(): Map<K, V> = EmptyMap<br/>

/**
 * Returns a new read-only map with the specified contents, given as a list of pairs
 * where the first value is the key and the second is the value.
 * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.
 */
@kotlin.internal.InlineOnly
public fun <K, V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> =
    pairs.toMap(LinkedHashMap(mapCapacity(pairs.size)))

/**
 * Returns a new read-only map.
 * The returned map is serializable (JVM).
 */
@kotlin.internal.InlineOnly
public fun <K, V> linkedMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> =
    pairs.toMap(LinkedHashMap(mapCapacity(pairs.size)))

/**
 * Calculate the initial capacity of a map, based on Guava's com.google.common.collect.Maps approach. This is
 * equivalent to the Collection constructor for HashSet, (c.size()/0.75f) + 1, but provides further optimisations for
 * very small or very large sizes, allows support non-collection classes, and provides consistency for all map based
 * class construction.
 */
@SinceKotlin("1.1")
@PublishedApi
internal fun mapCapacity(expectedSize: Int): Int {
    if (expectedSize < 3) {
        return expectedSize + 1
    }
    if (expectedSize < INT_MAX_POWER_OF_TWO) {
        return expectedSize + expectedSize / 3
    }
    return Int.MAX_VALUE // any large value
}

private const val INT_MAX_POWER_OF_TWO: Int = Int.MAX_VALUE / 2 + 1
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```kotlin
return this == null || isEmpty()
}

/**
 * Returns the `Map` if its not `null`, or the empty `Map` otherwise.
 * Returns the this map if it's not empty or the result of calling `defaultValue` function if the map is empty.
 * @param key The key of the entry.
 * @param defaultValue The value to return if the key is not present.
 * @return The value corresponding to the given key, or `null` if such a key is not present in the map.
 */
@kotlin.internal.InlineOnly
public <K, V> Map<K, V> getOrElse(K key, V defaultValue)
{
    return this.get(key) ?: defaultValue()
}

/**
 * Converts entry to `Pair` with key being first component and value being second.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map.Entry<K, V>.toPair(): Pair<K, V> = Pair(this.component1(), this.component2())

/**
 * Returns the value for the given key, or throws an exception if there was no entry for the given key.
 * @param key The key of the entry.
 * @return The value for the given key.
 */
@kotlin.internal.InlineOnly
{
    return this.getOrElse(key, defaultValue)
}

/**
 * Converts entry to [Pair] with key being first component and value being second.
 * Returns the value for the given key, or throws an exception if there was no entry for the given key.
 * @param key The key of the entry.
 * @param defaultValue The value to return if the key is not present.
 * @return The value for the given key.
 */
@kotlin.internal.InlineOnly
{
    return getOrImplicitDefault(key, defaultValue)
}
```

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the [defaultValue] function,\n * puts its result into the map under the given key and returns it.\n * Note that the operation is not guaranteed to be atomic if the map is being modified concurrently.\n * @sample \n * @sample samples.collections.Maps.Usage.getOrPut
 */
public inline fun <K, V> MutableMap<K, V>.getOrPut(key: K,\n defaultValue: () -> V): V {\n    val value = get(key)\n    return if (value == null) {\n        val answer = defaultValue()\n        put(key, answer)\n        answer\n    } else {\n        value\n    }\n}

/**
 * Returns an [Iterator] over the entries in the [Map].\n */
@kotlin.internal.InlineOnly

/**
 * Returns a [MutableIterator] over the mutable entries in the [MutableMap].\n */
@kotlin.jvm.JvmName("mutableIterator")
@kotlin.internal.InlineOnly

/**
 * Populates the given [destination] map with entries having the keys of this map and the values obtained by applying the [transform] function to each entry in this [Map].\n */
public inline fun <K, V, R, M : MutableMap<in R, in V>> Map<out K, V>.mapValuesTo(destination: M, transform: (Map.Entry<K, V>) -> R): M {\n    return entries.associateByTo(destination, transform, { it.value })\n}

/**
 * Populates the given [destination] map with entries having the keys obtained by applying the [transform] function to each entry in this [Map],\n * and the values of this map.\n */
public inline fun <K, V, R, M : MutableMap<in R, in V>> Map<out K, V>.mapKeysTo(destination: M, transform: (Map.Entry<K, V>) -> R): M {\n    return entries.associateByTo(destination, transform, { it.value })\n}

/**
 * Returns a new map with entries having the keys of this map and the values obtained by applying the [transform] function to each entry in this [Map].\n */
public inline fun <K, V, R> Map<out K, V>.mapValues(transform: (Map.Entry<K, V>) -> R): Map<K, R> {\n    return mapValuesTo(LinkedHashMap<K, R>(mapCapacity(size)), transform)\n}

/**
 * Returns a new Map with entries having the keys obtained by applying the [transform] function to each entry in this [Map],\n * and the values of this map.\n */
public inline fun <K, V, R> Map<out K, V>.mapKeys(transform: (Map.Entry<K, V>) -> R): Map<R, V> {\n    return mapKeysTo(LinkedHashMap<R, V>(mapCapacity(size)), transform)\n}

/**
 * Returns a map containing all key-value pairs with keys matching the given [predicate].\n */
public inline fun <K, V> Map<out K, V>.filterKeys(predicate: (K) -> Boolean): Map<K, V> {\n    val result = LinkedHashSet<Map.Entry<K, V>>(\n        for (entry in this) {\n            if (predicate(entry.key)) {\n                result.put(entry.key, entry.value)\n            }\n        }\n    )\n    return result\n}

/**
 * Returns a map containing all key-value pairs with values matching the given [predicate].\n */
public inline fun <K, V> Map<out K, V>.filterValues(predicate: (V) -> Boolean): Map<K, V> {\n    val result = LinkedHashSet<Map.Entry<K, V>>(\n        for (entry in this) {\n            if (predicate(entry.value)) {\n                result.put(entry.key, entry.value)\n            }\n        }\n    )\n    return result\n}
parameter.

*public inline fun <K, V, M : MutableMap<K, V>, in V> filterTo(destination: M, predicate: (Map.Entry<K, V> -> Boolean)): M { if (predicate(element)) { destination.put(element.key, element.value) return destination } else return destination } * Returns a new map containing all key-value pairs matching the given [predicate].

*public inline fun <K, V> filterTo(destination: M, predicate: (Map.Entry<K, V> -> Boolean)): Map<K, V> { if (predicate(destination)) return destination } * Appends all entries not matching the given [predicate] into the given [destination].

*public inline fun <K, V, M : MutableMap<K, V>, in V> filterTo(destination: M, predicate: (Map.Entry<K, V> -> Boolean)): M { if (predicate(destination)) { destination.put(destination.key, destination.value) return destination } else return destination } * Returns a new map containing all key-value pairs not matching the given [predicate].

* The returned map preserves the entry iteration order of the original map.

*public inline fun <K, V> Map<out K, V>.filter(predicate: (Map.Entry<K, V> -> Boolean)): Map<K, V> { return filterTo(LinkedHashMap<K, V>(), predicate) } * Returns a new map containing all key-value pairs from the given collection of pairs.

* The returned map preserves the entry iteration order of the original collection. If any of two pairs would have the same key the last one gets added to the map.

*public inline fun <K, V> Iterable<Pair<K, V>>.toMap(): Map<K, V> { return toMap(LinkedHashMap<K, V>(), mapCapacity(size)) } * Populates and returns the [destination] mutable map with key-value pairs from the given collection of pairs.

* The returned map preserves the entry iteration order of the original array. If any of two pairs would have the same key the last one gets added to the map.

*public inline fun <K, V> Array<Pair<K, V>>.toMap(): Map<K, V> = when (size) { 0 -> emptyMap() 1 -> mapOf(this[0]) else -> toMap(LinkedHashMap<K, V>(mapCapacity(size))) } * Returns a new map containing all key-value pairs from the given collection of pairs.

* The returned map preserves the entry iteration order of the original array.

*public inline fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap() * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.

* The returned map preserves the entry iteration order of the original sequence.

*public inline fun <K, V, M : MutableMap<K, V>, in V> Sequence<Pair<K, V>>.toMap(destination: M): M =when (size) { 0 -> emptyMap() 1 -> mapOf(this[0]) else -> toMap(LinkedHashMap<K, V>(mapCapacity(size))) } * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.

* The returned map preserves the entry iteration order of the original sequence.

*public inline fun <K, V, M : MutableMap<K, V>, in V> Sequence<Pair<K, V>>.toMap(destination: M): M =when (size) { 0 -> emptyMap() 1 -> toSingletonMap() else -> toMutableMap() } * Returns a new map containing all key-value pairs from the given sequence of pairs.

* The returned map preserves the entry iteration order of the original sequence.

*public inline fun <K, V, M : MutableMap<K, V>, in V> Sequence<Pair<K, V>>.toMap(destination: M): M =when (size) { 0 -> emptyMap() 1 -> toSingletonMap() else -> toMutableMap() } * Returns a new read-only map containing all key-value pairs from the original map.

* The returned map preserves the entry iteration order of the original map.

*public inline fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()) * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.

* The returned map preserves the entry iteration order of the original sequence.

*public inline fun <K, V> Sequence<Pair<K, V>>.toMap(destination: M): M =when (size) { 0 -> emptyMap() 1 -> toSingletonMap() else -> toMutableMap() } * Returns a new map containing all key-value pairs from the given sequence of pairs.

* The returned map preserves the entry iteration order of the original sequence.

*public inline fun <K, V> Sequence<Pair<K, V>>.toMap(destination: M): M =when (size) { 0 -> emptyMap() 1 -> toSingletonMap() else -> toMutableMap() } * Returns a new read-only map containing all key-value pairs from the original map.

* The returned map preserves the entry iteration order of the original map.

*public inline fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()) * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.

* The returned map preserves the entry iteration order of the original sequence.

*public inline fun <K, V> Sequence<Pair<K, V>>.toMap(destination: M): M =when (size) { 0 -> emptyMap() 1 -> toSingletonMap() else -> toMutableMap() } * Returns a new read-only map containing all key-value pairs from the original map.

* The returned map preserves the entry iteration order of the original map.

*public inline fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()) * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.

* The returned map preserves the entry iteration order of the original sequence.

*public inline fun <K, V> Sequence<Pair<K, V>>.toMap(destination: M): M =when (size) { 0 -> emptyMap() 1 -> toSingletonMap() else -> toMutableMap() } * Returns a new read-only map containing all key-value pairs from the original map.

* The returned map preserves the entry iteration order of the original map.

*public inline fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()) * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.

* The returned map preserves the entry iteration order of the original sequence.

*public inline fun <K, V> Sequence<Pair<K, V>>.toMap(destination: M): M =when (size) { 0 -> emptyMap() 1 -> toSingletonMap() else -> toMutableMap() } * Returns a new read-only map containing all key-value pairs from the original map.

* The returned map preserves the entry iteration order of the original map.

*public inline fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()) * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.

* The returned map preserves the entry iteration order of the original sequence.

*public inline fun <K, V> Sequence<Pair<K, V>>.toMap(destination: M): M =when (size) { 0 -> emptyMap() 1 -> toSingletonMap() else -> toMutableMap() } * Returns a new read-only map containing all key-value pairs from the original map.

* The returned map preserves the entry iteration order of the original map.
Pair<K, V>): Map<K, V> =
    if (this.isEmpty()) mapOf(pair) else LinkedHashMap(this).apply { put(pair.first, pair.second) }

/**
 * Creates a new read-only map by replacing or adding entries to this map from a given array of key-value [pairs].
 */
    if (this.isEmpty()) pairs.toMap() else LinkedHashMap(this).apply { putAll(pairs) }

/**
 * Creates a new read-only map by replacing or adding entries to this map from a given sequence of key-value [pairs].
 */
    if (this.isEmpty()) pairs.toMap() else LinkedHashMap(this).apply { putAll(pairs) }

/**
 * Creates a new read-only map by replacing or adding entries to this map from another [map].
 */
    LinkedHashMap(this).apply { putAll(map) }

/**
 * Appends or replaces the given [pair] in this mutable map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pair: Pair<K, V>) {
    put(pair.first, pair.second)
}

/**
 * Appends or replaces all pairs from the given collection of [pairs] in this mutable map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Iterable<Pair<K, V>>) {
    putAll(pairs)
}

/**
 * Appends or replaces all pairs from the given array of [pairs] in this mutable map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Array<out Pair<K, V>>) {
    putAll(pairs)
}

/**
 * Appends or replaces all pairs from the given sequence of [pairs] in this mutable map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Sequence<Pair<K, V>>) {
    putAll(pairs)
}

/**
 * Removes the entry with the given [key] from this mutable map.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V>.minusAssign(key: K) {
    remove(key)
}

/**
 * Removes all entries the keys of which are contained in the given [keys] collection from this mutable map.
 */
@SinceKotlin("1.1")
public inline operator fun <K, V>MutableMap<in K, in V>.minus(keys: Collection<K>) {
    removeAll(keys)
}.optimizeReadOnlyMap()
package kotlin.collections

internal object EmptySet : Set<Nothing>, Serializable {
    private const val serialVersionUID: Long = 3406603774387020532

    override fun equals(other: Any?): Boolean = other is Set<*> && other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "[]"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun iterator(): Iterator<Nothing> = EmptyIterator

    private fun readResolve(): Any = EmptySet
}

/**
 * Returns an empty read-only set. The returned set is serializable.
 * @sample samples.collections.Collections.Sets.emptyReadOnlySet
 */
public fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are iterated in the order they were specified.
 * The returned set is serializable.
 * @sample samples.collections.Collections.Sets.readOnlySet
 */
public fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) elements.toSet() else emptySet()

/**
 * Returns an empty read-only set. The returned set preserves the element iteration order.
 * @sample samples.collections.Collections.Sets.emptyList
 */
public fun <T> mutableSetOf(): MutableSet<T> = LinkedHashSet()

/**
 * Returns a new read-only set with the given elements.
 * @sample samples.collections.Collections.Sets.mutableSet
 */
public fun <T> hashSetOf(vararg elements: T): HashSet<T> = elements.toCollection(HashSet(mapCapacity(elements.size)))

/** Returns an empty new [LinkedHashSet].
 * @sample samples.collections.Collections.Sets.hashSet
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> linkedSetOf(): LinkedHashSet<T> = LinkedHashSet()

/** Returns this Set if it's not `null` and the empty set otherwise.
 * @sample samples.collections.Collections.Sets.orEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>?.orEmpty(): Set<T> = this ?: emptySet()

internal fun <T> Collections.Set<T>.optimizeReadOnlySet() = when (size) {
    0 -> emptySet()
    1 -> toSingletonMapOrSelf()
    else -> this
}

internal fun <T> Collections.Set<T>.optimizeMutableSet() = when (size) {
    0 -> emptySet()
    1 -> toSingletonMapOrSelf()
    else -> this
}

internal fun <T> Collections.Set<T>.optimizeReadOnlyMap() = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMapOrSelf()
    else -> this
}

internal fun <T> Collections.Map<T, V>.optimizeReadOnlyMap() = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMapOrSelf()
    else -> this
}

internal fun <T> Collections.Map<T, V>.optimizeReadOnlyMap() = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMapOrSelf()
    else -> this
}

@PublishedApi
internal fun <K, V> Map<K, V>.optimizeReadOnlyMap() = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMapOrSelf()
    else -> this
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("\SetsKt\")

package kotlin.collections

internal object EmptySet : Set<Nothing>, Serializable {
    private const val serialVersionUID: Long = 3406603774387020532

    override fun equals(other: Any?): Boolean = other is Set<*> && other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "[]"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun iterator(): Iterator<Nothing> = EmptyIterator

    private fun readResolve(): Any = EmptySet
}

/**
 * Returns an empty read-only set. The returned set is serializable.
 * @sample samples.collections.Collections.Sets.emptyReadOnlySet
 */
public fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are iterated in the order they were specified.
 * The returned set is serializable.
 * @sample samples.collections.Collections.Sets.readOnlySet
 */
public fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) elements.toSet() else emptySet()

/**
 * Returns an empty read-only set. The returned set preserves the element iteration order.
 * @sample samples.collections.Collections.Sets.emptyList
 */
public fun <T> mutableSetOf(): MutableSet<T> = LinkedHashSet()

/**
 * Returns a new read-only set with the given elements.
 * @sample samples.collections.Collections.Sets.mutableSet
 */
public fun <T> hashSetOf(vararg elements: T): HashSet<T> = elements.toCollection(HashSet(mapCapacity(elements.size)))

/** Returns an empty new [LinkedHashSet].
 * @sample samples.collections.Collections.Sets.hashSet
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> linkedSetOf(): LinkedHashSet<T> = LinkedHashSet()

/** Returns this Set if it's not `null` and the empty set otherwise.
 * @sample samples.collections.Collections.Sets.orEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>?.orEmpty(): Set<T> = this ?: emptySet()

internal fun <T> Collections.Set<T>.optimizeReadOnlySet() = when (size) {
    0 -> emptySet()
    1 -> toSingletonMapOrSelf()
    else -> this
}

internal fun <T> Collections.Set<T>.optimizeMutableSet() = when (size) {
    0 -> emptySet()
    1 -> toSingletonMapOrSelf()
    else -> this
}

internal fun <T> Collections.Set<T>.optimizeReadOnlyMap() = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMapOrSelf()
    else -> this
}

internal fun <T> Collections.Map<T, V>.optimizeReadOnlyMap() = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMapOrSelf()
    else -> this
}

@PublishedApi
internal fun <K, V> Map<K, V>.optimizeReadOnlyMap() = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMapOrSelf()
    else -> this
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("\StringsKt\")

package kotlin.text

/**
 * Parses the string as a signed [Byte]
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Kotlin Programming Language contributors. Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.

@file:kotlin.jvm.JvmName("CollectionsKt")

*/
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

/**
 * Given an [iterator] function constructs an [Iterable] instance that returns values through
 * the [Iterator] provided by that function.
 * @sample samples.collections.Iterables.Building.iterable
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable(crossinline iterator: () -> Iterator<T>): Iterable<T> = object : Iterable<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * A wrapper over another [Iterable] (or any other object that can produce an [Iterator]) that returns
 * an indexing iterator.
 */
internal class IndexingIterable<out T>(private val iteratorFactory: () -> Iterator<T>) : Iterable<IndexedValue<T>> {
    override fun iterator(): Iterator<IndexedValue<T>> = IndexingIterator(iteratorFactory())
}

/**
 * Returns the size of this iterable if it is known, or `null` otherwise.
 */
@PublishedApi
internal fun <T>
Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() }

* * Returns a sequence of all elements from each iterable in this sequence.

* An overridden function that takes an input of type Sequence<T> and returns a new sequence that is the flattened version of the input sequence.

* The operation is _intermediate_ and _stateless_.

* The `flatten` function is used to flatten nested sequences.

```kotlin
fun Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() }
```

Sequence<Iterable<T>>.flatten(): Sequence<T>

* The operation is _terminal_.

* An overridden function that takes an input of type Sequence<T> and returns a new sequence that is the flattened version of the input sequence.

* Values of each pair from this sequence.

```kotlin
fun Sequence<Iterable<T>>.flatten(): Sequence<T> = flatten { it.iterator() }
```

Sequence<R> { in if (this is TransformingSequence<*<*>> { return (this as TransformingSequence<*<*>>)

* The operation is _intermediate_ and _stateless_.

* An overridden function that takes an input of type Sequence<T> and returns a new sequence that is the flattened version of the input sequence.

* Values of each pair from this sequence.

```kotlin
fun Sequence<R> { in if (this is TransformingSequence<*<*>> { return (this as TransformingSequence<*<*>>)
```

Sequence<Pair<T, R>>.unzip(): Sequence<Pair<T, R>>

* The operation is _terminal_.

* An overridden function that takes an input of type Sequence<Pair<T, R>> and returns a new sequence that is the flattened version of the input sequence.

* Values of each pair from this sequence.

```kotlin
fun Sequence<Pair<T, R>>.unzip(): Sequence<Pair<T, R>>
```

FilteringSequence<T, R>.

* The operation is _intermediate_.

* An overridden function that takes an input of type Sequence<T> and returns a new sequence that is the flattened version of the input sequence.

* Values of each pair from this sequence.

```kotlin
fun FilteringSequence<T, R>
```

TransformingIndexedSequence<T, R>

* The operation is _intermediate_.

* An overridden function that takes an input of type Sequence<T> and returns a new sequence that is the flattened version of the input sequence.

* Values of each pair from this sequence.

```kotlin
fun TransformingIndexedSequence<T, R>
```

TransformingSequence<T, R>

* The operation is _intermediate_.

* An overridden function that takes an input of type Sequence<T> and returns a new sequence that is the flattened version of the input sequence.

* Values of each pair from this sequence.

```kotlin
fun TransformingSequence<T, R>
```

FilteringSequence<T, R>

* The operation is _intermediate_.

* An overridden function that takes an input of type Sequence<T> and returns a new sequence that is the flattened version of the input sequence.

* Values of each pair from this sequence.

```kotlin
fun FilteringSequence<T, R>
```

IndexedValue<T>

* The operation is _intermediate_.

* An overridden function that takes an input of type Sequence<T> and returns a new sequence that is the flattened version of the input sequence.

* Values of each pair from this sequence.

```kotlin
fun IndexedValue<T>
```

TransformingIndexedValue<T>

* The operation is _intermediate_.

* An overridden function that takes an input of type Sequence<T> and returns a new sequence that is the flattened version of the input sequence.

* Values of each pair from this sequence.

```kotlin
fun TransformingIndexedValue<T>
```

TransformingValue<T>

* The operation is _intermediate_.

* An overridden function that takes an input of type Sequence<T> and returns a new sequence that is the flattened version of the input sequence.

* Values of each pair from this sequence.

```kotlin
fun TransformingValue<T>
```
override fun hasNext(): Boolean {
    if (nextState == -1)
        calcNext() // will change nextState
    return nextState == 1
}

override fun drop(n: Int): Sequence<T> = (count + n).let {
    n1 -> if (n1 < 0) DropSequence(this, n) else DropSequence(sequence, n1)
}

override fun take(n: Int): Sequence<T> = (count + n).let {
    n1 -> if (n1 < 0) TakeSequence(this, n) else SubSequence(sequence, count, n1)
}

override fun iterator(): Iterator<T> = object : Iterator<T> {
    val iterator = sequence.iterator()
    var left = count

    private fun drop() {
        while (left > 0 && iterator.hasNext()) {
            iterator.next()
            left--
        }
    }

    override fun next(): T {
        drop()
        return iterator.next()
    }

    override fun hasNext(): Boolean {
        drop()
        return iterator.hasNext()
    }
}

override fun hasNext(): Boolean {
    if (nextState == -1)
        calcNext() // will change nextState
    return nextState == 1
}

@Suppress("UNCHECKED_CAST")
val result = nextItem as T

return result

override fun computeNext() {
    while (source.hasNext()) {
        val next = source.next()
        val key = keySelector(next)

        if (observed.add(key)) {
            setNext(next)
            return
        }
    }

    done()
}

override fun hasNext(): Boolean {
    return hasNext()
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override fun override fun hasNext(): Boolean {
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override fun override fun hasNext(): Boolean {
    return hasNext()
fun <T : Any> generateSequence(nextFunction: () -> T?): Sequence<T> {
    return GeneratorSequence(nextFunction, { nextFunction() }).constrainOnce()
}

/**
 * Returns a sequence defined by the function [seedFunction], which
 * is invoked to produce the starting value, and the [nextFunction], which
 * is invoked to calculate the next value based on the previous one on each iteration.
 * The sequence produces values until it encounters first `null` value.
 * If [seed] is `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times, each time starting with [seed].
 */
@kotlin.internal.LowPriorityInOverloadResolution
public fun <T : Any> generateSequence(seed: T?, nextFunction: (T) -> T?): Sequence<T> =
    if (seed == null) EmptySequence
    else GeneratorSequence({ seed }, nextFunction)

/**
 * Returns a sequence defined by the function [seedFunction], which
 * is invoked to produce the starting value,
 * and the [nextFunction], which is invoked to calculate the next
 * value based on the previous one on each iteration.
 * The sequence produces values until it encounters first `null` value.
 * If [seedFunction] returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> require(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    require(value) { "Failed requirement." }
}

/**
 * Throws an [IllegalArgumentException] if the [value] is false.
 * @sample samples.misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw IllegalArgumentException(message.toString())
    }
}

/**
 * Returns the not null value if the [value] is null.
 * Otherwise returns the not null value.
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun check(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    check(value) { "Check failed." }
}

/**
 * Throws an [IllegalArgumentException] if the [value] is false.
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun check(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw IllegalArgumentException(message.toString())
    }
}

/**
 * Returns the not null value if the [value] is null.
 * Otherwise returns the not null value.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> requireNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }
    return requireNotNull(value) { "Required value was null." }
}

/**
 * Throws an [IllegalArgumentException] if the [value] is null.
 * Otherwise returns the not null value.
 */
@kotlin.internal.InlineOnly
    contract {
        returns() implies (value != null)
    }
    if (value == null) {
        val message = lazyMessage()
        throw IllegalArgumentException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] if the [value] is false.
 */
@kotlin.internal.InlineOnly
public inline fun checkNotNull(value: T?): T {
    contract {
        returns() implies value != null
    }
    return checkNotNull(value) { "Required value was null." }
}

/**
 * Throws an [IllegalStateException] if the [value] is false.
 */
@kotlin.internal.InlineOnly
public inline fun checkNotNull(value: T?, lazyMessage: () -> Any): T {
    contract {
        returns() implies value != null
    }
    if (value == null) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] if the [value] is null.
 */
@kotlin.internal.InlineOnly
public inline fun checkNotNull(value: T?, lazyMessage: () -> Any): T {
    contract {
        returns() implies value != null
    }
    if (value == null) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    }
}
samples.misce.Preconditions.failCheckWithLazyMessage

//
// NOTE: THIS FILE IS AUTO-GENERATED
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.js.*
import primitiveArrayConcat
import withType
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun <T> Array<out T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun ByteArray.elementAt(index: Int): Byte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun ShortArray.elementAt(index: Int): Short {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun IntArray.elementAt(index: Int): Int {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun LongArray.elementAt(index: Int): Long {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun FloatArray.elementAt(index: Int): Float {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun DoubleArray.elementAt(index: Int): Double {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun BooleanArray.elementAt(index: Int): Boolean {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun <T> Array<out T>.asList(): List<T> {
    return ArrayList<T>(this.unsafeCast<Array<Any?>>())
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun ByteArray.asList(): List<Byte> {
    return this.unsafeCast<Array<Byte>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun ShortArray.asList(): List<Short> {
    return
this.unsafeCast<Array<Short>>().asList().

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun IntArray.asList(): List<Int> {
    return this.unsafeCast<Array<Int>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun LongArray.asList(): List<Long> {
    return this.unsafeCast<Array<Long>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun FloatArray.asList(): List<Float> {
    return this.unsafeCast<Array<Float>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun DoubleArray.asList(): List<Double> {
    return this.unsafeCast<Array<Double>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun BooleanArray.asList(): List<Boolean> {
    return this.unsafeCast<Array<Boolean>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun CharArray.asList(): List<Char> {
    return object : AbstractList<Char>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: Char): Boolean = this@asList.contains(element)
        override fun get(index: Int): Char {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: Char): Int {
            if ((element as Any?) !is Char) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: Char): Int {
            if ((element as Any?) !is Char) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns `true` if the two specified arrays are *deeply* equal to one another, \n * i.e. contain the same number of the same elements in the same order. \n * * * If two corresponding elements are nested arrays, they are also compared deeply. \n * * If any of arrays contains itself on any nesting level the behavior is undefined. \n * * The elements of other types are compared for equality with the [equals][Any.equals] function. \n * * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `-0.0`. \n */
@SinceKotlin("1.1")
@library("arrayDeepEquals")
public actual infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List]. \n * Nested arrays are treated as lists too. \n * * If any of arrays contains itself on any nesting level the behavior is undefined. \n */
@SinceKotlin("1.1")
@library("arrayDeepHashCode")
public actual fun <T> Array<out T>.contentDeepHashCode(): Int {
    definedExternally
}

/**
 * Returns a string representation of the contents of this array as if it is a [List]. \n * Nested arrays are treated as lists too. \n * * If any of arrays contains itself on any nesting level the behavior is undefined. \n */
@SinceKotlin("1.1")
@library("arrayDeepToString")
public actual fun <T> Array<out T>.contentDeepToString(): String {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, \n * i.e. contain the same number of the same elements in the same order. \n * * * The elements are compared for equality with the [equals][Any.equals] function. \n * * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `-0.0`. \n */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, \n * i.e. contain the same number of the same elements in the same order. \n * * * The elements are compared for equality with the [equals][Any.equals] function. \n * * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `-0.0`. \n */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun ByteArray.contentEquals(other: ByteArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, \n * i.e. contain the same number of the same elements in the same order. \n * * * The elements are compared for equality with the [equals][Any.equals] function. \n * * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `-0.0`. \n */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun ShortArray.contentEquals(other: ShortArray): Boolean {
    definedExternally
}
ShortArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are
 * structurally equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun IntArray.contentEquals(other: IntArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun LongArray.contentEquals(other: LongArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are
 * structurally equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun FloatArray.contentEquals(other: FloatArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are
 * structurally equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are
 * structurally equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are
 * structurally equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun CharArray.contentEquals(other: CharArray): Boolean {
    definedExternally
}
CharArray.contentHashCode(): Int
        definedExternally
        * Returns a string representation of the contents of the specified array as if it is [List]<\n        * @sample samples.collections.Arrays.ContentOperations

*\n@SinceKotlin("1.1")\n@unlibrary("arrayToString")
unpublic actual fun <T> Array<out T>.contentToString():
String
        definedExternally
        * Returns a string representation of the contents of the specified array as if it is [List]<\n        * @sample samples.collections.Arrays.ContentOperations

*\n@SinceKotlin("1.1")\n@unlibrary("arrayToString")
unpublic actual fun ByteArray.contentToString(): String
        definedExternally
        * Returns a string representation of the contents of the specified array as if it is [List]<\n        * @sample samples.collections.Arrays.ContentOperations

*\n@SinceKotlin("1.1")\n@unlibrary("arrayToString")
unpublic actual fun ShortArray.contentToString(): String
        definedExternally
        * Returns a string representation of the contents of the specified array as if it is [List]<\n        * @sample samples.collections.Arrays.ContentOperations

*\n@SinceKotlin("1.1")\n@unlibrary("arrayToString")
unpublic actual fun IntArray.contentToString(): String
        definedExternally
        * Returns a string representation of the contents of the specified array as if it is [List]<\n        * @sample samples.collections.Arrays.ContentOperations

*\n@SinceKotlin("1.1")\n@unlibrary("arrayToString")
unpublic actual fun LongArray.contentToString(): String
        definedExternally
        * Returns a string representation of the contents of the specified array as if it is [List]<\n        * @sample samples.collections.Arrays.ContentOperations

*\n@SinceKotlin("1.1")\n@unlibrary("arrayToString")
unpublic actual fun FloatArray.contentToString(): String
        definedExternally
        * Returns a string representation of the contents of the specified array as if it is [List]<\n        * @sample samples.collections.Arrays.ContentOperations

*\n@SinceKotlin("1.1")\n@unlibrary("arrayToString")
unpublic actual fun DoubleArray.contentToString(): String
        definedExternally
        * Returns a string representation of the contents of the specified array as if it is [List]<\n        * @sample samples.collections.Arrays.ContentOperations

*\n@SinceKotlin("1.1")\n@unlibrary("arrayToString")
unpublic actual fun BooleanArray.contentToString(): String
        definedExternally
        * Copies this array or its subrange into the [destination] array and returns that array.\n        * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n        * @param destination the array to copy to.\n        * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n        * @param startIndexOf the beginning (inclusive) of the subrange to copy, 0 by default.\n        * @param endIndexOf the end (exclusive) of the subrange to copy, size of this array by default.\n        * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndexOf] or [endIndexOf] is out of range of this array indices or when \`startIndexOf > endIndexOf\`\n        * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].\n        * or when that index is out of the [destination] array indices range.\n        * @return the [destination] array.\n
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")
unpublic actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndexOf: Int = 0, endIndexOf: Int = size): Array<T>
        copy into the destination. Array<T>, destinationOffset: Int = 0, startIndexOf: Int = 0, endIndexOf: Int = size: Array<T>\n        * Copies this array or its subrange into the [destination] array and returns that array.\n        * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n        * @param destination the array to copy to.\n        * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n        * @param startIndexOf the beginning (inclusive) of the subrange to copy, 0 by default.\n        * @param endIndexOf the end (exclusive) of the subrange to copy, size of this array by default.\n        * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndexOf] or [endIndexOf] is out of range of this array indices or when \`startIndexOf > endIndexOf\`\n        * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].\n        * or when that index is out of the [destination] array indices range.\n        * @return the [destination] array.
> endIndex.\n * @throws IndexOutOfBoundsException when the subrange doesn’t fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * @return the [destination] array.\n *\n * @SinceKotlin("1.3")\n * @kotlin.internal.InlineOnly\n * @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, 
startIndex: Int = 0, endIndex: Int = size): ByteArray {\n    arrayCopy(this.unsafeCast<Array<Byte>>(), 
destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)\n    return destination
}\n
*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, 
startIndex: Int = 0, endIndex: Int = size): ShortArray {\n    arrayCopy(this.unsafeCast<Array<Short>>(), 
destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)\n    return destination
}\n
*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, 
startIndex: Int = 0, endIndex: Int = size): IntArray {\n    arrayCopy(this.unsafeCast<Array<Int>>(), 
destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndex)\n    return destination
}\n
*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, 
startIndex: Int = 0, endIndex: Int = size): LongArray {\n    arrayCopy(this.unsafeCast<Array<Long>>(), 
destination.unsafeCast<Array<Long>>(), destinationOffset, startIndex, endIndex)\n    return destination
}\n
*/
@param destination the array to copy to.
@param destinationOffset the position in the [destination] array to copy to, 0 by default.
@param startIdx the beginning (inclusive) of the subrange to copy, size of this array by default.
@param endIdx the end (exclusive) of the subrange to copy, size of this array by default.

Throws IndexOutOfBoundsException or IllegalArgumentException when [startIdx] or [endIdx] is out of range of this array indices or when `startIdx > endIdx`.

@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
public actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndest: Int = 0, endIndex: Int = size): CharArray {
    arrayCopy(this.unsafeCast<Array<Char>>(), destination.unsafeCast<Array<Char>>(), destinationOffset, startIndest, endIndex)
    return destination
}

/**
* Returns new array which is a copy of the original array.
* @sample samples.collections.Arrays.CopyOfOperations.copyOf
*/
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline fun CharArray.copyOf(): CharArray {
    return this.asDynamic().slice().unsafeCast<CharArray>()
}

/**
* Returns new array which is a copy of the original array.
* @sample samples.collections.Arrays.CopyOfOperations.copyOf
*/
@Suppress("NOTHING_TO_INLINE")
public actual inline fun ByteArray.copyOf(): ByteArray {
    return this.asDynamic().slice().unsafeCast<ByteArray>()
}

/**
* Returns new array which is a copy of the original array.
* @sample samples.collections.Arrays.CopyOfOperations.copyOf
*/
@Suppress("NOTHING_TO_INLINE")
public actual inline fun ShortArray.copyOf(): ShortArray {
    return this.asDynamic().slice().unsafeCast<ShortArray>()
}

/**
* Returns new array which is a copy of the original array.
* @sample samples.collections.Arrays.CopyOfOperations.copyOf
*/
@Suppress("NOTHING_TO_INLINE")
public actual inline fun IntArray.copyOf(): IntArray {
    return this.asDynamic().slice().unsafeCast<IntArray>()
}

/**
* Returns new array which is a copy of the original array.
* @sample samples.collections.Arrays.CopyOfOperations.copyOf
*/
@Suppress("NOTHING_TO_INLINE")
public actual inline fun LongArray.copyOf(): LongArray {
    return this.asDynamic().slice().unsafeCast<LongArray>()
}

/**
* Returns new array which is a copy of the original array.
* @sample samples.collections.Arrays.CopyOfOperations.copyOf
*/
@Suppress("NOTHING_TO_INLINE")
public actual inline fun FloatArray.copyOf(): FloatArray {
    return this.asDynamic().slice().unsafeCast<FloatArray>()
}

/**
* Returns new array which is a copy of the original array.
* @sample samples.collections.Arrays.CopyOfOperations.copyOf
*/
@Suppress("NOTHING_TO_INLINE")
public actual inline fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice().unsafeCast<DoubleArray>()
}

/**
* Returns new array which is a copy of the original array.
* @sample samples.collections.Arrays.CopyOfOperations.copyOf
*/
@Suppress("NOTHING_TO_INLINE")
public actual inline fun BooleanArray.copyOf(): BooleanArray {
    return this.asDynamic().slice().unsafeCast<BooleanArray>()
}

/**
* Returns new array which is a copy of the original array.
* @sample samples.collections.Arrays.CopyOfOperations.copyOf
*/
@Suppress("NOTHING_TO_INLINE")
public actual inline fun CharArray.copyOf(): CharArray {
    return this.asDynamic().slice().unsafeCast<CharArray>()
}
resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

*anonymous actual fun LongArray.copyOf(newSize: Int): LongArray {

    return withType("LongArray", arrayCopyResize(this, newSize, 0L))

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

*anonymous actual fun FloatArray.copyOf(newSize: Int): FloatArray {

    return fillFrom(this, FloatArray(newSize))

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

*anonymous actual fun DoubleArray.copyOf(newSize: Int): DoubleArray {

    return fillFrom(this, DoubleArray(newSize))

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with 'false' values if necessary.

* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with 'false' values.

* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

*anonymous actual fun CharArray.copyOf(newSize: Int): CharArray {

    return withType("CharArray", fillFrom(this, CharArray(newSize)))

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with null char (`\u0000`) values if necessary.

* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\u0000`) values.

* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

*anonymous actual fun <T> Array<out T>.copyOf(newSize: Int): Array<T> {

    return arrayCopyResize(this, newSize, null)

* Returns a new array which is a copy of the specified range of the original array.

* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null values.

* @sample samples.collections.Arrays.CopyOfOperations.resizingCopyOf

*anonymous actual fun <T> Array<out T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T> {

    return this.asDynamic().slice(fromIndex, toIndex)

* Returns a new array which is a copy of the specified range of the original array.

* - @param fromIndex the start of the range (inclusive), must be in `0..array.size`

* - @param toIndex the end of the range (exclusive), must be in `0..array.size`

* @Suppress("ACTUAL_WITHOUT_EXPECT")

*anonymous actual fun <T> Array<out T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T> {

    return this.asDynamic().slice(fromIndex, toIndex)

* Returns a new array which is a copy of the specified range of the original array.

* - @param fromIndex the start of the range (inclusive), must be in `0..array.size`

* - @param toIndex the end of the range (exclusive), must be in `0..array.size`
actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentError if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentError if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentError if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentError if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentError if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}
actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
 AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
 this.asDynamic().fill(element, fromIndex, toIndex)\n \n * @param fromIndex the start of the range (inclusive), 0 by default.\n * @param toIndex the end of the range (exclusive), size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].\n}

actual fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit {
 AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
 this.asDynamic().fill(element, fromIndex, toIndex)\n \n * @returns an array containing all elements of the original array and then the given [element].\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n}

actual fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))\n \n * @returns an array containing all elements of the original array and then the given [element].\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n}

actual fun ByteArray.plus(element: Byte): ByteArray {
    return plus(byteArrayOf(element))\n \n * @returns an array containing all elements of the original array and then the given [element].\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n}

actual fun ShortArray.plus(element: Short): ShortArray {
    return plus(shortArrayOf(element))\n \n * @returns an array containing all elements of the original array and then the given [element].\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n}

actual fun IntArray.plus(element: Int): IntArray {
    return plus(intArrayOf(element))\n \n * @returns an array containing all elements of the original array and then the given [element].\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n}

actual fun LongArray.plus(element: Long): LongArray {
    return plus(longArrayOf(element))\n \n * @returns an array containing all elements of the original array and then the given [element].\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n}

actual fun FloatArray.plus(element: Float): FloatArray {
    return plus(floatArrayOf(element))\n \n * @returns an array containing all elements of the original array and then the given [element].\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n}

actual fun DoubleArray.plus(element: Double): DoubleArray {
    return plus(doubleArrayOf(element))\n \n * @returns an array containing all elements of the original array and then the given [element].\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n}

actual fun Collection<Byte>.plus(elements: Collection<Byte>): ByteArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n \n * @returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n}

actual fun Collection<Int>.plus(elements: Collection<Int>): IntArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n \n * @returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n}

actual fun Collection<Long>.plus(elements: Collection<Long>): LongArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n \n * @returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n}
containing all elements of the original array and then all elements of the given [elements] collection.

```kotlin
/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun BooleanArray.plus(elements: Collection<Bool>): BooleanArray {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public actual operator fun CharArray.plus(elements: Collection<Char>): CharArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public actual operator fun ByteArray.plus(elements: ByteArray): ByteArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public actual operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public actual operator fun IntArray.plus(elements: IntArray): IntArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public actual operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public actual operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public actual operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public actual operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public actual operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public actual inline fun <T> Array<out T>.plusElement(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun IntArray.sort(): Unit {
    definedExternally
}
```

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BooleanArray.toTypedArray(): Array<<Boolean>> { return js("["").slice.call(this) }\n\nCharArray.toTypedArray(): Array<Char> { return Array(size) { index -> this[index] }\n\nCopyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.

`BooleanArray.toTypedArray(): Array<Boolean> {
    return js("["]").slice.call(this)
}

/**
 * Returns a typed object array containing all of the elements of this primitive array.
 * @param {Array} this
 */
public actual fun CharArray.toTypedArray(): Array<Char> {
    return Array(size) { index -> this[index] }
}

`/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
@file:kotlin.jvm.JvmName("ComparisonsKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.comparisons

/**
 * Compares two values using the specified functions [selectors] to calculate the result of the comparison.
 * The functions are called sequentially, receive the given values [a] and [b] and return [Comparable] objects. As soon as the [Comparable] instances returned by a function for [a] and [b] values do not compare as equal, the result of that comparison is returned.
 * @param selectors [array of functions]
 * @sample samples.comparisons.Comparisons.compareValuesByWithSelectors
 */
public fun <T> compareValuesBy(a: T, b: T, vararg selectors: (T) -> Comparable<*>?): Int {
    require(selectors.size > 0)
    return compareValuesByImpl(a, b, selectors)
}

private fun <T> compareValuesByImpl(a: T, b: T, selectors: Array<out (T) -> Comparable<*>?>): Int {
    for (fn in selectors) {
        val v1 = fn(a)
        val v2 = fn(b)
        val diff = compareValues(v1, v2)
        if (diff != 0) return diff
    }
    return 0
}

/**
 * Compares two values using the specified [selector] function to calculate the result of the comparison.
 * The function is applied to the given values [a] and [b] and return [Comparable] objects. The result of comparison of these [Comparable] instances is returned.
 * @param selector [function]
 * @sample samples.comparisons.Comparisons.compareValuesByWithSingleSelector
 */
@kotlin.internal.InlineOnly
public inline fun <T> compareValuesBy(a: T, b: T, selector: (T) -> Comparable<*>?): Int {
    return compareValuesByImpl(a, b, selector)
}

/**
 * Compares two values using the specified [selector] function to calculate the result of the comparison.
 * The function is applied to the given values [a] and [b] and return objects of type K which are then being compared with the given [comparator].
 * @param selector [function]
 * @param comparator [comparator]
 * @sample samples.comparisons.Comparisons.compareValuesByWithComparator
 */
@kotlin.internal.InlineOnly
public inline fun <T, K> compareValuesBy(a: T, b: T, comparator: Comparator<in K>, selector: (T) -> K): Int {
    return comparator.compare(selector(a), selector(b))
}

// Not so useful without type inference for receiver of expression
//@Suppress("NOTHING_TO_INLINE")
//public inline fun <T> compareValuesWith(a: T, b: T, comparator: Comparator<T>): Int = comparator.compare(a, b)

/**
 * Compares two nullable [Comparable] values. Null is considered less than any value.
 * @param a first value
 * @param b second value
 * @sample samples.comparisons.Comparisons.compareValues
 */
public fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {
    if (a === b) return 0
    if (a == null) return -1
    if (b == null) return 1
    @Suppress("UNCHECKED_CAST")
    return (a as Comparable<Any>).compareTo(b)
}

/**
 * Creates a comparator using the sequence of functions to calculate a result of comparison.
 * The functions are called sequentially, receive the given values `a` and `b` and return [Comparable] objects. As soon as the [Comparable] instances returned by a function for `a` and `b` values do not compare as equal, the result of that comparison is returned from the [Comparator].
 * @param selectors [array of functions]
 * @sample samples.comparisons.Comparisons.compareByWithSelectors
 */
public fun <T> compareBy(vararg selectors: (T) -> Comparable<*>?): Comparator<T> {
    require(selectors.size > 0)
    return Comparator { a, b ->
        compareValuesByImpl(a, b, selectors)
    }
}

/**
 * Creates a comparator using the function to transform value to a [Comparable] instance for comparison.
 * @param selector [function]
 * @sample samples.comparisons.Comparisons.compareByWithSingleSelector
 */
@kotlin.internal.InlineOnly
public inline fun <T> compareBy(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        compareValuesByImpl(a, b, selector)
    }

/**
 * Creates a comparator using the specified [comparator] function to transform values being compared and then applying [selector] to compare transformed values.
 * @param comparator [function]
 * @param selector [function]
 * @sample samples.comparisons.Comparisons.compareByWithComparator
 */
@kotlin.internal.InlineOnly
public inline fun <T, K> compareBy(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b ->
        compareValuesByImpl(a, b, selector)
    }

Open Source Used In DNAC Platform Arica 12104
samples.comparisons.Comparisons.compareByDescendingWithSingleSelector

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> compareByDescending(crossinline selector: (T) -> Comparable<*?>?): Comparator<T> =
    Comparator { a, b -> compareValuesBy(b, a, selector) }

@kotlin.internal.InlineOnly
public inline fun <T, K> compareByDescending(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b -> compareValuesBy(b, a, comparator, selector) }

@kotlin.internal.InlineOnly
public inline fun <T> Comparator<T>.thenByDescending(crossinline selector: (T) -> Comparable<*?>?): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(b, a, selector)
    }

@kotlin.internal.InlineOnly
public inline fun <T, K> Comparator<T>.thenByDescending(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(b, a, comparator, selector)
    }
```

Not so useful without type inference for receiver of expression

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> thenComparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this.compare(a, b)
        if (previousCompare != 0) previousCompare else comparison(a, b)
    }
```
samples.comparisons.Comparisons.nullsFirstLastWithComparator

public fun <T : Any>
nullsFirst(comparator: Comparator<in T>): Comparator<T?> =
Comparator { a, b ->
    when {
        a
        === b -> 0
        a == null -> -1
        b == null -> 1
        else -> comparator.compare(a, b)
    }
}

/**
 * Provides a comparator of nullable [Comparable] values* considering ‘null’ value less than any other value.
 */
* @sample samples.comparisons.Comparisons.nullsFirstLastComparator

public fun <T : Any>
nullsLast(comparator: Comparator<in T>): Comparator<T?> =
Comparator { a, b ->
    when {
        a
        === b -> 0
        a == null -> 1
        b == null -> -1
        else -> comparator.compare(a, b)
    }
}

/**
 * Provides a comparator of nullable [Comparable] values* considering ‘null’ value greater than any other value.
 */
* @sample samples.comparisons.Comparisons.nullsFirstLastComparator

private class ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparator.compare(b, a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<T> = comparator
}

private object NaturalOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = NaturalOrderComparator
}

private object ReverseOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = ReverseOrderComparator
}
explaining why the implementation is missing.

```kotlin
/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.comparisons

//
// NOTE: THIS FILE IS AUTO-GENERATED by the
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.js.*

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte): Byte {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>()
}
```

Open Source Used In DNAC Platform Arica 12107
public actual inline fun maxOf(a: Short, b: Short): Short {
    return Math.max(a.toInt(),
    b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the greater of two values.
 */
public actual fun <T : Comparable<T>> maxOf(a: T, b: T, c: T): T {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
public actual inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.max(a.toInt(), b.toInt(),
    c.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of three values.
 */
public actual inline fun maxOf(a: Short, b: Short, c: Short): Short {
    return Math.max(a.toInt(), b.toInt(),
    c.toInt()).unsafeCast<Short>()
}

/**
 * Returns the greater of three values.
 */
public actual inline fun maxOf(a: Int, b: Int, c: Int): Int {
    return Math.max(a, b, c)
}

/**
 * Returns the greater of three values.
 */
public actual inline fun maxOf(a: Long, b: Long, c: Long): Long {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
public actual inline fun maxOf(a: Float, b: Float, c: Float): Float {
    return Math.max(a, b, c)
}

/**
 * Returns the smaller of two values.
 * If values are equal, returns the first one.
 */
public actual fun <T : Comparable<T>> minOf(a: T, b: T): T {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Byte, b: Byte): Byte {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Short, b: Short): Short {
    return Math.min(a.toInt(),
    b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Int, b: Int): Int {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Long, b: Long): Long {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Float, b: Float): Float {
    return Math.min(a, b)
}
inline fun minOf(a: Double, b: Double): Double {
    return Math.min(a, b)
}

/**
 * Returns the smaller of three values.
 */
@.SinceKotlin("1.1")
public actual fun <T : Comparable<T>> minOf(a: T, b: T, c: T): T {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.min(a.toInt(), b.toInt(), c.toInt().unsafeCast<Byte>().minOf())
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Short, b: Short, c: Short): Short {
    return Math.min(a.toInt(), b.toInt(), c.toInt().unsafeCast<Short>().minOf())
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Int, b: Int, c: Int): Int {
    return Math.min(a, b, c)
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Long, b: Long, c: Long): Long {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Float, b: Float, c: Float): Float {
    return Math.min(a, b, c)
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Double, b: Double, c: Double): Double {
    return Math.min(a, b, c)
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//
import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component1(): T {
    return get(0)
}

/**
 * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component2(): T {
    return get(1)
}

/**
 * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component3(): T {
    return get(2)
}

/**
 * Returns 4th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component4(): T {
    return get(3)
}

/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component5(): T {
    return get(4)
}

/**
 * Returns an element at the given *index* or
 * throws an *IndexOutOfBoundsException* if the *index* is out of bounds of this collection.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
public fun <T> Iterable<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (this is List)
        return this.getOrElse(index, defaultValue)
    if (index < 0)
        return defaultValue(index)
    var iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return defaultValue(index)
}

/**
 * Returns an element at the given *index* or the result of calling the [defaultValue] function if the *index* is out of bounds of this collection.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
public actual inline fun <T> List<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T)?

samples.collections.Collections.Elements.elementAtOrElse
 */
@kotlin.internal.InlineOnly
public inline fun
<T> List<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
} // Returns an element at the given [index] or 'null' if the [index] is out of bounds of this collection.

samples.collections.Collections.Elements.elementAtOrNull
 */
public fun <T> List<T>.elementAtOrNull(index: Int): T? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
} // Returns the first element matching the given [predicate], or 'null' if no such element was found.

samples.collections.Collections.Elements.getOrElse
 */
public inline fun
<T> List<T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
} // Returns an element at the given [index] or 'null' if the [index] is out of bounds of this list.

samples.collections.Collections.Elements.find
 */
public inline fun <T> Iterable<T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
} // Returns the first element matching the given [predicate], or 'null' if no such element was found.

samples.collections.Collections.Elements.findLast
 */
public inline fun <T> List<T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
} // Returns the last element matching the given [predicate], or 'null' if no such element was found.

samples.collections.Collections.Elements.first
 */
public fun <T> Iterable<T>.first(): T {
    when (this) {
        is List -> return this.first()
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                throw NoSuchElementException("Collection is empty.")
            return iterator.next()
        }
    }
} // Returns the first element.

samples.collections.Collections.Elements.firstOrNull
 */
public fun <T> List<T>.firstOrNull(): T? {
    return if (isEmpty()) null else this[0]
} // Returns the first element, or 'null' if the list is empty.

samples.collections.Collections.Elements.indexOf
 */
public fun <T> Iterable<T>.indexOf(element: T): Int {
    if (this is List) return this.indexOf(element)
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            return index
        index++
    }
    return -1
} // Returns first index of [element], or -1 if the collection does not contain [element].

samples.collections.Collections.Elements.indexOfFirst
 */
public inline fun <T> Iterable<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    return firstOrNull(predicate)
} // Returns index of the first element matching the given [predicate], or 'null' if element was not found.

samples.collections.Collections.Elements.indexOfLast
 */
public inline fun <T> List<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return lastOrNull(predicate)
} // Returns index of the first element matching the given [predicate], or 'null' if element was not found.

samples.collections.Collections.Elements.getOrElse
 */
public inline fun
<T> List<T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
} // Returns an element at the given [index] or 'null' if the [index] is out of bounds of this list.

samples.collections.Collections.Elements.getOrElse
 */
public inline fun
<T> List<T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
} // Returns an element at the given [index] or 'null' if the [index] is out of bounds of this list.
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```kotlin
public inline fun <T> Iterable<T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return toList()
    if (n >= size) return emptyList()
    if (resultSize == 1)
        return listOf(last())
    list = ArrayList<T>(resultSize)
    if (this is List<T>) {
        if (this is RandomAccess) {
            for (index in n until size)
```
inline fun <T> List<T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {
    val iterator = listIterator(size)
    while (iterator.hasPrevious()) {
        if (!predicate(iterator.previous())) {
            iterator.next()
            val expectedSize = size - iterator.nextIndex()
            if (expectedSize == 0) return emptyList()
            return ArrayList<T>(expectedSize).apply {
                while (iterator.hasNext())
                    add(iterator.next())
            }
        }
    }
    return toList()
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> Iterable<T>.takeWhile(predicate: (T) -> Boolean): List<T> {
    val list = ArrayList<T>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Reverses elements in the list in-place.
 */
public expect fun <T> MutableList<T>.reverse(): Unit

/**
 * Returns a list with elements in reversed order.
 */
public fun <T> Iterable<T>.reversed(): List<T> {
    if (this is Collection && size <= 1) return toList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Sorts elements in the list in-place according to their natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <T, R : Comparable<R>> MutableList<T>.sortBy(crossinline selector: (T) -> R?): Unit {
    if (size > 1)
        sortWith(compareBy(selector))
}

/**
 * Sorts elements in the list in-place descending according to their natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {
    sortWith(reverseOrder())
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun <T : Comparable<T>> Iterable<T>.sorted(): List<T> {
    if (this is Collection) {
        if (size <= 1)
            return this.toList()<@Suppress("UNCHECKED_CAST")
        return (toTypedArray<Comparable<T>>() as Array<T>).apply { sort() }.asList()<
    } else
        return toMutableList().apply { sort() }.asList()<
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun <T> Iterable<T>.sortedWith(comparator: Comparator<in T>): List<T> {
    if (this is Collection) {
        if (size <= 1)
            return this.toList()<@Suppress("UNCHECKED_CAST")
        return (toTypedArray<Any?>() as Array<T>).apply { sortWith(comparator) } as List<T>
    } else
        return toMutableList().apply { sortWith(comparator) }.asList()<
}

/**
 * Returns an array of Boolean containing all of the elements of this collection.
 */
public fun Collection<Boolean>.toBooleanArray(): BooleanArray {
    val result = BooleanArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Byte containing all of the elements of this collection.
 */
public fun Collection<Byte>.toByteArray(): ByteArray {
    val result = ByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Char containing all of the elements of this collection.
 */
public fun Collection<Char>.toCharArray(): CharArray {
    val result = CharArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}
elements of this collection.

```kotlin
public fun Collection<Char>.toCharArray(): CharArray {
    val result = CharArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}
```

```kotlin
public fun Collection<Double>.toDoubleArray(): DoubleArray {
    val result = DoubleArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}
```

```kotlin
public fun Collection<Float>.toFloatArray(): FloatArray {
    val result = FloatArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}
```

```kotlin
public fun Collection<Int>.toIntArray(): IntArray {
    val result = IntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}
```

```kotlin
public fun Collection<Long>.toLongArray(): LongArray {
    val result = LongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}
```

```kotlin
public fun Collection<Short>.toShortArray(): ShortArray {
    val result = ShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}
```

```kotlin
public inline fun <T, K, V> Iterable<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}
```

```kotlin
public inline fun <T, K> Iterable<T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)
}
```

```kotlin
public inline fun <T, K, V> Iterable<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```kotlin
public inline fun <T, K, M : MutableMap<in K, in T>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}
```

```kotlin
public inline fun <T, K, V, M : MutableMap<in K, in V>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

```kotlin
public inline fun <T, K, M : MutableMap<in K, in V>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

```kotlin
for (element in this) {
    result[index++] = element
}
return result
```
function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original collection.

```kotlin
public inline fun <K, V> Iterable<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

public inline fun <K, V, M : MutableMap<in K, in V>>
    Iterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

public fun <T, C : Collection<in T>>
    Iterable<T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

public fun <T> Iterable<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(collectionSizeOrDefault(12))))
}

public fun <T> Collection<T>.toMutableList(): MutableList<T> {
    return ArrayList(this)
}

public fun <T> Iterable<T>.toSet(): Set<T> {
    return toCollection(LinkedHashSet<T>(mapCapacity(size))).optimizeReadOnlySet()
}

public inline fun <T, R> Iterable<T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

public inline fun <T, R, C : Collection<in R>>
    Iterable<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
```

Iterable<
K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {

```kotlin
IterateT<T>.associateWithToTo(destination: C: C {
    for (item in this) {
        destination.add(item)
    }
    return destination

IterateT<T>.toCollection(destination: C: C {
    for (item in this) {
        destination.add(item)
    }
    return destination

IterateT<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(collectionSizeOrDefault(12))))

IterateT<T>.toMutableList(): MutableList<T> {
    return ArrayList(this)

IterateT<T>.toSet(): Set<T> {
    return toCollection(LinkedHashSet<T>(mapCapacity(size))).optimizeReadOnlySet()

IterateT<T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)

IterateT<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
```
fun <T, K, M : MutableMap<in K, MutableList<T>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<T>()
        } list.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original collection
 * by the key returned by the given [keySelector] function applied to the element and puts to the [destination] map each group key associated with a list of corresponding values.
 */
public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<T>()
        } list.add(element)
    }
    return destination
}

/**
 * Creates a [Grouping] source from a collection to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each element.
 */
@SinceKotlin("1.1")
public inline fun <T, K> Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object :

        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original collection.
 */
public inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original collection.
 */
public inline fun <T, R> Iterable<T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function
 * to each element and its index in the original collection.
 */
public inline fun <T, R : Any> Iterable<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each element and its index in the original collection
 * and appends only the non-null results to the given [destination].
 */
public inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R?): C {
    for (index, element) in this
        destination.add(transform(index, element))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original collection
 * and appends the results to the given [destination].
 */
public inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapNullTo(destination: C, transform: (T) -> R?): C {
    for (element in this)
        transform?.let { destination.add(it) }
    return destination
}
transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy 
 * 
 * @param collection
 * 
 * @param transform
 * 
 * @return Collection
 * 
 * Examples:
 * 
 * ```
 * Collection<String>.transform { it.length }
 * ```
 */
public fun <T, R> Collection<T>.transform(transform: (T) -> R): Collection<R> {
    return this.toCollection(transform)
}

/**
 * Returns a collection that contains only distinct elements from the given collection.
 * 
 * @param collection
 * 
 * @return Collection
 * 
 * Examples:
 * 
 * ```
 * Collection<Number>.distinct()
 * ```
 */
public fun <T> Collection<T>.distinct(): Collection<T> {
    return this.toCollection { it }
}

/**
 * Returns a collection that contains only distinct elements from the given collection
 * 
 * @param collection
 * 
 * @param keySelector
 * 
 * @return Collection
 * 
 * Examples:
 * 
 * ```
 * Collection<String>.distinctBy { it.length }
 * ```
 */
public inline fun <T, K> Collection<T>.distinctBy(keySelector: (T) -> K): Collection<T> {
    return this.toCollection { it.key }
}

/**
 * Returns a collection that contains all elements that are contained in both collections
 * 
 * @param collection1
 * 
 * @param collection2
 * 
 * @return Collection
 * 
 * Examples:
 * 
 * ```
 * Collection<Number>.intersect(Collection<Number>)
 * ```
 */
public infix fun <T> Collection<T>.intersect(other: Collection<T>): Collection<T> {
    return this.toCollection { it }
}

/**
 * Returns a collection that contains all elements that are contained in one collection
 * 
 * @param collection1
 * 
 * @return Collection
 * 
 * Examples:
 * 
 * ```
 * Collection<Number>.subtract(Collection<Number>)
 * ```
 */
public infix fun <T> Collection<T>.subtract(other: Collection<T>): Collection<T> {
    return this.toCollection { it }
}

/**
 * Returns a collection that contains all elements that are contained in both collections
 * 
 * @param collection1
 * 
 * @param collection2
 * 
 * @return Collection
 * 
 * Examples:
 * 
 * ```
 * Collection<Number>.toCollection { it }
 * ```
 */
public fun <T> Collection<T>.toCollection(transform: (T) -> R): Collection<R> {
    return this.toCollection { it }
}

/**
 * Returns a collection that contains all elements that are contained in both collections
 * 
 * @param collection1
 * 
 * @param collection2
 * 
 * @return Collection
 * 
 * Examples:
 * 
 * ```
 * Collection<Number>.intersect(Collection<Number>)
 * ```
 */
public infix fun <T> Collection<T>.intersect(other: Collection<T>): Collection<T> {
    return this.toCollection { it }
}

/**
 * Returns a collection that contains all elements that are contained in both collections
 * 
 * @param collection1
 * 
 * @param collection2
 * 
 * @return Collection
 * 
 * Examples:
 * 
 * ```
 * Collection<Number>.subtract(Collection<Number>)
 * ```
 */
public infix fun <T> Collection<T>.subtract(other: Collection<T>): Collection<T> {
    return this.toCollection { it }
}

/**
 * Returns a collection that contains all elements that are contained in both collections
 * 
 * @param collection1
 * 
 * @param collection2
 * 
 * @return Collection
 * 
 * Examples:
 * 
 * ```
 * Collection<Number>.toCollection { it }
 * ```
 */
public fun <T> Collection<T>.toCollection(transform: (T) -> R): Collection<R> {
    return this.toCollection { it }
}

/**
 * Returns a collection that contains all elements that are contained in both collections
 * 
 * @param collection1
 * 
 * @param collection2
 * 
 * @return Collection
 * 
 * Examples:
 * 
 * ```
 * Collection<Number>.toCollection { it }
 * ```
 */
public fun <T> Collection<T>.toCollection(transform: (T) -> R): Collection<R> {
    return this.toCollection { it }
}

/**
 * Returns a collection that contains all elements that are contained in both collections
 * 
 * @param collection1
 * 
 * @param collection2
 * 
 * @return Collection
 * 
 * Examples:
 * 
 * ```
 * Collection<Number>.toCollection { it }
 * ```
 */
public fun <T> Collection<T>.toCollection(transform: (T) -> R): Collection<R> {
    return this.toCollection { it }
}

/**
 * Returns a collection that contains all elements that are contained in both collections
 * 
 * @param collection1
 * 
 * @param collection2
 * 
 * @return Collection
 * 
 * Examples:
 * 
 * ```
 * Collection<Number>.toCollection { it }
 * ```
 */
public fun <T> Collection<T>.toCollection(transform: (T) -> R): Collection<R> {
    return this.toCollection { it }
}
calculates the next accumulator value.

```
@<T>.

```

```
inline fun <T> Iterable<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by 
 * the function applied to each element in the collection.
 */
public inline fun <T> Iterable<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns an original collection containing all the non-'null' elements, throwing an
 * [IllegalArgument] exception if there are any 'null' elements.
 */
Iterable<T>?.requireNoNulls(): Iterable<T> { for (element in this) {
    if (element == null) throw
    @Suppress("UNCHECKED_CAST")
    return this as Iterable<T>
}

@SinceKotlin("1.2")
public fun <T> Iterable<T> chunked(size: Int): List<List<T>> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this collection into lists each not exceeding the given [size].
 * The last list in the resulting list may have less elements than the
 * given [size].
 */
@SinceKotlin("1.2")
public fun <T, R> Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Returns a list
 * containing all elements of the original collection except the
 * elements contained in the given [element].
 */
public operator fun <T> Iterable<T>.minus(element: T): List<T> {
    val result = ArrayList<T>(collectionSizeOrDefault(10))
    return this.filterTo(result) { if (!removed
    \n * @param size the number of elements to take in each list, must be positive and can be greater
    than the number of elements in this collection.

@SinceKotlin("1.2")
public fun <T> Iterable<T>.chunked(size: Int): List<List<T>> {
    return windowed(size, size, partialWindows = true)

@SinceKotlin("1.2")
public fun <T, R> Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)

@SinceKotlin("1.2")
public fun <T> Iterable<T> minus(elements: Array<out T>): List<T> {
    if (other.isEmpty())
        return this.toList()
    return this.filterNot { it in other }
}

@SinceKotlin("1.2")
public fun <T> Iterable<T> minus(elements: Iterable<T>): List<T> {
    val other = elements.convertToSetForSetOperationWith(this)
    return this.filterNot { it in other }
}

@SinceKotlin("1.2")
public fun <T> Iterable<T> minus(elements: Sequence<T>): List<T> {
    return this.filterNot { it in other }
}

@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minusElement(element: T): List<T> {
return minus(element) * Splits the original collection into pair of lists. * where *first* list contains elements for which [predicate] yielded `true`, * while *second* list contains elements for which [predicate] yielded `false`. */

public inline fun <T> Iterable<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original collection into pair of lists,
 * where *first* list contains elements for which [predicate]
 * yielded `true`, * while *second* list contains elements for which [predicate]
 * yielded `false`. */

public operator fun <T> Iterable<T>.plus(element: T): List<T> {
    if (this is Collection) return this.plus(element)
    val result = ArrayList<T>()
    result.addAll(this)
    result.add(element)
    return result
}

/**
 * Splits the original collection into pair of lists,
 * where *first* list contains elements for which [predicate]
 * yielded `true`, * while *second* list contains elements for which [predicate]
 * yielded `false`. */

public operator fun <T> Collection<T>.plus(element: T): List<T> {
    val result = ArrayList<T>(this.size + 1)
    result.addAll(this)
    result.add(element)
    return result
}

/**
 * Splits the original collection into pair of lists,
 * where *first* list contains elements for which [predicate]
 * yielded `true`, * while *second* list contains elements for which [predicate]
 * yielded `false`. */

public operator fun <T> Iterable<T>.plus(elements: Array<out T>): List<T> {
    if (this is Collection) return this.plus(elements)
    val result = ArrayList<T>()
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Splits the original collection into pair of lists,
 * where *first* list contains elements for which [predicate]
 * yielded `true`, * while *second* list contains elements for which [predicate]
 * yielded `false`. */

public operator fun <T> Collection<T>.plus(elements: Array<out T>): List<T> {
    if (elements is Collection) {
        val result = ArrayList<T>(this.size + elements.size)
        result.addAll(this)
        result.addAll(elements)
        return result
    } else {
        val result = ArrayList<T>(this)
        result.addAll(elements)
        return result
    }
}

/**
 * Splits the original collection into pair of lists,
 * where *first* list contains elements for which [predicate]
 * yielded `true`, * while *second* list contains elements for which [predicate]
 * yielded `false`. */

public operator fun <T> Iterable<T>.plus(elements: Sequence<T>): List<T> {
    val result = ArrayList<T>()
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Splits the original collection into pair of lists,
 * where *first* list contains elements for which [predicate]
 * yielded `true`, * while *second* list contains elements for which [predicate]
 * yielded `false`. */

public operator fun <T> Collection<T>.plus(elements: Sequence<T>): List<T> {
    val result = ArrayList<T>(this.size + 10)
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Splits the original collection into pair of lists,
 * where *first* list contains elements for which [predicate]
 * yielded `true`, * while *second* list contains elements for which [predicate]
 * yielded `false`. */

public Inline fun <T> Iterable<T>.plusElement(element: T): List<T> {
    return plus(element)
}

/**
 * Splits the original collection into pair of lists,
 * where *first* list contains elements for which [predicate]
 * yielded `true`, * while *second* list contains elements for which [predicate]
 * yielded `false`. */

public Inline fun <T> Collection<T>.plusElement(element: T): List<T> {
    return plus(element)
}

/**
 * Returns a list of snapshots of the window of the given [size]
 * sliding along this collection with the given [step], where each [snapshot] is a list.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this collection.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * @default `false` which means partial windows won't be preserved
 * @sample samples.collections.Sequences.Transformations.takeWindows
 */

@SinceKotlin("1.2")
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
        val result = ArrayList<List<T>>(resultCapacity)
        var index = 0
        while (index in 0 until thisSize) {
            val windowSize = size.coerceAtMost(thisSize - index)
            if (windowSize < size && !partialWindows) break
            result.add(List(windowSize) { this[it + index] })
            index += step
        }
        return result
    }
}
result = ArrayList<List<T>>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
        result.add(it)
    }
    return result
}

/**
 * Returns a list of results of applying the
given [transform] function to an each list representing a view over the window of the given [size].
* Several last lists may have less elements than the given [size].
* Both [size] and [step] must be positive and can be greater than the number of elements in this collection.
* @param size the number of elements to take in each window
* @param step the number of elements to move the window forward by on each step,
* by default 1
* @param partialWindows controls whether or not to keep partial windows in the end if any.
* by default `false` which means partial windows won't be preserved
* @sample samples.collections.Sequences.Transformations.averageWindows
 */
@SinceKotlin("1.2")
    List<R> {
        checkWindowSizeStep(size, step)
        if (this is RandomAccess && this is List) {
            val thisSize = this.size
            val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
            val result = ArrayList<R>(resultCapacity)
            val window = MovingSubList(this)
            var index = 0
            while (index in 0 until thisSize) {
                val windowSize = size.coerceAtMost(thisSize - index)
                if (!partialWindows && windowSize < size) break
                window.move(index, index + windowSize)
                result.add(transform(window))
                index += step
            }
            return result
        }
        val result = ArrayList<R>()
        windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = true).forEach {
            result.add(transform(it))
        }
        return result
    }

/**
 * Returns a list of pairs built from the elements of `this` collection and the [other] array with the same index.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <T, R> Iterable<T>.zip(other: Array<out R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` collection and the [other] collection with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public inline fun <T, R, V> Iterable<T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {
    val first = iterator()
    val second = other.iterator()
    val list = ArrayList<V>(minOf(collectionSizeOrDefault(10), other.collectionSizeOrDefault(10)))
    while (first.hasNext() && second.hasNext()) {
        list.add(transform(first.next(), second.next()))
    }
    return list
}

/**
 * Returns a list of pairs of each two adjacent elements in this collection.
* The returned list is empty if this collection contains less than two elements.
* @sample samples.collections.Collections.Transformations.zipWithNext
 */
@SinceKotlin("1.2")
public inline fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> R): List<R> {
    val iterator = iterator()
    if (i >= arraySize) break
    list.add(transform(element, other[i++]))
}
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val result = mutableListOf<R>()
    while (iterator.hasNext()) {
        val next = iterator.next()
        result.add(transform(current, next))
        current = next
    }
    return result

/**
 * Appends the string from all the elements separated using [separator] and
 * using the given [prefix] and [postfix] if supplied.
 * @param limit If the collection could be huge, you can specify a non-
 * negative value of [limit], in which case only the first [limit] elements will be appended, followed by the
 * [truncated] string (which defaults to "...").
 * @param truncated Returns a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @param transform Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @param transform A \{\n * buffer.append(prefix)\n * var count = 0\n * for (element in this) {\n * if (++count > 1) buffer.append(separator)\n * if (limit < 0 || count <= limit) {\n * buffer.appendElement(element, transform)\n * else break\n * }\n * if (limit >= 0 && count > limit) buffer.append(truncated)\n * buffer.append(postfix)\n * return buffer\n * }\n * Returns this collection as an [Iterable].
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T, A : Appendable>
    Iterable<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\n", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Returns this collection as an [Iterable].
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> Iterable<T>.asIterable(): Iterable<T> {
    return this
}

/**
 * Creates a [Sequence] instance that wraps the original collection returning
 * its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromCollection
 */
public fun <T> Iterable<T>.asSequence(): Sequence<T> {
    return Sequence { this.iterator() }
}

/**
 * Returns an average value of elements in the
 * collection.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Iterable<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the
 * collection.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Iterable<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the
 * collection.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Iterable<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the
 * collection.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Iterable<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the
 * collection.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Iterable<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns a sum of all elements in the collection.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Iterable<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns a sum of all elements in the collection.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Iterable<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns a sum of all elements in the collection.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Iterable<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns a sum of all elements in the collection.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Iterable<Long>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns a sum of all elements in the collection.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Iterable<Float>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}
(element in this) {\n    sum += element
} \n    return sum
}\n/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Int>.sum(): Int {\n    var sum = 0\n    for (element in this) {\n        sum += element
    }\n    return sum
}\n
/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Long>.sum(): Long {\n    var sum = 0L\n    for (element in this) {\n        sum += element
    }\n    return sum
}\n
/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Float>.sum(): Float {\n    var sum = 0.0f\n    for (element in this) {\n        sum += element
    }\n    return sum
}\n
/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Double>.sum(): Double {\n    var sum = 0.0\n    for (element in this) {\n        sum += element
    }\n    return sum
}\n
/*
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 */

package kotlin.collections

import kotlin.comparisons.naturalOrder
import kotlin.random.Random

/**
 * Returns the array if it's not `null`, or an empty array otherwise.
 */
public actual fun <T> Array<out T>? orEmpty(): Array<out T> = this ?: emptyArray<T>()

@JsName("copyToArrayList")
internal fun <T> Collection<T>.toTypedArray(): Array<T> = copyToArray(this)

@JsName("copyToArray")
internal fun <T> copyToArray(collection: Collection<T>): Array<T> {\n    val array = emptyArray<T>()\n    val iterator = collection.iterator()\n    while (iterator.hasNext()) {\n        array += iterator.next()\n    }\n    return array
}
internal fun <T> arrayCopy(source: Array<out T>, destination: Array<in T>, destinationOffset: Int, 
startIndex: Int, endIndex: Int) {
    AbstractList.checkRangeIndexes(startIndex, endIndex, source.size)
    val rangeSize = endIndex - startIndex
    AbstractList.checkRangeIndexes(destinationOffset, destination.size + rangeSize, destination.size)
    if (js("ArrayBuffer").isView(source) && 
js("ArrayBuffer").isView(destination) &&
    destination.asDynamic().set(subrange = source.asDynamic().subarray(startIndex, endIndex),
    destination.asDynamic().set(subrange, destinationOffset))
}

// no singleton map implementation in js, return map as
is/Un@Suppress("NOTHING_TO_INLINE")
internal actual inline func<K, V> Map<K, V>.toSingletonMapOrSelf(): Map<K, V> = 
this.toMutableMap()/*no@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("CollectionsKt"*/
unpackage kotlin.collections\nun/***/
un * Returns the given iterator itself. This allows to use an instance of iterator in a "for"
loop.\nun * @sample samples.collections.Enumerators.iteratorIterator\nun */
un @sample samples.collections.Enumerators.iteratorIterator\nun */
un @kotlin.internal.InlineOnly
un public inline operator func<K, V> Iterator<K>.iterator(): Iterator<K> = this

un /**
un * Returns an iterator that wraps each element produced
un * by the original iterator into an [IndexedValue], containing the index of that element and the element itself.\nun */
un @kotlin.internal.InlineOnly
un public expect inline func<K, V> Iterator<K>.withIndex(): Iterator<IndexedValue<K>> = IndexingIterator(this)

un /**
un * Performs the given [operation] on each element of
un * this iterator.\nun */
un @sample samples.collections.Enumerators.iteratorIterator\nun */
un @kotlin.internal.InlineOnly
un public inline func<K, V> Iterator<K>.forEach(operation: (K) -> Unit): Unit {
    for (element in this) operation(element)
}

un /**
un * IndexingIterator\nun */
un internal class IndexingIterator<out K>(private val iterator: Iterator<K>) : Iterator<IndexedValue<K>>{
    private var index = 0
    final override fun hasNext(): Boolean = iterator.hasNext()
    final override fun next(): IndexedValue<K> = IndexedValue(checkIndexOverflow(index++), iterator.next())
}

un /*
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un Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.

un
un /**
un * Returns the greater of two values.\nun */
un @SinceKotlin("1.1")
un @kotlin.internal.InlineOnly
un public expect inline func<T : Comparable<T>> maxOf(a: T, b: T): T

un /**
un * Returns the greater of two values.\nun */
un @SinceKotlin("1.1")
un @kotlin.internal.InlineOnly
un public expect inline func<T : Comparable<T>> maxOf(a: Byte, b: Byte): Byte

un /**
un * Returns the greater of two values.\nun */
un @SinceKotlin("1.1")
un @kotlin.internal.InlineOnly
un public expect inline func<T : Comparable<T>> maxOf(a: Short, b: Short): Short

un /**
un * Returns the greater of two values.\nun */
un @SinceKotlin("1.1")
un @kotlin.internal.InlineOnly
un public expect inline func<T : Comparable<T>> maxOf(a: Int, b: Int): Int

un /**
un * Returns the greater of two values.\nun */
un @SinceKotlin("1.1")
un @kotlin.internal.InlineOnly
un public expect inline func<T : Comparable<T>> maxOf(a: Long, b: Long): Long

un /**
un * Returns the greater of two values.\nun */
un @SinceKotlin("1.1")
un @kotlin.internal.InlineOnly
un public expect inline func<T : Comparable<T>> maxOf(a: Float, b: Float):
Float\n\n/**\n * Returns the greater of two values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Double, b: Double):
Double\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\npublic expect fun <T :
Comparable<T>> maxOf(a: T, b: T, c: T): T\n\n/**\n * Returns the greater of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Byte, b: Byte, c: Byte):
Byte\n\n/**\n * Returns the greater of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Short, b: Short, c:
Short): Short\n\n/**\n * Returns the greater of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Int, b: Int, c: Int):
Int\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic
expect inline fun maxOf(a: Long, b: Long, c: Long): Long\n\n/**\n * Returns the greater of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Float, b: Float, c:
Float): Float\n\n/**\n * Returns the greater of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Double, b: Double, c:
Double): Double\n\n/**\n * Returns the greater of three values according to the order specified by the given
[comparator].\n */\n@SinceKotlin(\"1.1\")\npublic fun <T> maxOf(a: T, b: T, c: T, comparator: Comparator<in T>):
T {\n return maxOf(a, maxOf(b, c, comparator), comparator)\n}\n\n/**\n * Returns the greater of two values
according to the order specified by the given [comparator].\n * If values are equal, returns the first one.\n
*/\n@SinceKotlin(\"1.1\")\npublic fun <T> maxOf(a: T, b: T, comparator: Comparator<in T>): T {\n return if
(comparator.compare(a, b) >= 0) a else b\n}\n\n/**\n * Returns the smaller of two values.\n * If values are equal,
returns the first one.\n */\n@SinceKotlin(\"1.1\")\npublic expect fun <T : Comparable<T>> minOf(a: T, b: T):
T\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic
expect inline fun minOf(a: Byte, b: Byte): Byte\n\n/**\n * Returns the smaller of two values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Short, b: Short):
Short\n\n/**\n * Returns the smaller of two values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Int, b: Int): Int\n\n/**\n
* Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline
fun minOf(a: Long, b: Long): Long\n\n/**\n * Returns the smaller of two values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Float, b: Float):
Float\n\n/**\n * Returns the smaller of two values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Double, b: Double):
Double\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\npublic expect fun <T :
Comparable<T>> minOf(a: T, b: T, c: T): T\n\n/**\n * Returns the smaller of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Byte, b: Byte, c: Byte):
Byte\n\n/**\n * Returns the smaller of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Short, b: Short, c:
Short): Short\n\n/**\n * Returns the smaller of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Int, b: Int, c: Int):
Int\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic
expect inline fun minOf(a: Long, b: Long, c: Long): Long\n\n/**\n * Returns the smaller of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Float, b: Float, c: Float):
Float\n\n/**\n * Returns the smaller of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Double, b: Double, c:
Double): Double\n\n/**\n * Returns the smaller of three values according to the order specified by the given
[comparator].\n */\n@SinceKotlin(\"1.1\")\npublic fun <T> minOf(a: T, b: T, c: T, comparator: Comparator<in T>):
T {\n return minOf(a, minOf(b, c, comparator), comparator)\n}\n\n/**\n * Returns the smaller of two values
according to the order specified by the given [comparator].\n * If values are equal, returns the first one.\n
*/\n@SinceKotlin(\"1.1\")\npublic fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {\n return if

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fun comparator.compare(a: Number, b: Number): Int

fun <Type> ok(to: List<Pair<K, V>>, result: List<Pair<K, V>>):

fun <Type, R> mapNotNullTo(destination: MutableList<R>, transform: (Map.Entry<K, V>) -> R?): List<R> {
    for (item in this) {
        transform(item)?: let { destination.add(it) }
    return destination
}

fun <Type, R> mapTo(destination: MutableList<R>, transform: (Map.Entry<K, V>) -> R): MutableList<R> {
    for (item in this) {
        destination.add(transform(item))
    return destination
}

fun <Type> mapNotNull(transform: (Map.Entry<K, V>) -> R?): MutableList<R> {
    for (item in this) {
        transform(item)??: let { destination.add(it) }
    return destination
}

fun <Type> mapTo(destination: MutableList<R>, transform: (Map.Entry<K, V>) -> R): MutableList<R> {
    for (item in this) {
        destination.add(transform(item))
    return destination
}

fun <Type, R> mapTo(destination: MutableList<R>, transform: (Map.Entry<K, V>) -> R): MutableList<R> {
    for (item in this) {
        destination.add(transform(item))
    return destination
}

fun <Type> mapTo(destination: MutableList<R>, transform: (Map.Entry<K, V>) -> R): MutableList<R> {
    for (item in this) {
        destination.add(transform(item))
    return destination
}

fun <Type> mapTo(destination: MutableList<R>, transform: (Map.Entry<K, V>) -> R): MutableList<R> {
    for (item in this) {
        destination.add(transform(item))
    return destination
}
    return
    entries.maxBy(selector)
}

/**
 * Returns the first entry having the largest value according to the provided
 * [comparator] or `null` if there are no entries.
 */
    return
    entries.minWith(comparator)
}

/**
 * Returns `true` if the map has no entries.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
public fun <K, V> Map<out K, V>.none(): Boolean {
    return
    isEmpty()
}

/**
 * Returns `true` if no entries match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun <K, V> Map<out K, V>.none(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return true
    for (element in
        this) if (predicate(element)) return false
    return true
}

/**
 * Performs the given [action] on each entry and
 * returns the map itself afterwards.
 */
@SinceKotlin("1.1")
public inline fun <K, V, M : Map<out K, V>>
    M.onEach(action: (Map.Entry<K, V>) -> Unit): M {
    return
    apply { for (element in
        this) action(element)
    }
}

/**
 * Creates an [Iterable] instance that wraps the original map returning its entries when being iterated.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.asIterable(): Iterable<Map.Entry<K, V>> {
    return
    entries
}

/**
 * Creates a [Sequence] instance that wraps the original map returning its entries
 * when being iterated.
 */
public fun <K, V> Map<out K, V>.asSequence(): Sequence<Map.Entry<K, V>> {
    return
    entries.asSequence()
}

package

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns
 * `true` if 
 * [element] is found in the sequence.
 * 
 * The operation is _terminal_.
 */
public operator fun
    <@kotlin.internal.OnlyInputTypes T> Sequence<T>.contains(element: T): Boolean {
    return
    indexOf(element)
        >= 0
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the
 * [index] is out of bounds of this sequence.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
public fun <T> Sequence<T>.elementAt(index: Int): T {
    return
    elementAtOrElse(index) {
        throw IndexOutOfBoundsException("Sequence doesn't contain element at index $index.")
    }
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the
 * [index] is out of bounds of this sequence.
 * 
 * The operation is _terminal_.
 */
public inline fun <T>
    Sequence<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (index < 0)
        return
        defaultValue(index)
    val iterator = iterator() as
        IndexOutOfBoundsException("Sequence doesn't contain element at index $index")

    while (iterator.hasNext())
        if (index == iterator.next() + 0)
            return
            defaultValue(iterator.next() + 1)

    return
    defaultValue(index)
}

/**
 * Converts this sequence to a floating-point range.
 * 
 * @sample samples.collections.Collections.Aggregates.toBeSequence
 */
public fun <T> Sequence<T>.rangeTo(what: Float): ClosedFloatingPointRange<T> {
    return
    this.toDouble().rangeTo(what.toDouble()).unsafeCast<ClosedFloatingPointRange<T>>()
}

/**
 * Returns
 * `true` if the range contains [element].
 * 
 * The operation is _terminal_.
 */
public operator fun
    <@kotlin.internal.OnlyInputTypes T> ClosedFloatingPointRange<T>.contains(element: T): Boolean {
    return
    indexOfElement(element)
        >= 0
}

/**
 * Returns an element at the given [index].
 * 
 * The operation is _terminal_.
 */
public fun <T> ClosedFloatingPointRange<T>.getElementAt(index: Int): T {
    return
    this[index]
}

/*
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 * license/LICENSE.txt file.
 */

package
Sequence<T>.elementAtOrNull(index: Int): T? {
    if (index < 0) return null
    var iterator = iterator()
    var element = iterator.next()?
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the sequence is empty.
 */
public fun <T> Sequence<T>.first(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    return iterator.next()
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun <T> Sequence<T>.first(predicate: (T) -> Boolean): T {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Sequence contains no element matching the predicate.")
}

/**
 * Returns first element, or `null` if the sequence is empty.
 */
public fun <T> Sequence<T>.firstOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    return iterator.next()
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun <T> Sequence<T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first index of [element], or -1 if the sequence does not contain such element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOf(element: T): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the sequence does not contain such element.
 */
public inline fun <T> Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            return index
        index++
    }
    return -1
}

/**
 * Returns last index of [element], or -1 if the sequence does not contain such element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.lastIndexOf(element: T): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns last element, or `null` if the sequence is empty.
 */
public fun <T> Sequence<T>.lastOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun <T> Sequence<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun <T> Sequence<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}
Sequence<T>.filterIsInstanceTo(destination: C): C { 
    return destination.add(element) 
} // Appends all elements that are not 'null'

Sequence<T>.filterNot(predicate: (T) -> Boolean): Sequence<T> { 
    return FilteringSequence(this, false, predicate) 
} // Filters out elements that do not match the given predicate

Sequence<T>.filterNullTo(destination: C): C {
    for (element in this) if (element is R) destination.add(element)
    return destination 
} // Appends all elements that match the given predicate

Sequence<T>.filterNotNull(): Sequence<T> {
    return filterNot { it == null } 
} // Returns a sequence containing all elements not null

Sequence<T>.filterNotNull(): Sequence<T> {
    return filterNot { it == null } 
} // Returns a sequence containing all elements not null

Sequence<T>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination 
} // Appends all elements not matching the given predicate

Sequence<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination 
} // Filters out elements that match the given predicate

Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination 
} // Filters in elements that match the given predicate

Sequence<T>.take(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> emptySequence()
        n < this @DropTakeSequence.dropSize -> this.take(n)
        else -> TakeSequence(this, n)
    }
} // Returns a sequence containing first n elements

Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
} // Returns a sequence containing first elements satisfying the given predicate

Sequence<T>.sorted(): Sequence<T> { 
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sorted.toMutableList()
            sortedList.sort()
            return sortedList.iterator()
        }
    }
} // Returns a sequence sorted according to their natural sort order

Sequence<T>.sortedBy(crossinline selector: (T) -> R?): Sequence<T> { 
    return sortedWith(compareBy(selector)) 
} // Returns a sequence sorted according to natural sort order of the value returned by specified selector

Sequence<T>.sortedByDescending(crossinline selector: (T) -> R?): Sequence<T> { 
    return sortedWith(compareByDescending(selector)) 
} // Returns a sequence sorted according to natural sort order of the value returned by specified selector

Sequence<T>.sortedDescending(): Sequence<T> { 
    return sortedWith(reverseOrder()) 
} // Returns a sequence sorted according to reverse order

Sequence<T>.sortedBy(crossinline selector: (T) -> R?): Sequence<T> { 
    return sortedWith(compareBy(selector)) 
} // Returns a sequence sorted according to natural sort order of the value returned by specified selector

Sequence<T>.sortedByDescending(crossinline selector: (T) -> R?): Sequence<T> { 
    return sortedWith(compareByDescending(selector)) 
} // Returns a sequence sorted according to natural sort order of the value returned by specified selector

Sequence<T>.sortedDescending(): Sequence<T> { 
    return sortedWith(reverseOrder()) 
} // Returns a sequence sorted according to reverse order
override fun iterator(): Iterator<T> {
    val sortedList = this@sortedWith.toMutableList()
    sortedList.sortWith(comparator)
    return sortedList.iterator()
}

/**
 * Returns a 
[Map] containing key-value pairs provided by [transform] function\n* applied to elements of the given sequence.\n* \n* If any of two pairs would have the same key the last one gets added to the map.\n* \nThe returned map preserves the entry iteration order of the original sequence.\n* \nThe operation is _terminal_.\n*/
public inline fun <T, K, V> Sequence<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    return associateTo(LinkedHashMap<K, V>(), transform)\n    }
}

/**
 * Returns a 
[Map] containing key-value pairs provided by [keySelector] function applied to each element.\n* \n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \nThe returned map preserves the entry iteration order of the original sequence.\n* \nThe operation is _terminal_.\n*/
public inline fun <T, K> Sequence<T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    return associateByTo(LinkedHashMap<K, T>(), keySelector)\n    }
}

/**
 * Returns a 
[Map] containing the elements from the given sequence indexed by the key returned from [keySelector] function applied to each element.\n* \n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \nThe returned map preserves the entry iteration order of the original sequence.\n* \nThe operation is _terminal_.\n*/
public inline fun <T, K, V> Sequence<T>.associateByTo(destination: MutableList<K, V>, keySelector: (T) -> K): MutableList<K, V> {
    for (element in this) {
        destination.put(keySelector(element))\n    }
    return destination\n    }
}

/**
 * Returns a 
[Map] where keys are elements from the given sequence and values are provided by \n[transform] function applied to each element.\n* \n* If any two elements are equal, the last one overwrites the former value in the map.\n* \nThe returned map preserves the entry iteration order of the original sequence.\n* \nThe operation is _terminal_.\n*/
@SinceKotlin("1.3")
public inline fun <K, V> Sequence<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K, V>()\n    return associateWithTo(result, valueSelector)\n    }
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n* where key is provided by the [keySelector] function applied to each element of the given sequence.\n* \n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \nThe returned map preserves the entry iteration order of the original sequence.\n* \nThe operation is _terminal_.\n*/
@SinceKotlin("1.3")
public inline fun <K, V, M : MutableMap<in K, in V>> Sequence<K>.associateWithTo(destination: M, keySelector: (K) -> V): M {
    for (element in this) {
        destination.put(keySelector(element))\n    }
    return destination\n    }
}

/**
 * Returns a 
[Map] where keys are elements from the given sequence and values are produced by [valueSelector] function\n* applied to each element.\n* \n* If any two elements are equal, the last one overwrites the former value in the map.\n* \nThe returned map preserves the entry iteration order of the original sequence.\n* \nThe operation is _terminal_.\n*/
@SinceKotlin("1.3")
public inline fun <K, V> Sequence<K>.associateWithTo(destination: MutableList<K, V>, valueSelector: (K) -> V): MutableList<K, V> {
    for (element in this) {
        destination.put(valueSelector(element))\n    }
    return destination\n    }
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given sequence,\n* where key is the element itself and value is provided by [valueSelector] function applied to that key.\n* \n* If any two elements are equal, the last one overwrites the former value in the map.\n* \nThe returned map preserves the entry iteration order of the original sequence.\n* \nThe operation is _terminal_.\n*/
@SinceKotlin("1.3")
public inline fun <K, V, M : MutableMap<in K, in V>> Sequence<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {
    for (element in this) {
        destination.put(valueSelector(element))\n    }
    return destination\n    }
}

/**
 * Appends all elements to the given 
[destination] collection.\n* \nThe operation is _terminal_.\n*/
public fun <T, C : MutableCollection<in T>> Sequence<T>.toCollection(destination: C): C {
    for (item in this) {
        destination.put(item)\n    }
    return destination\n    }
}
Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a sequence containing the results of applying the given [transform] function\n * to each element in the original sequence.\n * The operation is _intermediate_ and _stateless_.\n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @param \[destination\] collection to which the result elements are added.\n * @param \[comparator\] function used to remove duplicates.\n * @param \[keySelector\] function used to generate the keys for sorting.\n * The operation is _stateful_.\n */
public fun <T, R : Any> Grouping<T, R>.distinctBy(selector: (T) -> R): Sequence<R> {
    return TransformingIndexedSequence(this, transform).mapNotNull(transformed =>
        selector(transformed))
            .distinctBy
            .transformed
            .sortedBy
            .terminal
            .to(destination)
}

/**
 * Applies the given \[transform\] function to each element and its index in the original sequence\n * and appends only the non-null results to the given \[destination\].\n * The operation is _terminal_.\n */
public inline fun <T, R, C : MutableCollection<in R>> Grouping<T, R>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    for (element in this)
        destination.add(transform(checkIndexOverflow(index++), element))
    return destination
}

/**
 * Returns a sequence containing only the non-null results of applying the given \[transform\] function\n * to each element in the original sequence.\n * The operation is _intermediate_ and _stateless_.\n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @param \[destination\] collection to which the result elements are added.\n * @param \[comparator\] function used to remove duplicates.\n * @param \[keySelector\] function used to generate the keys for sorting.\n * The operation is _stateful_.\n */
public fun <T, R : Any> Grouping<T, R>.distinctBy(selector: (T) -> R): Sequence<R> {
    return TransformingIndexedSequence(this, transform).mapNotNull(transformed =>
        selector(transformed))
            .distinctBy
            .transformed
            .sortedBy
            .terminal
            .to(destination)
}

/**
 * Applies the given \[transform\] function to each element and its index in the original sequence\n * and appends only the non-null results to the given \[destination\].\n * The operation is _terminal_.\n */
public inline fun <T, R, C : MutableCollection<in R>> Grouping<T, R>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    for (element in this)
        destination.add(transform(checkIndexOverflow(index++), element))
    return destination
}

/**
 * Returns a sequence containing only the non-null results of applying the given \[transform\] function\n * to each element in the original sequence.\n * The operation is _intermediate_ and _stateless_.\n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @param \[destination\] collection to which the result elements are added.\n * @param \[comparator\] function used to remove duplicates.\n * @param \[keySelector\] function used to generate the keys for sorting.\n * The operation is _stateful_.\n */
public fun <T, R : Any> Grouping<T, R>.distinctBy(selector: (T) -> R): Sequence<R> {
    return TransformingIndexedSequence(this, transform).mapNotNull(transformed =>
        selector(transformed))
            .distinctBy
            .transformed
            .sortedBy
            .terminal
            .to(destination)
}

/**
 * Applies the given \[transform\] function to each element of the original sequence
 * and appends the results to the given \[destination\].\n * The operation is _terminal_.\n */
public inline fun <T, R, C : MutableCollection<in R>> Grouping<T, R>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
* Returns a mutable set containing all distinct elements from the given sequence.
  The returned set preserves the element iteration order of the original sequence.
  The operation is _terminal_ *The operation is _terminal_ *The operation is _final_.*

```kotlin
public fun <T> Sequence<T>.toMutableSet(): MutableSet<T> {
    val set = LinkedHashSet<T>()
    for (item in this)
        set.add(item)
    return set
}
```

* Returns `true` if all elements match the given [predicate].
  The operation is _terminal_ *The operation is _final_.*

```kotlin
public inline fun <T> Sequence<T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

* Returns `true` if at least one element matches the given [predicate].
  The operation is _terminal_ *The operation is _final_.*

```kotlin
public fun <T> Sequence<T>.any(): Boolean {
    return iterator().hasNext()
}
```

* Returns `true` if at least one element matches the given [predicate].
  The operation is _terminal_ *The operation is _final_.*

```kotlin
public inline fun <T> Sequence<T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
```

* Returns the number of elements in this sequence.
  The operation is _terminal_ *The operation is _final_.*

```kotlin
public fun <T> Sequence<T>.count(): Int {
    var count = 0
    for (element in this)
        checkCountOverflow(++count)
    return count
}
```

* Returns the number of elements matching the given [predicate].
  The operation is _terminal_ *The operation is _final_.*

```kotlin
public inline fun <T> Sequence<T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) checkCountOverflow(++count)
    return count
}
```

* Performs the given [action] on each element.
  The operation is _terminal_ *The operation is _final_.*

```kotlin
public inline fun <T> Sequence<T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)
}
```

* Performs the given [action] on each element, providing sequential index with the element.
  The operation is _terminal_ *The operation is _final_.*

```kotlin
public inline fun <T> Sequence<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(checkIndexOverflow(index++), item)
}
```

* Returns the largest element or `null` if there are no elements.
  The operation is _terminal_ *The operation is _final_.*

```kotlin
@SinceKotlin("1.1")
public fun Sequence<Double>.max(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    if (max.isNaN()) return max
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}
```

* Returns the largest element or `null` if there are no elements.
  The operation is _terminal_ *The operation is _final_.*

```kotlin
@SinceKotlin("1.1")
public fun Sequence<Float>.max(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    if (max.isNaN()) return max
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}
```

* Returns the largest element or `null` if there are no elements.
  The operation is _terminal_ *The operation is _final_.*

```kotlin
public fun <T : Comparable<T>> Sequence<T>.max(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (e == null) return e
        if (max < e) max = e
    }
    return max
}
```

* Returns the largest element or `null` if there are no elements.
  The operation is _terminal_ *The operation is _final_.*

```kotlin
public fun <T : Comparable<T>> Sequence<T>.max(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max < e) max = e
    }
    return max
}
```

* Returns the first element yielding the largest value of the given function or `null` if there are no elements.
  The operation is _terminal_ *The operation is _final_.*

```kotlin
public fun <T, R : Comparable<R>> Sequence<T, R>.maxBy(on: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max < e) max = e
    }
    return max
}
```
Sequence<T>.map { action(it) } Returns the elements mapped by the provided 
operation according to the provided 
operation.
* The operation is _intermediate_.
* @SinceKotlin("1.1")
public fun <T> Sequence<T>.map(selector: (T) -> R): Sequence<R> {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var elem = iterator.next()
    while (iterator.hasNext()) {
        val e = selector(elem)
        elem = e
    }
    return iterator
}
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```kotlin
// Terminal
public inline fun <S, T : S> Sequence<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
    var index = 1
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }
    return accumulator
}

// Terminal
public inline fun <S, T> Sequence<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

// Terminal
public inline fun <S, T> Sequence<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

// Intermediate and Stateful
public fun <T : Any> Sequence<T?>.requireNoNulls(): Sequence<T> {
    return map { it ?: throw IllegalArgumentException("null element found in $this.") }
}

// Intermediate and Stateful
@SinceKotlin("1.2")
public fun <T> Sequence<T>.chunked(size: Int): Sequence<List<T>> {
    return windowed(size, size, partialWindows = true)
}

// Intermediate and Stateful
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

// Intermediate
public operator fun <T> Sequence<T>.minus(element: T): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            var removed = false
            return this@minus.filter { if (!removed && it == element) { removed = true; false } else true }.iterator()
        }
    }
}

// Intermediate
public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    if (elements.isEmpty()) return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            return this@minus.filterNot { it in other }.iterator()
        }
    }
}

// Intermediate
public operator fun <T> Sequence<T>.minus(elements: Iterable<T>): Sequence<T> {
    if (elements.isEmpty()) return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            return this@minus.filterNot { it in other }.iterator()
        }
    }
}
```

Sequence<T> { 
    return object: Sequence<T> { 
        override fun iterator(): Iterator<T> { 
            val other = elements.convertToSetForSetOperation() 
            if (other.isEmpty()) return this@minus.iterator() 
            else return this@minus.filterNot { it in other }.iterator() 
        } 
    } 
} 

/** 
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] sequence.
 * 
 * Note that the source sequence and the sequence being subtracted are iterated only when an `iterator` is requested
 * from it * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * 
 * The operation is _intermediate_ for this sequence and _terminal_ and _stateful_ for the [elements] sequence.
 * 
 * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a * correct and stable implementation of `hashCode()` that doesn’t change between successive invocations.
 */
public operator fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> { 
    return object: Sequence<T> { 
        override fun iterator(): Iterator<T> { 
            val other = elements.toHashSet() 
            if (other.isEmpty()) return this@minus.iterator() 
            else return this@minus.filterNot { it in other }.iterator() 
        } 
    } 
}

/** 
 * Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].
 * 
 * The operation is _intermediate_ and _stateless_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minusElement(element: T): Sequence<T> { 
    return minus(element) 
}

/** 
 * Splits the original sequence into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, *second* list contains elements for which [predicate] yielded `false`.
 * 
 * The operation is _terminal_ and _stateless_.
 * 
 * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a * correct and stable implementation of `hashCode()` that doesn’t change between successive invocations.
 */
public inline fun <T> Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> { 
    val first = ArrayList<T>() 
    val second = ArrayList<T>() 
    for (element in this) {
        if (predicate(element)) {
            first.add(element) 
        } else {
            second.add(element) 
        }
    }
    return Pair(first, second) 
}

/** 
 * Returns a sequence containing all elements of original sequence and then the given [element].
 * 
 * The operation is _intermediate_ and _stateless_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> { 
    return plus(element) 
}

/** 
 * Returns a sequence of snapshots of the window of the given [size] sliding along this sequence with the given [step], where each snapshot is a list.
 * 
 * Several last lists may have less elements than the given [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * 
 * The operation is _intermediate_ and _stateless_.
 * 
 * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a * correct and stable implementation of `hashCode()` that doesn’t change between successive invocations.
 */
public operator fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T> { 
    return this.plus(elements.asList()) 
}

/** 
 * Returns a sequence of snapshots of the window of the given [elements] collection sliding along this sequence with the given [size] and [step], where each snapshot is a list.
 * 
 * Several last lists may have less elements than the given [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * 
 * The operation is _intermediate_ and _stateless_.
 * 
 * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a * correct and stable implementation of `hashCode()` that doesn’t change between successive invocations.
 */
public operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> { 
    return sequenceOf(this, elements.asSequence()).flatten() 
}

/** 
 * Returns a sequence of snapshots of the window of the given [elements] sequence sliding along this sequence with the given [size] and [step], where each snapshot is a list.
 * 
 * Several last lists may have less elements than the given [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * 
 * The operation is _intermediate_ and _stateless_.
 * 
 * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a * correct and stable implementation of `hashCode()` that doesn’t change between successive invocations.
 */
public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> { 
    return sequenceOf(this, elements).flatten() 
}

/** 
 * Returns a sequence containing all elements of original sequence and then the given [element].
 * 
 * Note that the source sequence and the array being added are iterated only when an `iterator` is requested from it * the resulting sequence.
 * 
 * Changing any of them between successive calls to `iterator` may affect the result.
 * 
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plusArray(array: Array<out T>): Sequence<T> { 
    return this.plus(array.asList()) 
}

/** 
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] array.
 * 
 * Note that the source sequence and the array being added are iterated only when an `iterator` is requested from it * the resulting sequence.
 * 
 * Changing any of them between successive calls to `iterator` may affect the result.
 * 
 * The operation is _intermediate_ and _stateless_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plusArrayElement(element: T): Sequence<T> { 
    return plusArray(element) 
}

/** 
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection.
 * 
 * Note that the source sequence and the collection being added are iterated only when an `iterator` is requested from it * the resulting sequence.
 * 
 * Changing any of them between successive calls to `iterator` may affect the result.
 * 
 * The operation is _intermediate_ and _stateless_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plusCollection(collection: Collection<out T>): Sequence<T> { 
    return plusCollection(collection.asSequence()) 
}

/** 
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] sequence.
 * 
 * Note that the source sequence and the sequence being added are iterated only when an `iterator` is requested from it * the resulting sequence.
 * 
 * Changing any of them between successive calls to `iterator` may affect the result.
 * 
 * The operation is _intermediate_ and _stateless_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plusSequence(sequence: Sequence<out T>): Sequence<T> { 
    return plusSequence(sequence) 
}

/** 
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] array.
 * 
 * Note that the source sequence and the array being added are iterated only when an `iterator` is requested from it * the resulting sequence.
 * 
 * Changing any of them between successive calls to `iterator` may affect the result.
 * 
 * The operation is _intermediate_ and _stateless_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plusSequenceElement(element: T): Sequence<T> { 
    return plusSequence(element) 
}
windows won't be preserved

@sample samples.collections.Sequences.Transformations.takeWindows

*/
@SinceKotlin("1.2")
    return windowedSequence(size, step, partialWindows, reuseBuffer = true).map(transform) + 
}

/**
 * Returns a sequence of results of applying the given [transform] function to an each list representing a view over the window of the given [size].
 * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Sequences.Transformations.zipWithNext
 */
@SinceKotlin("1.2")
public fun <T, V> Sequence<T>.zipWithNext(transform: (a: T, b: T) -> V): Sequence<V> {
    var current = iterator.next()
    while (iterator.hasNext()) {
        val next = iterator.next()
        yield(transform(current, next))
        current = next
    }
    yield(transform(transform, current))
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * The operation is _terminal_.
 * @sample sample.collections.Collections.Transformations.joinTo
 */
Sequence<T>.joinTo(buffer: Appendable, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null) { A : Appendable
    A +
}
If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to `"..."`).

The operation is _terminal_.

```kotlin
public fun <T> Sequence<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...") String {
    return joinToString(StringBuilder(), separator, prefix, postfix, limit, truncated).toString()
}
```

```kotlin
/**
 * Creates an [Iterable] instance that wraps the original sequence returning its elements when being iterated.
 */
public fun <T> Sequence<T>.asIterable(): Iterable<T> {
    return Iterable { this.iterator() }
}
```

```kotlin
/**
 * Returns this sequence as a [Sequence].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.asSequence(): Sequence<T> {
    return this
}
```

```kotlin
/**
 * Returns an average value of elements in the sequence. The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Sequence<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
/**
 * Returns an average value of elements in the sequence. The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Sequence<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
/**
 * Returns an average value of elements in the sequence. The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Sequence<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
/**
 * Returns an average value of elements in the sequence. The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
/**
 * Returns an average value of elements in the sequence. The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}
```
/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in
 * the LICENSE.txt file.
 */

package kotlin.collections

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a set containing all elements of the original set except the given 
 * [element].
 * The returned set preserves the element iteration order of the original set.
 * Doesn't change between successive invocations.
 */
public operator fun <T> Set<T>.minus(element: T): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(size))
    var removed = false
    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given 
 * [elements] array.
 * The returned set preserves the element iteration order of the original set.
 * The [elements] array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have
 * a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 */
public operator fun <T> Set<T>.minus(elements: Array<out T>): Set<T> {
    val result = LinkedHashSet<T>(this)
    result.removeAll(elements)
    return result
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given 
 * [elements] collection.
 * The returned set preserves the element iteration order of the original set.
 * The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have
 * a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 */
public operator fun <T> Set<T>.minus(elements: Iterable<T>): Set<T> {
    val result = LinkedHashSet<T>(this)
    result.removeAll(elements)
    return result
}

/**
 * Returns a set containing all elements of the original set except the given 
 * [element].
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.minusElement(element: T): Set<T> {
    return minus(element)
}

/**
 * Returns a set containing all elements of the original set and then the given 
 * [element] if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.plus(element: T): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(size + 1))
    result.addAll(this)
    result.add(element)
    return result
}

/**
 * Returns a set containing all elements of the original set and the given 
 * [elements] array, which aren't already in this set.
 * The returned set preserves the element iteration order of the original set.
 * Doesn't change between successive invocations.
 */
public operator fun <T> Set<T>.plus(elements: Array<out T>): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(this.size + elements.size))
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a set containing all elements of the original set and the given 
 * [elements] sequence, which aren't already in this set.
 * The returned set preserves the element iteration order of the original set.
 * Doesn't change between successive invocations.
 */
public operator fun <T> Set<T>.plus(elements: Sequence<T>): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(this.size + 2))
    result.addAll(this)
    result.addAll(elements)
    return result
}

/*
 */

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the original set and then the given [element] if it isn't already in this set.

* The returned set preserves the element iteration order of the original set.

* Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.

* Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.

* Returns the first character matching the given [predicate], or `null` if no such character was found.

* Returns the first character matching the given [predicate].

* Returns index of the first character matching the given [predicate], or -1 if the char sequence does not contain such character.

* Returns index of the first character matching the given [predicate] or `-1` if the char sequence is empty.

* Returns the last character matching the given [predicate], or `null` if no such character was found.

* Returns the last character matching the given [predicate].

* Returns index of the last character matching the given [predicate], or -1 if the char sequence does not contain such character.

* Returns index of the last character matching the given [predicate] or `-1` if the char sequence is empty.

* Returns the first character matching the given [predicate], or `null` if the [index] is out of bounds of this char sequence.

* Returns the first character matching the given [predicate] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.

* Returns the first character matching the given [predicate] or `null` if character was not found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

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* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

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* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

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* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.

* Returns the first character matching the given [predicate] or `null` if no such character was found.
CharSequence.last(predicate: (Char) -> Boolean): Char {\n    for (index in this.indices.reversed()) {\n        val element = this[index]\n        if (predicate(element)) return element\n    }\n    throw NoSuchElementException("Char sequence contains no character matching the predicate.\")\n}\n
*\n
public fun CharSequence.lastOrNull(): Char? {\n    return if (isEmpty()) null else this[length - 1]\n}\n
/**\n * Returns the last character, or `null` if the\n * char sequence is empty.\n */\npublic fun CharSequence.lastOrNull(predicate: (Char) -> Boolean): Char? {\n    for (index in this.indices.reversed()) {\n        val element = this[index]\n        if (predicate(element)) return element\n    }\n    return null\n}\n
*\n
public fun CharSequence.random(): Char {\n    return random(Random)\n}\n
/**\n * Returns a random character from this char sequence using the specified\n * source of randomness.\n */\npublic fun CharSequence.random(random: Random): Char {\n    if (isEmpty())\n        throw NoSuchElementException("Char sequence is empty.\")\n    return get(random.nextInt(length))\n}\n
/**\n * Returns a single character, or throws an exception if the char sequence is empty or has more than one character.\n */\npublic fun CharSequence.single(): Char {\n    return when (length) {\n        0 -> throw NoSuchElementException("Char sequence is empty.\")\n        1 -> this[0]\n        else -> throw IllegalArgumentException("Char sequence contains more than one element.\")\n    }\n}\n
/**\n * Returns the single character matching the given [predicate], or throws an exception if there is no or more than one matching character.\n */\npublic inline fun CharSequence.singleOrNull(predicate: (Char) -> Boolean): Char? {\n    var single: Char? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) throw IllegalArgumentException("Char sequence contains more than one matching element.\")\n            single = element\n            found = true\n        }\n    }\n    if (!found) throw NoSuchElementException("Char sequence contains no character matching the predicate.\")\n    return single\n}\n
/**\n * Returns single character, or `null` if the char sequence is empty or has more than one character.\n */\npublic fun CharSequence.singleOrNull(): Char? {\n    return if (length == 1) this[0] else null\n}\n
/**\n * Returns a subsequence of this char sequence with the first [n] characters removed.\n * \n * @throws IllegalArgumentException if [n] is negative.\n */\npublic fun CharSequence.drop(n: Int): CharSequence {\n    require(n >= 0) { "Requested character count $n is less than zero.\" }\n    return subSequence(n.coerceAtMost(length), length)\n}\n
/**\n * Returns a string with the first [n] characters removed.\n * \n * @throws IllegalArgumentException if [n] is negative.\n */\npublic fun String.drop(n: Int): String {\n    require(n >= 0) { "Requested character count $n is less than zero.\" }\n    return substring(n.coerceAtMost(length))\n}\n
/**\n * Returns a subsequence of this char sequence containing all\n * characters except last characters that satisfy the given [predicate].\n */\npublic inline fun CharSequence.dropLastWhile(predicate: (Char) -> Boolean): CharSequence {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) return subSequence(0, index + 1)\n    }\n    return this\n}\n
/**\n * Returns a string containing all characters except last characters that satisfy the given [predicate].\n */\n
```kotlin
/**
 * Returns a subsequence of this char sequence containing all
 * characters except first characters that satisfy the given [predicate].
 * @sample samples.text.Strings.drop
 */
public inline fun String.dropLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return substring(0, index + 1)
    return ""
}

/**
 * Returns a string containing only those characters from the original char sequence that
 * match the given [predicate].
 * @sample samples.text.Strings.drop
 */
public inline fun CharSequence.dropWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)
    return ""
}

/**
 * Returns a string containing all characters except first characters that satisfy the given [predicate].
 * @sample samples.text.Strings.drop
 */
public inline fun String.dropWhile(predicate: (Char) -> Boolean): String {
    for (index in this.indices)
        if (!predicate(this[index]))
            return substring(index)
    return ""
}

/**
 * Returns a char sequence containing only those characters from the original string that match the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself and returns the result of predicate evaluation on the character.
 * @sample samples.text.Strings.drop
 */
public inline fun CharSequence.dropWhileIndexed(predicate: (Int, Char) -> Boolean): CharSequence {
    return filterIndexedTo(StringBuilder(), predicate)
}

/**
 * Returns a string containing only those characters from the original string that do not match the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself and returns the result of predicate evaluation on the character.
 * @sample samples.text.Strings.drop
 */
public inline fun String.dropWhileIndexed(predicate: (Int, Char) -> Boolean): String {
    return filterIndexedTo(StringBuilder(), predicate).toString()
}

/**
 * Appends all characters matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of a character and the character itself and returns the result of predicate evaluation on the character.
 * @sample samples.text.Strings.drop
 */
public inline fun String.dropWhileIndexedTo(destination: Appendable, predicate: (Int, Char) -> Boolean): Appendable {
    for (index in 0 until length) {
        val element = get(index)
        if (predicate(index, element)) destination.append(element)
    }
    return destination
}

/**
 * Application of the given function to the specified range of indices.
 * @sample samples.text.Strings.drop
 */
public fun CharSequence.slice(indices: IntRange): CharSequence {
    if (indices.isEmpty()) return ""
    return subSequence(indices)
}

/**
 * Application of the given function to the specified range of indices.
 * @sample samples.text.Strings.drop
 */
public fun String.slice(indices: IntRange): String {
    if (indices.isEmpty()) return ""
    return substring(indices)
}

/**
 * Application of the given function to the specified range of indices.
 * @sample samples.text.Strings.drop
 */
public fun CharSequence.slice(indices: Iterable<Int>): CharSequence {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return ""
    val result = StringBuilder(size)
    for (i in indices) {
        result.append(get(i))
    }
    return result
}

/**
 * Application of the given function to the specified range of indices.
 * @sample samples.text.Strings.drop
 */
public fun String.slice(indices: Iterable<Int>): String {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return ""
    return result.append(get(i))
}
```

---

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CharSequence).slice(indices).toString() * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.

@throws IllegalArgumentException if [n] is negative.

* 
* * @sample samples.text.Strings.take

CharSequence.take(n: Int): CharSequence { 
    require(n >= 0) { "Requested character count $n is less than zero.\" "}
    return subSequence(0, n.coerceAtMost(length))
} * Returns a string containing the first [n] characters from this string, or the entire string if this string is shorter.

* 
* * @throws IllegalArgumentException if [n] is negative.

* 
* * @sample samples.text.Strings.take

CharSequence.takeLast(n: Int): CharSequence { 
    require(n >= 0) { "Requested character count $n is less than zero.\" "}
    return subSequence(length - n.coerceAtMost(length), length)
} * Returns a string containing the last [n] characters from this string, or the entire string if this string is shorter.

* 
* * @throws IllegalArgumentException if [n] is negative.

* 
* * @sample samples.text.Strings.take

CharSequence.takeLast(n: Int): String { 
    require(n >= 0) { "Requested character count $n is less than zero.\" "}
    return substring(length - n.coerceAtMost(length))
} * Returns a subsequence of this char sequence containing the last [n] characters that satisfy the given [predicate].

* 
* * @sample samples.text.Strings.take

CharSequence.takeLastWhile(predicate: (Char) -> Boolean): CharSequence { 
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return subSequence(index + 1, length)
        }
    }
    return subSequence(0, length)
} * Returns a string containing last characters that satisfy the given [predicate].

* 
* * @sample samples.text.Strings.take

CharSequence.takeLastWhile(predicate: (Char) -> Boolean): String { 
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return substring(index + 1)
        }
    }
    return this
} * Returns a string containing last characters that satisfy the given [predicate].

* 
* * @sample samples.text.Strings.take

CharSequence.reverse(): CharSequence { 
    return StringBuilder(this).reverse()
} * Returns a char sequence with characters in reversed order.

* 
* * @sample samples.text.Strings.take

String.reverse(): String { 
    return this
} * Returns a string with characters in reversed order.

* 
* * @kotlin.internal.InlineOnly

CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V> { 
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
} * Returns a [Map] containing key-value pairs provided by [transform] function applied to characters of the given char sequence.

* 
* * If any of two pairs would have the same key the last one gets added to the map.

* 
* * @Return The returned map preserves the entry iteration order of the original char sequence.

* 
* * @sample maps.text.Strings.associate

String.associateBy(keySelector: (Char) -> K): Map<K, Char> { 
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)
} * Returns a [Map] containing the characters from the given char sequence indexed by the key returned from [keySelector] function applied to each character.

* 
* * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.

* 
* * The returned map preserves the entry iteration order of the original char sequence.

* 
* * @sample maps.text.Strings.associateBy

CharSequence.associateBy(keySelector: (Char) -> K): <K, V> { 
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector)
} * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to characters of the given char sequence.

* 
* * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.

* 
* * The returned map preserves the
entry iteration order of the original char sequence.
CharSequence.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
    keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is
 * provided by the [keySelector] function applied to each character of the given char sequence.
 * Any two characters would have the same key returned by [keySelector] the last one gets added to the map.
 * @sample samples.text.Strings.associateWith
 */
@SinceKotlin("1.3")
public inline fun <V> CharSequence.associateWith(valueSelector: (Char) -> V): Map<Char, V> {
    val result = LinkedHashMap<Char, V>(mapCapacity(length).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Appends all characters to the given [destination] collection.
 */
public fun <C : MutableCollection<in Char>> CharSequence.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each character of original char sequence.
 * @sample samples.text.Strings.flatMapTo
 */
public inline fun <R> CharSequence.flatMapTo(destination: C, transform: (Char) -> Array<R>?): List<R> {
    val list = transformTo(destination)
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each character of original char sequence.
 * @sample samples.text.Strings.flatMap
 */
public inline fun <R> CharSequence.flatMapTo(destination: C, transform: (Char) -> R): List<R> {
    return flatMapTo(destination)
}
*Groups characters of the original char sequence by the key returned by the given [keySelector] function* applied to each character and returns a map where each group key is associated with a list of corresponding characters. The returned map preserves the entry iteration order of the keys produced from the original char sequence.

```kotlin
/**
 * Groups characters of the original char sequence by the key returned by the given [keySelector] function applied to each character and returns a map where each group key is associated with a list of corresponding characters. The returned map preserves the entry iteration order of the keys produced from the original char sequence.
 */
public inline fun <K> CharSequence.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {
    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)
}

/**
 * Returns a list containing the results of applying the given [transform] function * to each character and its index in the original char sequence * and returns a list containing the results of applying the given [transform] function * to each character and its index in the original char sequence.
 */
public inline fun <K : MutableCollection<in R>> CharSequence.mapIndexedNotNullTo(destination: C, transform: (Int, Char) -> R): List<R> {  
    return mapIndexedNotNullTo(ArrayList<R>(), transform, destination)
}
```

---

It seems there's a formatting issue with the text, possibly indicating a page break or a continuation of the same passage from the previous page. The text above is a continuation of the one provided, focusing on functionalities related to grouping and mapping operations on sequences of characters.
R?): C \{ \n    forEachIndexed { index, element -> transform(index, element)?\.let { destination\.add(it) } }\n    return destination
}\n\n* @param [transform] function that takes the index of a character and the character itself * and returns the result of the transform applied to the character.

* @param [transform] function that returns the result of applying the given [transform] function to each character in the original char sequence.

* Returns a list containing only the non-null results of applying the given [transform] function to each character in the original char sequence.

* Returns the number of characters matching the given [predicate].

* Returns the length of this char sequence.

* Returns `true` if all characters match the given [predicate].

* Returns `true` if char sequence has at least one character.

* Returns `true` if at least one character matches the given [predicate].

* Returns value starting with [initial] value and applying [operation] from left to right to current accumulator value and each character.

* Returns value starting with [initial] value and applying [operation] from right to left to current accumulator value and each character with its index in the original char sequence.

* Returns a lazy [Iterable] that wraps each character of the original char sequence * and appends the results to the given [destination].

* Returns a list containing only the non-null results of applying the given [transform] function to each character in the original char sequence.

* Returns a list containing only the non-null results of applying the given [transform] function to each character in the original char sequence.

* Returns value starting with [initial] value and applying [operation] from left to right to current accumulator value and each character.

* Returns value starting with [initial] value and applying [operation] from right to left to each character and current accumulator value.

* Returns value starting with [initial] value and applying [operation] from right to left to each character and current accumulator value.

* Returns value starting with [initial] value and applying [operation] from right to left to each character and current accumulator value.

* Returns value starting with [initial] value and applying [operation] from right to left to each character and current accumulator value.

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* Returns value starting with [initial] value and applying [operation] from right to left to each character and current accumulator value.
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```kotlin
(accumulator = operation(index, get(index), accumulator))

/* *public inline fun CharSequence.forEach(action: (Char) -> Unit): Unit {
    for (element in this) action(element)
}*/

(*@param [action] that takes the index of a character and the character itself)*

/* perform the given [action] on each character */

/* *public inline fun CharSequence.forEachIndexed(action: (Int, Char) -> Unit): Unit {
    for (index in 1..lastIndex) action(index, this[index])
}*/

/* *public fun CharSequence.reduce(operation: (Char, Char) -> Char): Char {
    var accumulator = this[0]
    for (index in 1..lastIndex) accumulator = operation(accumulator, this[index])
    return accumulator
}*/

/* perform the given [operation] on each character, sequential index with the character.

/* perform the given [operation] on each character, with its index in the original char sequence.

/* *public fun CharSequence.reduceIndexed(operation: (Int, Int, Char) -> Int): Int {
    var accumulator = 0
    for (index in 1..lastIndex) accumulator = operation(accumulator, index, this[index])
    return accumulator
}*/
```

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operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with last character and applying [operation] from right to left to each character and current accumulator value.
 */
public inline fun CharSequence.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last character and applying [operation] from right to left to each character with its index in the original char sequence and current accumulator value.
 */
public inline fun CharSequence.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
public inline fun CharSequence.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
public inline fun CharSequence.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Splits this char sequence into a list of strings each not exceeding the given [size].
 * The last string in the resulting list may have less characters than the given [size].
 * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.
 */
@SinceKotlin("1.2")
public fun CharSequence.chunked(size: Int): List<String> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this char sequence into several char sequences each not exceeding the given [size] and applies the given [transform] function to an each.
 * The last string in the resulting sequence may have less characters than the given [size].
 * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {
    return windowedSequence(size, size, partialWindows = true, transform = transform)
}

/**
 * Splits the original char sequence into pair of char sequences,
 * where *first* char sequence contains characters for which [predicate] yielded `true`,
 * while *second* char sequence contains characters for which [predicate] yielded `false`.
 */
@SinceKotlin("1.2")
public fun CharSequence.chunkedSequence(size: Int): Sequence<String> {
    return chunkedSequence(size) { it.toString() }
}

/**
 * Splits this char sequence into several char sequences each not exceeding the given [size] and applies the given [transform] function to an each.
 * The last string in the resulting sequence may have less characters than the given [size].
 * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.chunkedSequence(size: Int, transform: (CharSequence) -> R): List<R> {
    return windowedSequence(size, size, partialWindows = true, transform = transform)
}
characters for which [predicate] yielded 'false':

```kotlin
@public inline fun CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first.toString(), second.toString())
}

/**
 * Splits the original string into two parts
 * containing characters for which [predicate] yielded 'true',
 * while *second* string contains characters for which [predicate] yielded 'false'.
 */
public inline fun String.partition(predicate: (Char) -> Boolean): Pair<String, String> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first.toString(), second.toString())
}

/**
 * Returns a list of snapshots of the window of the given [size]
 * sliding along this char sequence with the given [step], where
 * each * snapshot is a string.
 */
@SinceKotlin("1.2")
public fun CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<String> {
    return windowed(size, step, partialWindows) { it.toString() }
}

/**
 * Returns a list of results of applying the given
 * [transform] function to each char sequence representing a view over the window of the given [size]
 * sliding along this char sequence with the given [step].
 * Note that the char sequence passed to the [transform]
 * function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way,
 * unless you made a snapshot of it.
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): List<R> {
    checkWindowSizeStep(size, step)
    val thisSize = this.length
    val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
    val result = ArrayList<R>(resultCapacity)
    var index = 0
    while (index in 0 until thisSize) {
        val end = index + size
        val coercedEnd = if (end < 0 || end > thisSize) { if (partialWindows) thisSize else break } else end
        result.add(transform(subSequence(index, coercedEnd)).toString())
        index += step
    }
    return result
}

/**
 * Returns a sequence of snapshots of the window of the given [size]
 * sliding along this char sequence with the given [step], where
 * each * snapshot is a string.
 */
@SinceKotlin("1.2")
public fun CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {
    return windowedSequence(size, step, partialWindows) { it.toString() }
}

/**
 * Returns a sequence of results of applying the given
 * [transform] function to each char sequence representing a view over the window of the given [size]
 * sliding along this char sequence with the given [step].
 * Note that the char sequence passed to the [transform]
 * function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way,
 * unless you made a snapshot of it.
 */
@SinceKotlin("1.2")
public fun CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {
    return windowedSequence(size, step, partialWindows) { it.toString() }
}
```
elements to take in each window
* @param step the number of elements to move the window forward by on each
step, by default 1
* @param partialWindows controls whether or not to preserve partial windows
in the end if any.
* @param sample
samples.collections.Sequences.Transformations.averageWindows
* /n@SinceKotlin("1.2")/n
public fun <R>
CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform:
(CharSequence) -> R): Sequence<R> { val windows = (if
(partialWindows) indices else 0 until length - size + 1) step step map { index ->
val end = index + size
val coercedEnd = if (end < 0 || end > length) length else end
transform(subSequence(index, coercedEnd)))
*/n
*/n
* Returns a list of pairs built from the characters of
* this and the [other] char sequences with the same index
* The returned list has length of the shortest char
sequence.*n*/n
*/n* @sample
samples.text.Strings.zipWithTransform
*/n
publication inline fun <V> CharSequence.zipWithNext(transform: (a: Char, b: Char) -> V): List<V> {
    val size = length - 1
    if (size < 1) return emptyList()
    val result = ArrayList<V>(size)
    for (index in 0 until size) {
        result.add(transform(this[index], this[index + 1]))
    }
    return result
}

*/n* /n
*/n*/n* Returns a list containing the results of applying the given [transform] function
to each pair of two adjacent characters in this char sequence.*n*/n
*/n* The returned list is empty if this char sequence contains less than two
caracters.*n*/n
*/n* @sample
samples.collections.Collections.Transformations.zipWithNext
*/n
@SinceKotlin("1.2")/n
publication inline fun <R> CharSequence.zipWithNext(transform: (a: Char, b: Char) -> R): List<R> {
    val size = length - 1
    if (size < 1) return emptyList()
    val result = ArrayList<R>(size)
    for (index in 0 until size) {
        result.add(transform(this[index], this[index + 1]))
    }
    return result
}

*/n* /n
*/n*/n* Creates an [Iterable] instance that wraps the original char sequence returning its characters when being iterated.*n*/n
*/n*/n* /n
*/n*/n* Returns a sub sequence of this char sequence having
leading and trailing characters matching the [predicate] removed.*n*/n
*/n*/n* /n
*/n* Returns a string having leading and trailing characters matching the [predicate] removed.*n*/n
*/n*/n* /n
*/n*/n* Returns a string having leading and trailing characters matching the [predicate] removed.*n*/n
*/n*/n* /n
*/n* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.*n*/n*/n* Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file
*/n*/n* /n
*/n*/n* @file:kotlin.jvm.JvmMultifileClass*/n*/n* @file:kotlin.jvm.JvmName("StringsKt")*/n*/n* /n
*/n*/n* @package
kotlin.text*/n*/n*/n*/n* /n
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*/n*/n* Open Source Used In DNAC Platform Arica 12153
fun String.trimStart(predicate: (Char) -> Boolean): String =
    (this as CharSequence).trimStart(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having trailing characters matching the [predicate] removed.
 */
public inline fun CharSequence.trimEnd(predicate: (Char) -> Boolean): String =
    (this as CharSequence).trimEnd(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having leading and trailing characters from the [chars] array removed.
 */
public fun String.trim(vararg chars: Char): String =
    trim { it in chars }

/**
 * Returns a sub sequence of this char sequence having leading characters from the [chars] array removed.
 */
public fun String.trim(vararg chars: Char): String =
    trimStart { it in chars }

/**
 * Returns a sub sequence of this char sequence having trailing characters from the [chars] array removed.
 */
public fun String.trim(vararg chars: Char): String =
    trimEnd { it in chars }

/**
 * Returns a sub sequence of this char sequence having leading whitespace removed.
 */
public fun String.trimStart(): String =
    trimStart(Char::isWhitespace)

/**
 * Returns a string having leading whitespace removed.
 */
public fun String.trim(): String =
    trim()
than zero.

```kotlin
if (length <= this.length) return this.subSequence(0, this.length)
val sb = StringBuilder(length)
    sb.append(this)
    for (i in 1..(length - this.length)) sb.append(padChar)
    return sb.toString()

/**
 * Pads the string to the specified [length] at the end with the specified character or space.
 * @param length the desired string length.
 * @param padChar [Char] to pad the character to pad string with, if it has length less than the [length] specified. Space is used by default.
 * @return a [String] a string of length at least [length] consisting of `this` string appended with [padChar] as many times as are necessary to reach that length.
 */
@kotlin.internal.InlineOnly
public fun String.padEnd(length: Int, padChar: Char): String = (this as CharSequence).padEnd(length, padChar).toString()

/**
 * Returns `true` if this nullable char sequence is either `null` or empty.
 * @return Returns `true` if this nullable char sequence is either `null` or empty.
 * @sample samples.text.Strings.padEnd
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.length == 0
}

/**
 * Returns `true` if this char sequence is empty (contains no characters).
 * @return Returns `true` if this char sequence is empty (contains no characters).
 * @sample samples.text.Strings.isEmpty
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isEmpty(): Boolean = length == 0

/**
 * Returns `true` if this nullable char sequence is either `null` or empty or consists solely of whitespace characters.
 * @return Returns `true` if this nullable char sequence is either `null` or empty or consists solely of whitespace characters.
 * @sample samples.text.Strings.isNullOrBlank
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }

    return this == null || this.isBlank()
}
```

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warning\n@Deprecated("Use parameters named startIndex and endIndex.")\nReplaceWith("subSequence(startIndex = start, endIndex = end)")\npublic inline fun String.subSequence(start: Int, end: Int): CharSequence = subSequence(start, end)\n
@Deprecated("Use parameters named startIndex and endIndex.")\nReplaceWith("subSequence(startIndex = start, endIndex = end)\npublic inline fun String.subSequence(start: Int, end: Int): CharSequence = subSequence(start, end)\n
/**
 * Returns a substring of chars from a range of this char sequence starting at the
 * [startIndex] and ending right before the [endIndex].\n * @param startIndex the start index (inclusive).\n * @param endIndex the end index (exclusive). If not specified, the length of the char sequence is used.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.substring(startIndex: Int, endIndex: Int = length): String = subSequence(startIndex, endIndex).toString()\n
/**
 * Returns a substring of chars at indices from the specified [range] of this char sequence.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.substring(range: IntRange): String = subSequence(range.start, range.endInclusive + 1).toString()\n
/**
 * Returns a substring before the first occurrence of [delimiter].\n */\npublic fun String.substringBefore(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)\n}

/**
 * Returns a substring before the first occurrence of [delimiter].\n */\npublic fun String.substringBefore(delimiter: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)\n}

/**
 * Returns a substring after the first occurrence of [delimiter].\n */\npublic fun String.substringAfter(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + 1, length)\n}

/**
 * Returns a substring after the first occurrence of [delimiter].\n */\npublic fun String.substringAfter(delimiter: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)\n}

/**
 * Returns a char sequence with content of this char sequence where its part at
 * the given range is replaced with the [replacement] char sequence.\n * @param startIndex the index of the first character to be replaced.\n * @param endIndex the index of the first character after the replacement to keep in the string.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): CharSequence {
    if (endIndex < startIndex)
        throw IndexOutOfBoundsException("End index ($endIndex) is less than start index ($startIndex).")\n    val sb = StringBuilder()
    sb.append(this, 0, startIndex)\n    sb.append(replacement)\n    sb.append(this, endIndex, length)\n    return sb.toString()\n}
replacement: CharSequence): String =
    (this as CharSequence).replaceRange(startIndex, endIndex, replacement).toString()

/**
 * Returns a char sequence with content of this char sequence where its part at the
given [range] is replaced with the [replacement] char sequence.
 * The end index of the [range] is included in the part to be replaced.
 */
public fun CharSequence.replaceRange(range: IntRange, replacement: CharSequence): String =
    replaceRange(range.start, range.endInclusive + 1, replacement)

/**
 * Replace the part of string [range] with [replacement] string.
 * The end index of the [range] is included in the part to be replaced.
 */
@kotlin.internal.InlineOnly
public inline fun String.replaceRange(range: IntRange, replacement: String): String =
    (this as CharSequence).replaceRange(range, replacement).toString()
char sequence having this [delimiter] removed both from the start and end.
* Otherwise returns a new char sequence with the same characters.
public fun CharSequence.removeSurrounding(delimiter: CharSequence):
CharSequence = removeSurrounding(delimiter, delimiter)

public fun String.removeSurrounding(delimiter: CharSequence):
String = removeSurrounding(delimiter, delimiter)

public fun CharSequence.removeSurrounding(delimiter: CharSequence):
CharSequence = removeSurrounding(delimiter, delimiter)

/**
 * Removes the given [delimiter] string from both the start and the end of this string
 * if and only if it starts with and ends with the [delimiter].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: CharSequence):
String = removeSurrounding(delimiter, delimiter)
sequence that matches the given regular expression\n * with the result of the given function \[transform\] that takes
[MatchResult] and returns a string to be used as a \n * replacement for that match.\n
*\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.replace(regex: Regex, noinline transform:
(MatchResult) -> CharSequence): String =\nregex.replace(this, transform)\n
*\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.replaceFirst(regex: Regex, replacement:
String): String = regex.replaceFirst(this, replacement)\n
*\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.matches(regex:
Regex): Boolean = regex.matches(this)\n
*\n@kotlin.internal.InlineOnly\ninternal fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean {
    if ((otherOffset < 0) || (thisOffset < 0) || (thisOffset > this.length - length) ||
        (otherOffset > other.length - length)) {\n        return false\n    }\n    for (index in 0 until length) {\n        if (!this[thisOffset + index].equals(other[otherOffset + index], ignoreCase))\n            return false\n    }\n    return true\n}

*\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.startsWith(char: Char, ignoreCase: Boolean = false): Boolean =\n    this.length > 0 &&
    this[0].equals(char, ignoreCase)\n
*\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.endsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this.length > 0 &&
    this[lastIndex].equals(char, ignoreCase)\n
*\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.startsWith(prefix: CharSequence, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && prefix is String)
        return this.startsWith(prefix)\n    else
        return regionMatchesImpl(0, prefix, 0, prefix.length, ignoreCase)\n
*\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.endsWith(suffix: CharSequence, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && suffix is String)
        return this.endsWith(suffix)\n    else
        return regionMatchesImpl(length - suffix.length, 0, 0, suffix.length, ignoreCase)\n
*\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val shortestLength = minOf(this.length, other.length)\n
    var i = 0\n    while (i < shortestLength && this[i].equals(other[i], ignoreCase)) {\n        // If this has Surrogate Pair At (i - 1) or other has Surrogate Pair At (i - 1)
        // \n    }\n    if (this.val shortestLength = minOf(this.length, otherLength)\n        val i = 0\n        while (i < shortestLength &&
            this[i].equals(other[i], ignoreCase) \n            { \n                // If this has Surrogate Pair At (i - 1) or other has Surrogate Pair At (i - 1)
                // \n            }\n            \n        return subSequence(thisLength - i, thisLength).toSequence()\n    }\n
*\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.commonSuffixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val shortestLength = minOf(this.length, otherLength)\n
    var i = 0\n    while (i < shortestLength &&
        this[i].equals(other[i], ignoreCase) \n        { \n            // If this has Surrogate Pair At (i - 1) or other has Surrogate Pair At (i - 1)
            // \n        }\n        \n    return subSequence(thisLength - i, thisLength).toSequence()\n}
optionally ignoring the case.\n
```kotlin
public fun findLastAnyOf(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int {\n    if (!ignoreCase && chars.size == 1 && this is String) {\n        val char = chars.single()\n        return nativeLastIndexOf(char, startIndex)\n    } else {\n        for (index in startIndex.coerceAtMost(lastIndex) downTo 0) {\n            if (other.regionMatches(0, this, index, other.length, ignoreCase))\n                return index\n        }\n    } else {\n        startIndex.coerceAtMost(lastIndex)\n    }\n}

private fun findAnyOf(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int {\n    if (!ignoreCase && strings.size == 1) {\n        val string = strings.single()\n        val index = if (!last) indexOf(string, startIndex) else -1\n        return index\n    } else {\n        for (index in startIndex.coerceAtLeast(0) downTo 0) {\n            if (other.regionMatches(0, this, index, other.length, ignoreCase))\n                return index\n        }\n    }
```

In the DNAC platform, Arica uses open-source libraries. These libraries help in manipulating strings, such as finding the index of a string within a sequence, ignoring character case, and starting the search from a specified index. This functionality is crucial for applications that require string manipulation, especially in a developer-friendly platform like DNAC.
starting from the specified [startIndex] and optionally ignoring the case.

@Param ignoreCase 'true' to ignore character case when matching a string. By default 'false'.

@Return An index of the first occurrence of matched string from [strings] or -1 if none of [strings] are found.

To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from

the beginning to the end of this string, and finds at each position the first element in [strings] that matches this string at that position.

`*/*public fun CharSequence.indexOfAny(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int =

findAnyOf(strings, startIndex, ignoreCase, last = false).first ?: -1

* Returns the index within this string of the first occurrence of the specified character, starting from the specified

[startIndex].

@Param ignoreCase 'true' to ignore character case when matching a string. By default 'false'.

@Return An index of the last occurrence of matched string from [strings] or -1 if none of [strings] are found.

To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from

the end toward the beginning of this string, and finds at each position the first element in [strings] that matches this string at that position.

`*/*public fun CharSequence.lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int =

lastIndexOfAny(charArrayOf(char), startIndex, ignoreCase, last = true).first ?: -1

* Returns the index within this char sequence of the last occurrence of the specified character, starting from the specified

[startIndex].

@Param ignoreCase 'true' to ignore character case when matching a character. By default 'false'.

@Return An index of the first occurrence of [char] or -1 if none is found.

`*/*public fun CharSequence.indexOfAny(char: Char, startIndex: Int = 0, ignoreCase: Boolean = false): Int {

if (ignoreCase || this !is String)

indexOf(charArrayOf(char), startIndex, ignoreCase)

else

nativeIndexOf(char, startIndex)

* Returns the index within this char sequence of the first occurrence of the specified

[string], at the specified [startIndex].

@Param ignoreCase 'true' to ignore character case when matching a string. By default 'false'.

@Return An index of the last occurrence of the specified character, starting from the specified

[startIndex].

@Param ignoreCase 'true' to ignore character case when matching a character. By default 'false'.

@Return An index of the first occurrence of [char] or -1 if none is found.

`*/*public fun CharSequence.lastIndexOfAny(char: Char, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {

if (ignoreCase || this !is String)

lastIndexOf(charArrayOf(char), startIndex, ignoreCase)

else

nativeLastIndexOf(char, startIndex)

* Returns the index within this char sequence of the last occurrence of the specified

[string], at the specified [startIndex].

@Param ignoreCase 'true' to ignore character case when matching a character. By default 'false'.

@Return An index of the last occurrence of the specified character, starting from the specified

[startIndex].

`*/*public fun CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =

if (other is String)

indexOf(other, ignoreCase) >= 0

else

indexOf(other, 0, length, ignoreCase) >= 0

* Returns 'true' if this char sequence contains the specified [other] sequence of characters as a substring.

@Param ignoreCase 'true' to ignore character case when comparing strings. By default 'false'.

`*/*@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")*/*public operator fun CharSequence.contains(char:
fun CharSequence.splitToSequence(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =
    rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }

/**
 * Splits this char sequence to a list of strings around occurrences of the specified [delimiters].
 */
fun CharSequence.split(delimiter: Char, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
    if (delimiter.toString().isBlank()) {
        return split(delimiter, ignoreCase, limit)
    }

    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }
}

/**
 * Splits this char sequence to a list of strings around occurrences of the specified [delimiter].
 * This is specialized version of split which receives single non-empty delimiter and offers better performance.
 */
private fun CharSequence.split(delimiter: String, ignoreCase: Boolean, limit: Int): List<String> {
    // ...
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String(chars: CharArray): String {
    var result = ""
    for (char in chars) {
        result += char
    }
    return result
}

/**
 * Converts the characters from a portion of the specified array to a string.
 *
 * @throws IndexOutOfBoundsException if either [offset] or [length] are less than zero or offset + length is out of [chars]
 * array bounds.
 */
@SinceKotlin("1.2")
@ExperimentalStdlibApi
public actual fun String(chars: CharArray, offset: Int, length: Int): String {
    String {
        if (offset < 0 || length < 0 || chars.size - offset < length)
            throw IndexOutOfBoundsException("size: ${chars.size}; offset: $offset; length: $length")
        var result = ""
        for (index in offset until offset + length) {
            result += chars[index]
        }
        return result
    }
}

/**
 * Concatenates characters in this [CharArray] into a String.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun CharArray.concatToString(): String {
    var result = ""
    for (char in this) {
        result += char
    }
    return result
}

/**
 * Concatenates characters in this [CharArray] or its subrange into a String.
 *
 * @param startIndex the beginning (inclusive) of the subrange of characters, 0 by default.
 * @param endIndex the end (exclusive) of the subrange of characters, size of this array by default.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun CharArray.concatToString(startIndex: Int = 0, endIndex: Int = this.size): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    var result = ""
    for (index in startIndex until endIndex) {
        result += this[index]
    }
    return result
}

/**
 * Returns a [CharArray] containing characters of this string.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun String.toCharArray(): CharArray {
    return CharArray(length) { get(it) }
}

/**
 * Returns a [CharArray] containing characters of this string or its substring.
 *
 * @param startIndex the beginning (inclusive) of the substring, 0 by default.
 * @param endIndex the end (exclusive) of the substring, length of this string by default.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun String.toCharArray(startIndex: Int = 0, endIndex: Int = this.length): CharArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return CharArray(endIndex - startIndex) { get(startIndex + it) }
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun ByteArray.decodeToString(): String {
    return decodeUtf8(this, 0, size, false)
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array or its subrange.
 *
 * @param startIndex the beginning (inclusive) of the subrange to decode, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to decode, length of this array by default.
 * @param throwOnInvalidSequence specifies whether to throw an exception on malformed byte sequence or replace it by the replacement char \uFFFD.
 *
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun ByteArray.decodeToString(
    startIndex: Int = 0,
    endIndex: Int = this.size,
    throwOnInvalidSequence: Boolean = false
): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    return decodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}

/**
 * Encodes this string to an array of bytes in UTF-8 encoding.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun String.encodeToByteArray(): ByteArray {
    return encodeUtf8(this, 0, length, false)
}

/**
 * Encodes this string or its substring to an array of bytes in UTF-8 encoding.
 *
 * @param startIndex the beginning (inclusive) of the substring to encode, 0 by default.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun String.encodeToByteArray(startIndex: Int = 0, endIndex: Int = this.length): ByteArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    return encodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}
@param endIndex the end (exclusive) of the substring to encode, length of this string by default.
 * @param throwOnInvalidSequence specifies whether to throw an exception on malformed char sequence or replace.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.
 * @throws IllegalArgument Exception if [startIndex] is greater than [endIndex].
 * @throws CharacterCodingException if this string contains malformed char sequence and [throwOnInvalidSequence] is true.
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
@ExperimentalStdlibApi
public actual fun String.encodeToByteArray(
    startIndex: Int = 0,
    endIndex: Int = this.length,
    throwOnInvalidSequence: Boolean = false
): ByteArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return encodeUtf8(this, startIndex, endIndex,
        throwOnInvalidSequence)
}

/**
 * Returns a copy of this string converted to upper case using the rules of the default locale.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toUpperCase(): String = asDynamic().toUpperCase()

/**
 * Returns a copy of this string converted to lower case using the rules of the default locale.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toLowerCase(): String = asDynamic().toLowerCase()

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeIndexOf(str: String, fromIndex: Int): Int = asDynamic().indexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeLastIndexOf(str: String, fromIndex: Int): Int = asDynamic().lastIndexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal inline fun String.nativeStartsWith(s: String, position: Int): Boolean = asDynamic().startsWith(s, position)

@kotlin.internal.InlineOnly
internal inline fun String.nativeEndsWith(s: String): Boolean = asDynamic().endsWith(s)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int): String = asDynamic().substring(startIndex)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int, endIndex: Int): String = asDynamic().substring(startIndex, endIndex)

@kotlin.internal.InlineOnly
public inline fun String.concat(str: String): String = asDynamic().concat(str)

@kotlin.internal.InlineOnly
public inline fun String.match(regex: String): Array<String>? = asDynamic().match(regex)

private val STRING_CASE_INSENSITIVE_ORDER = Comparator<String> { a, b -> a.compareTo(b, ignoreCase = true) }

@SinceKotlin("1.2")
public actual val String.Companion.CASE_INSENSITIVE_ORDER: Comparator<String>
    get() = STRING_CASE_INSENSITIVE_ORDER

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UByteArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: ByteArray) : Collection<UByte> {

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    internal constructor(size: Int) : this(ByteArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator.
     */
    operator fun get(index: Int): UByte = get0(index)

    fun get0(index: Int) = asUByteArray().get0(index)

    operator fun set(index: Int, value: UByte) = asUByteArray().set0(index, value)

    fun set0(index: Int, value: UByte) = asUByteArray().set0(index, value)

    operator fun plus(other: UByteArray): UByteArray = asUByteArray().plus(other)

    fun plus(other: UByteArray): UByteArray = asUByteArray().plus(other)

    operator fun minus(other: UByteArray): UByteArray = asUByteArray().minus(other)

    fun minus(other: UByteArray): UByteArray = asUByteArray().minus(other)

    operator fun times(factor: Int): UByteArray = asUByteArray().times(factor)

    fun times(factor: Int): UByteArray = asUByteArray().times(factor)

    operator fun times(factor: UByte): UByteArray = asUByteArray().times(factor)

    fun times(factor: UByte): UByteArray = asUByteArray().times(factor)

    override fun equals(other: Any?): Boolean = (this == other)

    override fun hashCode(): Int = hashcode()

    override fun hashcode(): Int = hashcode()

    override fun toString(): String = asUByteArray().toString()
[IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
 * public operator fun get(index: Int): UByte = storage[index].toUByte()
 /**
 * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.
 */
 public operator fun set(index: Int, value: UByte) {
     storage[index] = value.toByte()
 }
/**
 * Returns the number of elements in the array.
 */
 public override val size: Int get() = storage.size
 /**
 * Creates an iterator over the elements of the array.
 */
 public override operator fun iterator(): iterator() = Iterator(storage)
 private class Iterator(private var array: ByteArray) : UByteIterator() {
     override fun hasNext() = index < array.size
     override fun nextUByte() = if (index < array.size)
         array[index++].toUByte() else throw NoSuchElementException(index.toString())
 }
 /**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 */
 fun ByteArray(size: Int, init: (Int) -> UByte): ByteArray
 }

fun ubyteArrayOf(vararg elements: UByte): UByteArray

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

should return the value for an array element given its index.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index ->
        init(index).toInt()
    })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun uintArrayOf(vararg elements: UInt): UIntArray = elements
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index ->
        init(index).toLong()
    })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements
```

```kotlin
import kotlin.experimental.*

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@PublishedApi internal constructor(@PublishedApi internal val storage: LongArray): Collection<ULong> {
    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) :
        this(LongArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called using
     * the index operator. *
     */
    public operator fun get(index: Int): ULong = storage[index].toULong()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called
     * using the index operator. *
     */
    public operator fun set(index: Int, value: ULong) {
        storage[index] = value.toLong()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): ULongIterator =
        Iterator(storage)

    private class Iterator(private val array: LongArray) : ULongIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextULong() = if (index < array.size)
            array[index++].toULong() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: ULong): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        // If (element as Any?) !is ULong) return false
        return storage.contains(element.toLong())
    }

    override fun containsAll(elements: Collection<ULong>): Boolean {
        return (elements as Collection<*>).all { it is ULong && storage.contains(it.toLong()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function. [init] should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index ->
        init(index).toLong()
    })
}
```

```kotlin
kotlin.experimental.*

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index ->
        init(index).toLong()
    })
}
```

```kotlin
kotlin.experimental.*

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index ->
        init(index).toLong()
    })
}
```

```kotlin
kotlin.experimental.*

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index ->
        init(index).toLong()
    })
}
```

```kotlin
kotlin.experimental.*

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements
```
form.

```kotlin
public const val SIZE_BITS: Int = 64

/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if
 * it's less than other, or a positive number if it's greater than other.
 **/
public const val SIZE_BITS: Int = 64
```

```kotlin
/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if
 * it's less than other, or a positive number if it's greater than other.
 */
@kotlin.internal.InlineOnly
public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toULong())

/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if
 * it's less than other, or a positive number if it's greater than other.
 */
@kotlin.internal.InlineOnly
public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toULong())

/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if
 * it's less than other, or a positive number if it's greater than other.
 */
@kotlin.internal.InlineOnly
public inline operator fun compareTo(other: UInt): Int = this.compareTo(other.toULong())

/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if
 * it's less than other, or a positive number if it's greater than other.
 */
@kotlin.internal.InlineOnly
public inline operator fun compareTo(other: ULong): Int = this.compareTo(other.toULong())

/**
 * Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())

/**
 * Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UShort): ULong = this.plus(other.toULong())

/**
 * Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())

/**
 * Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: ULong): ULong = this.plus(other.toULong())

/**
 * Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UByte): ULong = this.minus(other.toULong())

/**
 * Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())

/**
 * Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): ULong = this.minus(other.toULong())

/**
 * Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong = this.minus(other.toULong())

/**
 * Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UByte): ULong = this.times(other.toULong())

/**
 * Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UShort): ULong = this.times(other.toULong())

/**
 * Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UInt): ULong = this.times(other.toULong())

/**
 * Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: ULong): ULong = this.times(other.toULong())

/**
 * Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): ULong = this.div(other.toULong())

/**
 * Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): ULong = this.div(other.toULong())

/**
 * Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): ULong = this.div(other.toULong())

/**
 * Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong = this.div(other.toULong())

/**
 * Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())

/**
 * Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())

/**
 * Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())

/**
 * Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = this.rem(other.toULong())
```
public inline operator fun dec(): ULong = ULong(data.dec())

/** Creates a range from this value to the specified [other] value. */
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)

/** Shifts this value left by the [bitCount] number of bits. */
@kotlin.internal.InlineOnly
public inline infix fun shl(bitCount: Int): ULong = ULong(data shl bitCount)

/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */
@kotlin.internal.InlineOnly
public inline infix fun shr(bitCount: Int): ULong = ULong(data ushr bitCount)

/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun and(other: ULong): ULong = ULong(this.data and other.data)

/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun or(other: ULong): ULong = ULong(this.data or other.data)

/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun xor(other: ULong): ULong = ULong(this.data xor other.data)

/** Converts this [ULong] value to [Byte]. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()

/** Converts this [ULong] value to [UByte]. */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()

/** Converts this [ULong] value to [UShort]. */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = data.toUShort()

/** Converts this [ULong] value to [UInt]. */
@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = data.toUInt()

/** Converts this [ULong] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt()

/** Converts this [ULong] value to [Long]. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong()

/** Converts this [ULong] value to [Short]. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort()

/** Converts this [ULong] value to [Byte.MAX_VALUE], the resulting `Byte` value represents the same numerical value as this `ULong`. */
@kotlin.internal.InlineOnly
public inline fun toByteMaxValue(): Byte = Byte.MAX_VALUE

/** Converts this [ULong] value to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`. */
@kotlin.internal.InlineOnly
public inline fun toUByteMaxValue(): UByte = UByte.MAX_VALUE

/** Converts this [ULong] value to [UShort.MAX_VALUE], the resulting `UShort` value represents the same numerical value as this `ULong`. */
@kotlin.internal.InlineOnly
public inline fun toUShortMaxValue(): UShort = UShort.MAX_VALUE

/** Converts this [ULong] value to [UInt.MAX_VALUE], the resulting `UInt` value represents the same numerical value as this `ULong`. */
@kotlin.internal.InlineOnly
public inline fun toUIntMaxValue(): UInt = UInt.MAX_VALUE

/** Converts this [ULong] value to [Int.MAX_VALUE], the resulting `Int` value represents the same numerical value as this `ULong`. */
@kotlin.internal.InlineOnly
public inline fun toIntMaxValue(): Int = Int.MAX_VALUE

/** Converts this [ULong] value to [Long.MAX_VALUE], the resulting `Long` value represents the same numerical value as this `ULong`. */
@kotlin.internal.InlineOnly
public inline fun toLongMaxValue(): Long = Long.MAX_VALUE

/** Converts this [ULong] value to [Short.MAX_VALUE], the resulting `Short` value represents the same numerical value as this `ULong`. */
@kotlin.internal.InlineOnly
public inline fun toShortMaxValue(): Short = Short.MAX_VALUE

/** Converts this [ULong] value to [Byte().toString], the resulting `Byte` value represents the same numerical value as this `ULong`. */
@kotlin.internal.InlineOnly
public inline fun toByteString(): String = data.toString()
Converts this [Byte] value to [ULong].
* If this value is positive, the resulting `ULong` value represents the same numerical value as this `Byte` value.
* The least significant 8 bits of the resulting `ULong` value are the same as the bits of this `Byte` value, whereas the most significant 56 bits are filled with the sign bit of this value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toULong(): ULong = ULong(this.toLong())
```

Converts this [Short] value to [ULong].
* If this value is positive, the resulting `ULong` value represents the same numerical value as this `Short` value.
* The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `Int` value, whereas the most significant 32 bits are filled with the sign bit of this value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toULong(): ULong = ULong(this.toLong())
```

Converts this [Int] value to [ULong].
* The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `Int` value.
* The least significant 32 bits are filled with the sign bit of this value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toULong(): ULong = ULong(this.toLong())
```

Converts this [Long] value to [ULong].
* If this value is positive, the resulting `ULong` value represents the same numerical value as this `Long` value.
* The resulting `ULong` value has the same binary representation as this `Long` value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toULong(): ULong = ULong(this)
```

Converts this [Float] value to [ULong].
* The fractional part, if any, is rounded down towards zero.
* Returns zero if this `Float` value is negative or `NaN`.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())
```

Converts this [Double] value to [ULong].
* The fractional part, if any, is rounded down towards zero.
* Returns zero if this `Double` value is negative or `NaN`, otherwise.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Double.toULong(): ULong = doubleToULong(this)
```

Open Source Used In DNAC Platform Arica 12170
Collection<UnsignedShort>): Boolean {
    return (elements as Collection<*>).all { it is UnsignedShort &&
        storage.contains(it.toShort()) }
}

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function. The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray(size: Int, init: (Int) -> UShort): UShortArray {
    return UShortArray(ShortArray(size) { index ->
        init(index).toShort()
    })
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function. The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ushortArrayOf(vararg elements: UnsignedShort): UShortArray = elements

UShortArray.component4(): UShort {\n    return get(3)\n}\n/**\n * Returns 5th *element* from the collection.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.component5(): UInt {\n    return get(4)\n}\n/**\n * Returns 5th *element* from the collection.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.component5(): ULong {\n    return get(4)\n}\n/**\n * Returns 5th *element* from the collection.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.component5(): UByte {\n    return get(4)\n}\n/**\n * Returns 5th *element* from the collection.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component5(): UShort {\n    return get(4)\n}\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic expect fun UIntArray.elementAt(index: Int): UInt

/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic expect fun ULongArray.elementAt(index: Int): ULong

/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic expect fun UByteArray.elementAt(index: Int): UByte

/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic expect fun UShortArray.elementAt(index: Int): UShort

/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.elementAtOrNull(index: Int): UInt? {
    return this.getOrNull(index)
}

/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.elementAtOrNull(index: Int): ULong? {
    return this.getOrNull(index)
}

/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.elementAtOrNull(index: Int): UByte? {
    return this.getOrNull(index)
}

/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.elementAtOrNull(index: Int): UShort? {
    return this.getOrNull(index)
}

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/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.elementAtOrNull(index: Int): ULong? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.elementAtOrNull(index: Int): UByte? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.elementAtOrNull(index: Int): UShort? {
    return this.getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.first()
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(): UInt {
    return storage.first().toUInt()
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.first()
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(): ULong {
    return storage.first().toULong()
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.first()
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(): UByte {
    return storage.first().toUByte()
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.first()
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(): UShort {
    return storage.first().toUShort()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 * 
 * @sample samples.collections.Collections.Elements.first()
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.firstOrNull(): UInt? {
    return storage.firstOrNull().toUInt()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 * 
 * @sample samples.collections.Collections.Elements.first()
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.firstOrNull(): ULong? {
    return storage.firstOrNull().toULong()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 * 
 * @sample samples.collections.Collections.Elements.first()
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.firstOrNull(): UByte? {
    return storage.firstOrNull().toUByte()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 * 
 * @sample samples.collections.Collections.Elements.first()
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.firstOrNull(): UShort? {
    return storage.firstOrNull().toUShort()
}

/**
 * Returns last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.findLast()
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.findLast(predicate: (UInt) -> Boolean): UInt? {
    return lastOrNull(predicate)
}

/**
 * Returns last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.findLast()
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.findLast(predicate: (ULong) -> Boolean): ULong? {
    return lastOrNull(predicate)
}

/**
 * Returns last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.findLast()
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.findLast(predicate: (UByte) -> Boolean): UByte? {
    return lastOrNull(predicate)
}

/**
 * Returns last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.findLast()
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.last()
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.last(): UInt {
    return storage.last().toUInt()
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.last()
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.last(): ULong {
    return storage.last().toULong()
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.last()
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.last(): UByte {
    return storage.last().toUByte()
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.last()
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.last(): UShort {
    return storage.last().toUShort()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.firstOrNull(): UInt? {
    return storage.firstOrNull().toUInt()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.firstOrNull(): ULong? {
    return storage.firstOrNull().toULong()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.firstOrNull(): UByte? {
    return storage.firstOrNull().toUByte()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.firstOrNull(): UShort? {
    return storage.firstOrNull().toUShort()
}
UIntArray.first(predicate: (UInt) -> Boolean): UInt {  
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}  

>Returns the first element matching the given [predicate], or `null` if no such element is found.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun

ULongArray.first(predicate: (ULong) -> Boolean): ULong {  
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}  

>Returns the first element matching the given [predicate], or `null` if no such element is found.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun

UByteArray.first(predicate: (UByte) -> Boolean): UByte {  
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}  

>Returns the first element matching the given [predicate], or `null` if no such element is found.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun

UShortArray.first(predicate: (UShort) -> Boolean): UShort {  
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}  

>Returns the first element matching the given [predicate], or `null` if no such element is found.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun

UIntArray.firstOrNull(): UInt? {
    return if (isEmpty()) null else this[0]
}  

>Returns the first element, or `null` if the array is empty.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun

ULongArray.firstOrNull(): ULong? {
    return if (isEmpty()) null else this[0]
}  

>Returns the first element, or `null` if the array is empty.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun

UByteArray.firstOrNull(): UByte? {
    return if (isEmpty()) null else this[0]
}  

>Returns the first element, or `null` if the array is empty.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun

UShortArray.firstOrNull(): UShort? {
    return if (isEmpty()) null else this[0]
}  

>Returns the first element, or `null` if the array is empty.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun

UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}  

>Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun

ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}  

>Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun

UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}  

>Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun

ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}  

>Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun

UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}  

(Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
lastIndex) get(index) else defaultValue(index)/n}*/n

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {\nv return if (index >= 0 && & index <= lastIndex) get(index) else defaultValue(index)/n}*/n

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {\nv return if (index >= 0 && & index <= lastIndex) get(index) else defaultValue(index)/n}*/n

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UintArray.getOrNull(index: Int): Uint? {\nv return if (index >= 0 && & index <= lastIndex) get(index) else null}/n

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.getOrNull(index: Int): ULong? {\nv return if (index >= 0 && & index <= lastIndex) get(index) else null}/n

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline fun
UByteArray.getOrNull(index: Int): UByte? {\nv return if (index >= 0 && & index <= lastIndex) get(index) else null}/n

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline fun
UShortArray.getOrNull(index: Int): UShort? {\nv return if (index >= 0 && & index <= lastIndex) get(index) else null}/n

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UintArray.indexOf(element: Uint): Int {\nv return storage.indexOf(element.toInt()/n}*/n

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.indexOf(element: ULong): Int {\nv return storage.indexOf(element.toLong()/n}*/n

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.indexOf(element: UByte): Int {\nv return storage.indexOf(element.toByte()/n}*/n

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.indexOf(element: UShort): Int {\nv return storage.indexOf(element.toShort()/n}*/n

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UintArray.indexOfFirst(predicate: (Uint) -> Boolean): Int {\nv return storage.indexOfFirst { predicate(it.toInt()/n}*/n

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {\nv return storage.indexOfFirst { predicate(it.toULong()/n}*/n

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {\nv return storage.indexOfFirst { predicate(it.toUByte()/n}*/n

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {\nv return storage.indexOfFirst { predicate(it.toUShort()/n}*/n

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {\nv return storage.indexOfFirst { predicate(it.toUByte()/n}*/n

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {\nv return storage.indexOfFirst { predicate(it.toUShort/)n}*/n

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {\nv return if (index >= 0 && & index <= lastIndex) get(index) else defaultValue(index)/n}*/n

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {\nv return if (index >= 0 && & index <= lastIndex) get(index) else defaultValue(index)/n}*/n

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UintArray.getOrNull(index: Int): Uint? {\nv return if (index >= 0 && & index <= lastIndex) get(index) else null}/n

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.getOrNull(index: Int): ULong? {\nv return if (index >= 0 && & index <= lastIndex) get(index) else null}/n

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.getOrNull(index: Int): UByte? {\nv return if (index >= 0 && & index <= lastIndex) get(index) else null}/n

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.getOrNull(index: Int): UShort? {\nv return if (index >= 0 && & index <= lastIndex) get(index) else null}/n

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UintArray.indexOf(element: Uint): Int {\nv return storage.indexOf(element.toInt()/n}*/n

/**
 * Returns an element at the given [index] or `null` if the array does not contain element.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.indexOf(element: ULong): Int {\nv return storage.indexOf(element.toLong()/n}*/n

/**
 * Returns an element at the given [index] or `null` if the array does not contain element.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.indexOf(element: UByte): Int {\nv return storage.indexOf(element.toByte/)n}*/n

/**
 * Returns an element at the given [index] or `null` if the array does not contain element.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.indexOf(element: UShort): Int {\nv return storage.indexOf(element.toShort/)n}*/n

/**
 * Returns an element at the given [index] or `null` if the array does not contain such element.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UintArray.indexOfFirst(predicate: (Uint) -> Boolean): Int {\nv return storage.indexOfFirst { predicate(it.toInt()) \n}*/n

/**
 * Returns an element at the given [index] or `null` if the array does not contain such element.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic function ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {\nv return storage.indexOfFirst { predicate(it.toULong()) \n}*/n

/**
 * Returns an element at the given [index] or `null` if the array does not contain such element.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic function UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {\nv return 0}/n

/**
 * Returns an element at the given [index] or `null` if the array does not contain such element.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic function UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {\nv return 0}/n
/*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUInt()) }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.indexOfLast(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toULong()) }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUByte()) }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUShort()) }
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.last(): UInt {
    return storage.last().toUInt()
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.last(): ULong {
    return storage.last().toULong()
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.last(): UByte {
    return storage.last().toUByte()
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.last(): UShort {
    return storage.last().toUShort()
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf(element.toInt())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf { predicate(it.toUInt()) }
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.lastIndexOf(element: ULong): Int {
    return storage.lastIndexOf { predicate(it.toULong()) }
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf { predicate(it.toUByte()) }
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.lastIndexOf(element: UShort): Int {
    return storage.lastIndexOf { predicate(it.toUShort()) }
}
last index of \[element\], or \(-1\) if the array does not contain element.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun ULongArray.lastIndexOf(element: ULong): Int { \n    return storage.lastIndexOf(element.toLong())\n}

@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun UByteArray.lastIndexOf(element: UByte): Int { \n    return storage.lastIndexOf(element.toByte())\n}

@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun UShortArray.lastIndexOf(element: UShort): Int { \n    return storage.lastIndexOf(element.toShort())\n}
```

Returns last index of \[element\], or \(-1\) if the array does not contain element.

```kotlin
/**
 * Returns last index of \[element\], or \(-1\) if the array does not contain element.
 */
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun UIntArray.lastIndexOf(element: UInt): Int { \n    return storage.lastIndexOf(element)\n}
```

Returns last element, or \(null\) if the array is empty.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@null fun UIntArray.lastOrNull(): UInt? { \n    return if (isEmpty()) null else this[size - 1]\n}
```

Returns the last element, or \(null\) if the array is empty.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@null fun ULongArray.lastOrNull(): ULong? { \n    return if (isEmpty()) null else this[size - 1]\n}
```

Returns the last element, or \(null\) if the array is empty.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@null fun UByteArray.lastOrNull(): UByte? { \n    return if (isEmpty()) null else this[size - 1]\n}
```

Returns the last element, or \(null\) if no such element was found.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@null fun UShortArray.lastOrNull(): UShort? { \n    return if (isEmpty()) null else this[size - 1]\n}
```

Returns the last element matching the given \[predicate\], or \(null\) if no such element was found.

```kotlin
/**
 * Returns the last element matching the given \[predicate\], or \(null\) if no such element was found.
 */
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun UIntArray.lastOrNull(predicate: (UInt) -> Boolean): UInt? {
    for (index in this.indices.reversed()) { \n        val element = this[index]\n        if (predicate(element)) return element\n    }
    return null
}
```

Returns the last element matching the given \[predicate\], or \(null\) if no such element was found.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun ULongArray.lastOrNull(predicate: (ULong) -> Boolean): ULong? {
    for (index in this.indices.reversed()) { \n        val element = this[index]\n        if (predicate(element)) return element\n    }
    return null
}
```

Returns the last element matching the given \[predicate\], or \(null\) if no such element was found.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun UByteArray.lastOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (index in this.indices.reversed()) { \n        val element = this[index]\n        if (predicate(element)) return element\n    }
    return null
}
```

Returns the last element matching the given \[predicate\], or \(null\) if no such element was found.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun UShortArray.lastOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (index in this.indices.reversed()) { \n        val element = this[index]\n        if (predicate(element)) return element\n    }
    return null
}
```

Returns a random element from this array.

```kotlin
/**
 * Returns a random element from this array.
 * \n * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun UIntArray.random(): UInt
```

Returns a random element from this array.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun ULongArray.random(): ULong
```

Returns a random element from this array.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun UByteArray.random(): UByte
```

Returns a random element from this array.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun UShortArray.random(): UShort
```

Returns a random element from this array using the specified source of randomness.

```kotlin
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes@null fun UIntArray.random(random: Random): UInt
```

Returns a random element from this array.
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```kotlin
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return
```

```kotlin
/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.random(random: Random): ULong {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return
```

```kotlin
/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.random(random: Random): UByte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return
```

```kotlin
/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.random(random: Random): UShort {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return
```

```kotlin
/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.single(): UInt {
    return storage.single().toUInt()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.single(): ULong {
    return storage.single().toULong()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.single(): UByte {
    return storage.single().toUByte()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.single(): UShort {
    return storage.single().toUShort()
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.single(predicate: (UInt) -> Boolean): UInt {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UInt
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.single(predicate: (ULong) -> Boolean): ULong {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as ULong
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.single(predicate: (UByte) -> Boolean): UByte {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UByte
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as UShort
}
@.SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {\n    var single: UShort? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) throw IllegalArgumentException("Array contains more than one matching element.\")\n            single = element\n            found = true\n        }\n    }\n    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.\")\n    return single \n}

/**\n * Returns single element, or ‘null’ if the array is empty or has more than one element.\n */\n@.SinceKotlin("1.3")@ExperimentalUnsignedTypes\nfun UIntArray.singleOrNull(): UInt? {\n    return if (size == 1) this[0] else null\n}

/**\n * Returns single element, or ‘null’ if the array is empty or has more than one element.\n */\n@.SinceKotlin("1.3")@ExperimentalUnsignedTypes\nfun ULongArray.singleOrNull(): ULong? {\n    return if (size == 1) this[0] else null\n}

/**\n * Returns single element, or ‘null’ if the array is empty or has more than one element.\n */\n@.SinceKotlin("1.3")@ExperimentalUnsignedTypes\nfun UByteArray.singleOrNull(): UByte? {\n    return if (size == 1) this[0] else null\n}

/**\n * Returns single element, or ‘null’ if the array is empty or has more than one element.\n */\n@.SinceKotlin("1.3")@ExperimentalUnsignedTypes\nfun UShortArray.singleOrNull(): UShort? {\n    return if (size == 1) this[0] else null\n}

/**\n * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.\n */\n@.SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\nfun UIntArray.singleOrNull(predicate: (UInt) -> Boolean): UInt? {\n    var single: UInt? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single
}

/**\n * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.\n */\n@.SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\nfun ULongArray.singleOrNull(predicate: (ULong) -> Boolean): ULong? {\n    var single: ULong? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single
}

/**\n * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.\n */\n@.SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\nfun UByteArray.singleOrNull(predicate: (UByte) -> Boolean): UByte? {\n    var single: UByte? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single
}

/**\n * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.\n */\n@.SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\nfun UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {\n    var single: UShort? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single
}

/**\n * Returns a list containing all elements except first [n] elements.\n */\n@throws IllegalArgumentException if [n] is negative.\n
* @sample samples.collections.Collections.Transformations.drop

* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\nfun UIntArray.drop(n: Int): List<UInt> {\n    require(n >= 0) { "Requested element count $n is less than zero.\" \n} \n    return takeLast((size - n).coerceAtLeast(0))\n}

* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\nfun ULongArray.drop(n: Int): List<ULong> {\n    require(n >= 0) { "Requested element count $n is less than zero.\" \n} \n    return takeLast((size - n).coerceAtLeast(0))\n}

* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\nfun UByteArray.drop(n: Int): List<UByte> {\n    require(n >= 0) { "Requested element count $n is less than zero.\" \n} \n    return takeLast((size - n).coerceAtLeast(0))\n}

* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\nfun UShortArray.drop(n: Int): List<UShort> {\n    require(n >= 0) { "Requested element count $n is less than zero.\" \n} \n    return takeLast((size - n).coerceAtLeast(0))\n}

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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.drop(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." } return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.drop(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." } return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.dropLast(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." } return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.dropLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." } return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements that satisfy the given [predicate].
 * 
 * @sample samples.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.dropLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last [n] elements that satisfy the given [predicate].
 * 
 * @sample samples.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last [n] elements that satisfy the given [predicate].
 * 
 * @sample samples.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last [n] elements that satisfy the given [predicate].
 * 
 * @sample samples.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
public inline fun UIntArray.dropWhile(predicate: (UInt) -> Boolean): List<UInt> {
    var yielding = false
    val list = ArrayList<UInt>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> {
    var yielding = false
    val list = ArrayList<ULong>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> {
    var yielding = false
    val list = ArrayList<UByte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {
    var yielding = false
    val list = ArrayList<UShort>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filter(predicate: (UInt) -> Boolean): List<UInt> {
    return filterTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filter(predicate: (ULong) -> Boolean): List<ULong> {
    return filterTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {
    return filterTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort> {
    return filterTo(ArrayList<UShort>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterIndexed(predicate: (index: Int, UInt) -> Boolean): List<UInt> {
    return filterIndexedTo(ArrayList<UInt>(), index, predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterIndexed(predicate: (index: Int, ULong) -> Boolean): List<ULong> {
    return filterIndexedTo(ArrayList<ULong>(), index, predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> {
    return filterIndexedTo(ArrayList<UByte>(), index, predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> {
    return filterIndexedTo(ArrayList<UShort>(), index, predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterIndexed(predicate: (index: Int, UInt) -> Boolean): List<UInt> {
    return filterIndexedTo(ArrayList<UInt>(), index, predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterIndexed(predicate: (index: Int, ULong) -> Boolean): List<ULong> {
    return filterIndexedTo(ArrayList<ULong>(), index, predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> {
    return filterIndexedTo(ArrayList<UByte>(), index, predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> {
    return filterIndexedTo(ArrayList<UShort>(), index, predicate)
}
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> {
    return filterIndexedTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> {
    return filterIndexedTo(ArrayList<UShort>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterNot(predicate: (UInt) -> Boolean): List<UInt> {
    return filterNotTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {
    return filterNotTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {
    return filterNotTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {
    return filterNotTo(ArrayList<UShort>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterIndexedTo(destination: MutableList<in UInt>?, predicate: (index: Int, UInt) -> Boolean): MutableList<in UInt> {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination?.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterIndexedTo(destination: MutableList<in ULong>?, predicate: (index: Int, ULong) -> Boolean): MutableList<in ULong> {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination?.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterIndexedTo(destination: MutableList<in UByte>?, predicate: (index: Int, UByte) -> Boolean): MutableList<in UByte> {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination?.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination?.add(element)
    }
    return destination
}
(element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in ULong>> ULongArray.filterNotTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UByteArray>> UByteArray.filterNotTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UShort>> UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UInt>> UIntArray.filterTo(destination: C, predicate: (UInt) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in ULong>> ULongArray.filterTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UByteArray>> UByteArray.filterTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UShort>> UShortArray.filterTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.slice(indices: IntRange): List<UInt> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.slice(indices: IntRange): List<ULong> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.slice(indices: IntRange): List<UByte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UintArray.slice(indices: Iterable<Int>): List<UInt> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.slice(indices: Iterable<Int>): List<UByte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.slice(indices: Iterable<Int>): List<UShort> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UintArray.slice(indices: Iterable<Int>): List<UInt> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.slice(indices: Iterable<Int>): List<ULong> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.slice(indices: Iterable<Int>): List<UByte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.slice(indices: Iterable<Int>): List<UShort> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UintArray.slice(indices: Iterable<Int>): List<UInt> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
require(n >= 0) { "Requested element count $n is less than zero." }
if (n == 0) return emptyList()
if (n >= size) return toList()
if (n == 1) return listOf(this[0])
for (index in size - n until size) list.add(this[index])
return list

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.takeLast
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.takeLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    return ArrayList(n)
    for (index in size - n until size) list.add(this[index])
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @throws IllegalArgumentException if [predicate] is null.
 * 
 * @sample samples.collections.Collections.Transformations.takeLast
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    return ArrayList-lastWhile(predicate)
}

@Sample
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    return ArrayList-
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

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Returns a list containing last elements satisfying the given [predicate].

```kotlin
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    return toList() // Returns a list containing first elements satisfying the given [predicate].
}
```

```kotlin
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    return toList() // Returns a list containing first elements satisfying the given [predicate].
}
```

```kotlin
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reverse(): Unit {
    storage.reverse()
}
```

```kotlin
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
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public inline fun UByteArray.reverse(): Unit {
    storage.reverse()
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```kotlin
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
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public inline fun UShortArray.reverse(): Unit {
    storage.reverse()
}
```

```kotlin
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reversed(): List<UInt> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
```

```kotlin
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reversed(): List<ULong> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
```

```kotlin
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reversed(): List<UByte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
```

```kotlin
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reversed(): List<UShort> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
```

```kotlin
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reverseArray(): UIntArray {
    return UIntArray(storage.reversedArray())
}
```

```kotlin
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reverseArray(): UIntArray {
    return UIntArray(storage.reversedArray())
}
```

```kotlin
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reverseArray(): UByteArray {
    return UByteArray(storage.reversedArray())
}
```

```kotlin
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reverseArray(): UShortArray {
    return UShortArray(storage.reversedArray())
}
```
ULongArray.reversedArray(): ULongArray {
    return ULongArray(storage.reversedArray())
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UByteArray.reversedArray(): UByteArray {
    return UByteArray(storage.reversedArray())
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UShortArray.reversedArray(): UShortArray {
    return UShortArray(storage.reversedArray())
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UIntArray.reversedArray(): UIntArray {
    return UIntArray(storage.reversedArray())
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UByteArray.reversedArray(): UByteArray {
    return UByteArray(storage.reversedArray())
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UShortArray.reversedArray(): UShortArray {
    return UShortArray(storage.reversedArray())
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UIntArray.sortDescending(): Unit {
    if (size > 1) {
        sort() reverse()
    }
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun UIntArray.sortDescending(): Unit {
    if (size > 1) {
        sort() reverse()
    }
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun ULongArray.sortDescending(): Unit {
    if (size > 1) {
        sort() reverse()
    }
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun UByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort() reverse()
    }
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun UShortArray.sortDescending(): Unit {
    if (size > 1) {
        sort() reverse()
    }
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun UIntArray.sorted(): List<UInt> {
    return copyOf().apply { sort() }.asList()
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun ULongArray.sorted(): List<ULong> {
    return copyOf().apply { sort() }.asList()
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun UByteArray.sorted(): List<UByte> {
    return copyOf().apply { sort() }.asList()
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun UShortArray.sorted(): List<UShort> {
    return copyOf().apply { sort() }.asList()
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun UIntArray.sortedArray(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun ULongArray.sortedArray(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun UByteArray.sortedArray(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun UShortArray.sortedArray(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UShortArray.sortedArrayDescending():
UShortArray { if (isEmpty()) return this return copyOf().apply { sortDescending() } }

Returns a list of all elements sorted descending according to their natural sort order.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UIntArray.sortedDescending(): List<UInt>
{ return copyOf().apply { sort() }.reversed() }

Returns a list of all elements sorted according to their natural sort order.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun ULongArray.sortedDescending(): List<ULong>
{ return copyOf().apply { sort() }.reversed() }

Returns a list of all elements sorted according to their natural sort order.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UByteArray.sortedDescending(): List<UByte>
{ return copyOf().apply { sort() }.reversed() }

Returns a list of all elements sorted according to their natural sort order.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UShortArray.sortedDescending(): List<UShort>
{ return copyOf().apply { sort() }.reversed() }

Returns a list of all elements sorted according to their natural sort order.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UIntArray.sortedDescending(): List<UInt>
{ return copyOf().apply { sort() }.reversed() }

Returns a list of all elements sorted according to their natural sort order.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun ULongArray.sortedDescending(): List<ULong>
{ return copyOf().apply { sort() }.reversed() }

Returns a list of all elements sorted according to their natural sort order.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UByteArray.sortedDescending(): List<UByte>
{ return copyOf().apply { sort() }.reversed() }

Returns a list of all elements sorted according to their natural sort order.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UShortArray.sortedDescending(): List<UShort>
{ return copyOf().apply { sort() }.reversed() }

Returns a list of all elements sorted according to their natural sort order.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UIntArray.sortedDescending(): List<UInt>
{ return copyOf().apply { sort() }.reversed() }

Returns a list of all elements sorted according to their natural sort order.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun ULongArray.sortedDescending(): List<ULong>
{ return copyOf().apply { sort() }.reversed() }

Returns a list of all elements sorted according to their natural sort order.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UByteArray.sortedDescending(): List<UByte>
{ return copyOf().apply { sort() }.reversed() }

Returns a list of all elements sorted according to their natural sort order.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UShortArray.sortedDescending(): List<UShort>
{ return copyOf().apply { sort() }.reversed() }

Returns a list of all elements sorted according to their natural sort order.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UIntArray.sortedDescending(): List<UInt>
{ return copyOf().apply { sort() }.reversed() }

Returns a list of all elements sorted according to their natural sort order.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun ULongArray.sortedDescending(): List<ULong>
{ return copyOf().apply { sort() }.reversed() }

Returns a list of all elements sorted according to their natural sort order.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UByteArray.sortedDescending(): List<UByte>
{ return copyOf().apply { sort() }.reversed() }

Returns a list of all elements sorted according to their natural sort order.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UShortArray.sortedDescending(): List<UShort>
{ return copyOf().apply { sort() }.reversed() }

Returns a list of all elements sorted according to their natural sort order.
[UShortArray], which is a view of this array where each element is an unsigned reinterpretation
* of the corresponding element of this array.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ShortArray.asUShortArray(): UShortArray {
    return UShortArray(this)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another;\n * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UIntArray.contentEquals(other: UIntArray): Boolean {
    return storage.contentEquals(other.storage)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another;\n * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULongArray.contentEquals(other: ULongArray): Boolean {
    return storage.contentEquals(other.storage)
}

/**
 * Returns a hash code based on the contents of this array as if it is \[List\].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is \[List\].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is \[List\].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is \[List\].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

/**
 * Returns a string representation of the contents of the specified array as if it is \[List\].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

/**
 * Returns a string representation of the contents of the specified array as if it is \[List\].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

/**
 * Returns a string representation of the contents of the specified array as if it is \[List\].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

/**
 * Returns a string representation of the contents of the specified array as if it is \[List\].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}
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```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.copyInto(destination: UIntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
UIntArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
 * destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of
 * range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
ULongArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
 * destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of
 * range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
UByteArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
 * destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of
 * range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
UShortArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.copyOf(): UIntArray {
    return UIntArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.copyOf(): ULongArray {
    return ULongArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.copyOf(): UByteArray {
    return UByteArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.copyOf(): UShortArray {
    return UShortArray(storage.copyOf())
}
```

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UByteArray.copyOf(): UByteArray {
    return UByteArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @param sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyOf(): UByteArray {
    return UByteArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyOf(newSize: Int): UByteArray {
    return UByteArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyOf(): UShortArray {
    return UShortArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyOf(newSize: Int): UShortArray {
    return UShortArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Returns new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray {
    return UShortArray(storage.copyOfRange(fromIndex, toIndex))
}
NonNull copyOfRange(fromIndex, toIndex))

/**
* Fills this array or its subrange with the specified [element] value.
* @param fromIndex the start of the range (inclusive), 0 by default.
* @param toIndex the end of the range (exclusive), size of this array by default.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentOutOfRangeException if [fromIndex] is greater than [toIndex].
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toShort(), fromIndex, toIndex)
}

/**
* Fills this array or its subrange with the specified [element] value.
* @param fromIndex the start of the range (inclusive), 0 by default.
* @param toIndex the end of the range (exclusive), size of this array by default.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentOutOfRangeException if [fromIndex] is greater than [toIndex].
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toByte(), fromIndex, toIndex)
}

/**
* Fills this array or its subrange with the specified [element] value.
* @param fromIndex the start of the range (inclusive), 0 by default.
* @param toIndex the end of the range (exclusive), size of this array by default.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentOutOfRangeException if [fromIndex] is greater than [toIndex].
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toLong(), fromIndex, toIndex)
}

/**
* Returns the range of valid indices for the array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UIntArray.indices: IntRange
    get() = storage.indices

/**
* Returns the range of valid indices for the array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.indices: IntRange
    get() = storage.indices

/**
* Returns the range of valid indices for the array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UByteArray.indices: IntRange
    get() = storage.indices

/**
* Returns the range of valid indices for the array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UShortArray.indices: IntRange
    get() = storage.indices

/**
* Returns an array containing all elements of the original array and then the given [element].
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.plus(element: UInt): UIntArray {
    return UIntArray(storage + element.toInt())
}

/**
* Returns an array containing all elements of the original array and then the given [element].
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.plus(element: ULong): ULongArray {
    return ULongArray(storage + element.toLong())
}
public inline operator fun UByteArray.plus(element: UByte): UByteArray {
    return UByteArray(storage + element.toByte())
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte()
    return UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntArray.plus(elements: Collection<UInt>): UIntArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toInt()
    return UIntArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toShort()
    return UShortArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongArray.plus(elements: Collection<ULong>): ULongArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toLong()
    return ULongArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte()
    return UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toShort()
    return UShortArray(result)
}

public fun UIntArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

public fun ULongArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

public fun UByteArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

public fun UShortArray.sort(): Unit {
    if (size > 1) sortArray(this)
}
ByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

/**
 * Returns an array of type
 * [IntArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.toIntArray(): IntArray {
    return storage.copyOf()
}

/**
 * Returns an array of type
 * [LongArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())
}

/**
 * Returns an array of type
 * [LongArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.toShortArray(): ShortArray {
    return storage.copyOf()
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.toTypedArray(): Array<UInt> {
    return Array(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.toULongArray(): ULongArray {
    return ULongArray(size) { index -> this[index] }
}

/**
 * Returns an array of UByte containing all of the elements of this generic array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Array<out UByte>.toUByteArray(): UByteArray {
    return UByteArray(size) { index -> this[index] }
}

/**
 * Returns an array of type
 * [UByteArray], which is a copy of this array where each element is an unsigned
 * reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

/**
 * Returns an array of type
 * [LongArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.toLongArray(): LongArray {
    return storage.copyOf()
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())
}

/**
 * Returns an array of type
 * [LongArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.toShortArray(): ShortArray {
    return storage.copyOf()
}

/**
 * Returns an array of UByte containing all of the elements of this generic array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UintArray.toUIntArray(): UIntArray {
    return UIntArray(size) { index -> this[index] }
}

/**
 * Returns an array of type
 * [UIntArray], which is a copy of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.toUIntArray(): UIntArray {
    return UIntArray(this.copyOf())
}

/**
 * Returns an array of ULong containing all of the elements of this generic array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

/**
 * Returns an array of type
 * [ULongArray], which is a copy of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.toShortArray(): ShortArray {
    return storage.copyOf()
}

/**
 * Returns an array of UByte containing all of the elements of this generic array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Array<out UByte>.toUByteArray(): UByteArray {
    return UByteArray(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UintArray.toTypedArray(): Array<UInt> {
    return Array(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.toULongArray(): ULongArray {
    return ULongArray(size) { index -> this[index] }
}

/**
 * Returns an array of UByte containing all of the elements of this generic array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Array<out UByte>.toUByteArray(): UByteArray {
    return UByteArray(size) { index -> this[index] }
}

/**
 * Returns an array of type
 * [UByteArray], which is a copy of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

/**
 * Returns an array of type
 * [LongArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.toLongArray(): LongArray {
    return storage.copyOf()
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())
}

/**
 * Returns an array of type
 * [LongArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.toShortArray(): ShortArray {
    return storage.copyOf()
}

/**
 * Returns an array of UByte containing all of the elements of this generic array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UintArray.toUIntArray(): UIntArray {
    return UIntArray(size) { index -> this[index] }
}

/**
 * Returns an array of type
 * [UIntArray], which is a copy of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.toUIntArray(): UIntArray {
    return UIntArray(this.copyOf())
}

/**
 * Returns an array of ULong containing all of the elements of this generic array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

/**
 * Returns an array of type
 * [ULongArray], which is a copy of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.toShortArray(): ShortArray {
    return storage.copyOf()
}

/**
 * Returns an array of UByte containing all of the elements of this generic array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Array<out UByte>.toUByteArray(): UByteArray {
    return UByteArray(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UintArray.toTypedArray(): Array<UInt> {
    return Array(size) { index -> this[index] }
}

/**
 * Returns an array of type
 * [UIntArray], which is a copy of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.toUIntArray(): UIntArray {
    return UIntArray(this.copyOf())
}

/**
 * Returns an array of ULong containing all of the elements of this generic array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public func
ShortArray.toUShortArray(): UShortArray

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UIntArray.flatMap(transform: (UInt) -> Iterable<R>): List<R>

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> ULongArray.flatMap(transform: (ULong) -> Iterable<R>): List<R>

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R>

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R>

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R, C : MutableCollection<in R>> UIntArray.flatMapTo(destination: C, transform: (UInt) -> Iterable<R>): C

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R, C : MutableCollection<in R>> ULongArray.flatMapTo(destination: C, transform: (ULong) -> Iterable<R>): C

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R, C : MutableCollection<in R>> UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R, C : MutableCollection<in R>> UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <K> UIntArray.flatMapTo(destination: C, transform: (UInt) -> Iterable<R>): C

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <K> ULongArray.flatMapTo(destination: C, transform: (ULong) -> Iterable<R>): C

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <K> UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <K> UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C

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groupByTo(LinkedHashMap<K, MutableList<ULong>>(), keySelector)\n
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * @sample samples.collections.Collections.Transformations.groupBy\n
*/
@SinceKotlin("1.3")\npublic inline fun <K> UByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>> \n
groupByTo(LinkedHashMap<K, MutableList<UByte>>(), keySelector)\n
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * @sample samples.collections.Collections.Transformations.groupBy\n
*/
@SinceKotlin("1.3")\npublic inline fun <K> UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>> \n
groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector)\n
/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\nThe returned map preserves the entry iteration order of the keys produced from the original array.\n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n
*/
@SinceKotlin("1.3")\npublic inline fun <K, V> UIntArray.groupBy(keySelector: (UInt) -> K, valueTransform: (UInt) -> V): Map<K, List<V>> \n
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n
/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\nThe returned map preserves the entry iteration order of the keys produced from the original array.\n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n
*/
@SinceKotlin("1.3")\npublic inline fun <K, V> ULongArray.groupBy(keySelector: (ULong) -> K, valueTransform: (ULong) -> V): Map<K, List<V>> \n
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\nThe returned map preserves the entry iteration order of the keys produced from the original array.\n * @sample samples.collections.Collections.Transformations.groupBy\n
*/
@SinceKotlin("1.3")\npublic inline fun <K> UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> \n
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\nThe returned map preserves the entry iteration order of the keys produced from the original array.\n * @sample samples.collections.Collections.Transformations.groupBy\n
*/
@SinceKotlin("1.3")\npublic inline fun <K> UShortArray.groupBy(keySelector: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>> \n
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\nThe returned map preserves the entry iteration order of the keys produced from the original array.\n * @return The
[destination] map.

```kotlin
@Sample
val key = keySelector(element)
val list = destination.getOrPut(key)
ArrayList<UInt>()

list.add(element)

return destination
}

*/
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {

for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrPut(key)
    list.add(element)
}

return destination
}

*/
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<K, MutableList<UInt>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K): M {

for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrPut(key)
    list.add(element)
}

return destination
}

*/
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<K, MutableList<UByte>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M {

for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrPut(key)
    list.add(element)
}

return destination
}

*/
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<K, MutableList<UInt>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M {

for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrPut(key)
    list.add(element)
}

return destination
}

*/
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<K, MutableList<V>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K, valueTransform: (UInt) -> V): M {

for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrPut(key)
    list.add(valueTransform(element))
}

return destination
}

*/
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<K, MutableList<V>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K, valueTransform: (ULong) -> V): M {

for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrPut(key)
    list.add(valueTransform(element))
}

return destination
}

*/
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<K, MutableList<V>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V): M {

for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrPut(key)
    list.add(valueTransform(element))
}

return destination
}

*/
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<K, MutableList<V>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K, valueTransform: (UShort) -> V): M {

for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrPut(key)
    list.add(valueTransform(element))
}

return destination
}
```

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```kotlin
valueTransform: (UByte) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array in * by the key returned by the given [keySelector] function applied to the element in *
 * and puts to the
 * [destination] map each group key associated with a list of corresponding values in *
 * @param The [destination] map.
 * @param * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K, valueTransform: (UShort) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function in *
 * to each element in the original array.
 * @param * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.map(transform: (UInt) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function in *
 * to each element in the original array.
 * @param * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.map(transform: (ULong) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function in *
 * to each element in the original array.
 * @param * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.map(transform: (UByte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function in *
 * to each element in the original array.
 * @param * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.map(transform: (UShort) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
```

---

*Open Source Used In DNAC Platform Arica 12198*
[transform] function that takes the index of an element and the element itself * and returns the result of the transform applied to the element.

```kotlin
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UIntArray.mapIndexedTo(destination: C, transform: (Int, UInt) -> R): C {
  var index = 0
  for (item in this)
    destination.add(transform(index++, item))
  return destination
}
```

Applies the given [transform] function to each element and its index in the original array * and appends the results to the given [destination].

```kotlin
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> ULongArray.mapIndexedTo(destination: C, transform: (Int, ULong) -> R): C {
  var index = 0
  for (item in this)
    destination.add(transform(index++, item))
  return destination
}
```

Applies the given [transform] function to each element and its index in the original array * and appends the results to the given [destination].

```kotlin
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UByteArray.mapIndexedTo(destination: C, transform: (Int, UByte) -> R): C {
  var index = 0
  for (item in this)
    destination.add(transform(index++, item))
  return destination
}
```

Applies the given [transform] function to each element and its index in the original array * and appends the results to the given [destination].

```kotlin
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UShortArray.mapIndexedTo(destination: C, transform: (Int, UShort) -> R): C {
  var index = 0
  for (item in this)
    destination.add(transform(index++, item))
  return destination
}
```

Applies the given [transform] function to each element and its index in the original array * and appends the results to the given [destination].

```kotlin
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :MutableCollection<in R>> UIntArray.mapTo(destination: C, transform: (UInt) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
```

Applies the given [transform] function to each element of the original array * and appends the results to the given [destination].

```kotlin
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :MutableCollection<in R>> ULongArray.mapTo(destination: C, transform: (UInt) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
```

Applies the given [transform] function to each element of the original array * and appends the results to the given [destination].

```kotlin
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :MutableCollection<in R>> UByteArray.mapTo(destination: C, transform: (UInt) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
```

Applies the given [transform] function to each element of the original array * and appends the results to the given [destination].

```kotlin
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :MutableCollection<in R>> UShortArray.mapTo(destination: C, transform: (UInt) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
```

Applies the given [transform] function to each element of the original array * and appends the results to the given [destination].
Iterable<IndexedValue<UByte>> { return IndexingIterable { iterator() } }\n
/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the\n * element itself.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.withIndex():\n    Iterable<IndexedValue<UByte>> {\n        return IndexingIterable { iterator() }\n    }\n
/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.all(predicate: (UInt) -> Boolean): Boolean \n    return storage.any() && predicate(first)\n
/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.all(predicate: (ULong) -> Boolean): Boolean \n    return storage.any() && predicate(first)\n
/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.all(predicate: (UByte) -> Boolean): Boolean \n    return storage.any() && predicate(first)\n
/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.all(predicate: (UShort) -> Boolean): Boolean \n    return storage.any() && predicate(first)\n
/**
 * Returns `true` if at least one element matches\n * the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.anyWithPredicate(predicate: (UInt) -> Boolean): Boolean \n    return storage.any() || predicate(first)\n
/**
 * Returns `true` if at least one element matches\n * the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.anyWithPredicate(predicate: (ULong) -> Boolean): Boolean \n    return storage.any() || predicate(first)\n
/**
 * Returns `true` if at least one element matches\n * the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.anyWithPredicate(predicate: (UByte) -> Boolean): Boolean \n    return storage.any() || predicate(first)\n
/**
 * Returns `true` if at least one element matches\n * the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.anyWithPredicate(predicate: (UShort) -> Boolean): Boolean \n    return storage.any() || predicate(first)\n
/**
 * Returns the number of elements matching the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.count\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic var UIntArray.count: Int get() = storage.count()
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\npublic inline fun

UIntArray.count(predicate: (UInt) -> Boolean): Int {\n    var count = 0n
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun

ULongArray.count(predicate: (ULong) -> Boolean): Int {\n    var count = 0n
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun

UByteArray.count(predicate: (UByte) -> Boolean): Int {
    var count = 0n
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun

UShortArray.count(predicate: (UShort) -> Boolean): Int {
    var count = 0n
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\npublic inline fun <R>

UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\npublic inline fun <R>

ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\npublic inline fun <R>

UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
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    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\npublic inline fun <R>

UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\npublic inline fun <R>

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}

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    var index = 0
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    return accumulator
}

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 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
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UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {
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    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

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    var index = 0
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    for (element in this) accumulator = operation(index++, accumulator, element)
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}

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@SinceKotlin("1.3")@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\npublic inline fun <R>

UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\npublic inline fun <R>

    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\npublic inline fun <R>

UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\npublic inline fun <R>
accumulator

**\* Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.**

*\@SinceKotlin("1.3\")\*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\public inline fun \<R> UShortArray.foldRightIndexed(initial: R, operation: (Int, acc: R, UShort) -> R): R {\n    var index = 0\n    var accumulator = initial\n    while (index >= 0) {\n        accumulator = operation(index++, accumulator, element)\n    }\n    return accumulator\n}

**\* Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.**

*\@SinceKotlin("1.3\")\*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\public inline fun \<R> UIntArray.foldRight(initial: R, operation: (UInt, acc: R) -> R): R {\n    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator\n}

**\* Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.**

*\@SinceKotlin("1.3\")\*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\public inline fun \<R> ULongArray.foldRight(initial: R, operation: (ULong, acc: R) -> R): R {\n    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}

**\* Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.**

*\@SinceKotlin("1.3\")\*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\public inline fun \<R> UByteArray.foldRightIndexed(initial: R, operation: (Int, UByte, acc: R) -> R): R {\n    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}

**\* Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.**

*\@SinceKotlin("1.3\")\*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\public inline fun \<R> UShortArray.foldRightIndexed(initial: R, operation: (Int, acc: R, UShort) -> R): R {\n    var index = 0\n    var accumulator = initial\n    for (element in this) accumulator = operation(index++, accumulator, element)\n    return accumulator\n}

**\* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.**

*\@SinceKotlin("1.3\")\*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\public inline fun \<R> UShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UShort) -> R): R {\n    var index = 0\n    for (element in this) accumulator = initial\n    return accumulator\n}

**\* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.**

*\@SinceKotlin("1.3\")\*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\public inline fun \<R> UIntArray.foldIndexed(initial: R, operation: (Int, acc: R, UInt) -> R): R {\n    var index = 0\n    for (element in this) accumulator = operation(index++, acc, element)\n    return accumulator\n}

**\* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.**

*\@SinceKotlin("1.3\")\*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\public inline fun \<R> ULongArray.foldIndexed(initial: R, operation: (Int, acc: R, ULong) -> R): R {\n    var index = 0\n    for (element in this) accumulator = operation(index++, acc, element)\n    return accumulator\n}

**\* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.**

*\@SinceKotlin("1.3\")\*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\public inline fun \<R> UByteArray.foldIndexed(initial: R, operation: (Int, acc: R, UByte) -> R): R {\n    var index = 0\n    for (element in this) accumulator = operation(index++, acc, element)\n    return accumulator\n}

**\* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.**

*\@SinceKotlin("1.3\")\*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\public inline fun \<R> UShortArray.foldIndexed(initial: R, operation: (Int, acc: R, UShort) -> R): R {\n    var index = 0\n    for (element in this) accumulator = operation(index++, acc, element)\n    return accumulator\n}
accumulator
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
    UShortArray.foldRightIndexed(initial: R, operation: (Int, UShort, acc: R) -> R): R
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself\n * and performs the desired action on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.forEachIndexed(action: (Int, UInt) -> Unit): Unit
    var index = 0
    for (item in this) action(index++, item)

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself\n * and performs the desired action on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.forEachIndexed(action: (Int, ULong) -> Unit): Unit
    var index = 0
    for (item in this) action(index++, item)

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself\n * and performs the desired action on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.forEachIndexed(action: (Int, UByte) -> Unit): Unit
    var index = 0
    for (item in this) action(index++, item)

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself\n * and performs the desired action on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.forEachIndexed(action: (Int, UShort) -> Unit): Unit
    var index = 0
    for (item in this) action(index++, item)

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.max(): UInt? {
    if (isEmpty()) return null
    var max = this[0] for (i in 1..lastIndex) { val e = this[i] if (max < e) max = e
    return max}
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.max(): ULong? {
    if (isEmpty()) return null
    var max = this[0] for (i in 1..lastIndex) { val e = this[i] if (max < e) max = e
    return max}
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.max(): UByte? {
    if (isEmpty()) return null
    var max = this[0] for (i in 1..lastIndex) { val e = this[i] if (max < e) max = e
    return max}
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.max(): UShort? {
    if (isEmpty()) return null
    var max = this[0] for (i in 1..lastIndex) { val e = this[i] if (max < e) max = e
    return max}
}
fun UShortArray.max(): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

fun UIntArray.maxBy(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

fun ULongArray.maxBy(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

fun UByteArray.maxBy(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

fun UShortArray.maxBy(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

fun UIntArray.min(): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

fun ULongArray.minBy(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

fun UByteArray.minBy(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

fun UShortArray.minBy(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

fun UIntArray.maxWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

fun ULongArray.maxWith(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

fun UByteArray.maxWith(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

fun UShortArray.maxWith(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.min(): ULong? {\n    \n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (min > e) min = e\n    }\n    return min\n}\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\nfunction UByteArray.min(): UByte? {\n    \n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (min > e) min = e\n    }\n    return min\n}\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.min(): UShort? {\n    \n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (min > e) min = e\n    }\n    return min\n}\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.minBy(selector: (UInt) -> R): ULong? {\n    \n    if (isEmpty()) return null\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minValue = v\n        }\n    }\n    return minElem\n}\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.minBy(selector: (ULong) -> R): ULong? {\n    \n    if (isEmpty()) return null\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minValue = v\n        }\n    }\n    return minElem\n}\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.minBy(selector: (UByte) -> R): UByte? {\n    \n    if (isEmpty()) return null\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minValue = v\n        }\n    }\n    return minElem\n}\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.minBy(selector: (UShort) -> R): UShort? {\n    \n    if (isEmpty()) return null\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minValue = v\n        }\n    }\n    return minElem\n}\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.minWith(comparator: Comparator<in UInt>): UInt? {\n    \n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.minWith(comparator: Comparator<in ULong>): ULong? {\n    \n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.minWith(comparator: Comparator<in UByte>): UByte? {\n    \n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.minWith(comparator: Comparator<in UShort>): UShort? {\n    \n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}
Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.minWith(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

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        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
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        if (comparator.compare(min, e) > 0) min = e
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    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

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 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.minWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
```

```kotlin
UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRight(operation: (ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRight(operation: (UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reduceRight(operation: (UShort, acc: UShort) -> UShort): UShort {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.
 * @param [operation]
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightIndexed(operation: (index: Int, UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.
 * @param [operation]
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRightIndexed(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.
 * @param [operation]
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRightIndexed(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.
 * @param [operation]
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

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accumulator)
        --index
    }
    return accumulator
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.sumBy(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.sumBy(selector: (ULong) -> ULong): ULong {
    var sum: ULong = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.sumBy(selector: (UByte) -> UByte): ULong {
    var sum: ULong = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.sumBy(selector: (UShort) -> UShort): ULong {
    var sum: ULong = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public infix fun <R> UIntArray.zip(other: Array<out R>): List<Pair<UInt, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public infix fun <R> ULongArray.zip(other: Array<out R>): List<Pair<ULong, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public infix fun <R> UByteArray.zip(other: Array<out R>): List<Pair<UByte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public infix fun <R> UShortArray.zip(other: Array<out R>): List<Pair<UShort, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.sumByDouble(selector: (UInt) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.sumByDouble(selector: (ULong) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.sumByDouble(selector: (UByte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.sumByDouble(selector: (UShort) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
Array<out R>): List<Pair<UInt, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }\n} /* Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index\n* using the provided [transform] function applied to each pair of elements. \n* The returned list has length of the shortest collection. \n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> ULongArray.zip(other: Array<out R>, transform: (a: ULong, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list\n} /* Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index\n* using the provided [transform] function applied to each pair of elements. \n* The returned list has length of the shortest collection. \n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

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    val size = minOf(size, other.size)
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        list.add(transform(this[i], other[i]))
    }
    return list\n} /* Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index\n* using the provided [transform] function applied to each pair of elements. \n* The returned list has length of the shortest collection. \n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> UShortArray.zip(other: Array<out R>, transform: (a: UShort, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list\n} /* Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index\n* using the provided [transform] function applied to each pair of elements. \n* The returned list has length of the shortest collection. \n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> UIntArray.zip(other: Array<out R>, transform: (a: UInt, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list\n} /* Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index\n* using the provided [transform] function applied to each pair of elements. \n* The returned list has length of the shortest collection. \n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic infix fun <R> UIntArray.zip(other: Iterable<R>): List<Pair<UInt, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }\n} /* Returns a list of pairs built from the elements of ‘this’ collection and [other] array with the same index. \n* The returned list has length of the shortest collection. \n* \n* @sample samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic infix fun <R> ULongArray.zip(other: Iterable<R>): List<Pair<ULong, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }\n} /* Returns a list of pairs built from the elements of ‘this’ collection and [other] array with the same index. \n* The returned list has length of the shortest collection. \n* \n* @sample samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic infix fun <R> UByteArray.zip(other: Iterable<R>): List<Pair<UByte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }\n} /* Returns a list of pairs built from the elements of ‘this’ collection and [other] array with the same index. \n* The returned list has length of the shortest collection. \n* \n* @sample samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic infix fun <R> UShortArray.zip(other: Iterable<R>): List<Pair<UShort, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }\n} /* Returns a list of pairs built from the elements of ‘this’ collection and [other] array with the same index. \n* The returned list has length of the shortest collection. \n* \n* @sample samples.collections.Iterables.Operations.zipIterable
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@in\@kotlin.internal.InlineOnly\@public infix inline fun <R, V> UIntArray.zip\(other: Iterable\(R\)\)\(\to V\)\): List\(\langle V \rangle\) {
    \(\left[\begin{array}{l}
    \n    \text{val arraySize = size}\n    \text{val list = ArrayList\(V\)\(\langle\minOf(\text{other.collectionSizeOrDefault(10), arraySize})\rangle\)}
    \text{var i = 0 for (element in other) {\n    if (i >= arraySize) break\n    list.add(transform(this[i++], element))\n    }}
    \text{return list}\n}\right] *

Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n * using the provided [transform] function applied to each pair of elements.\n * * The returned list has length of the shortest collection.\n * * * @sample samples.collections.Operations.zipIterableWithTransform\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@in\@kotlin.internal.InlineOnly\@public inline fun <R, V> ULongArray.zip\(other: Iterable\(R\), transform:\(a: ULong, b: R\)\(\to V\)\): List\(\langle V \rangle\) {
    \(\left[\begin{array}{l}
    \n    \text{val arraySize = size}\n    \text{val list = ArrayList\(V\)\(\langle\minOf(\text{other.collectionSizeOrDefault(10), arraySize})\rangle\)}
    \text{var i = 0 for (element in other) {\n    if (i >= arraySize) break\n    list.add(transform(this[i++], element))\n    }}
    \text{return list}\n}\right] *

Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n * using the provided [transform] function applied to each pair of elements.\n * * The returned list has length of the shortest collection.\n * * * @sample samples.collections.Operations.zipIterableWithTransform\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@in\@kotlin.internal.InlineOnly\@public infix inline fun <R, V> UByteArray.zip\(other: Iterable\(R\), transform:\(a: UByte, b: R\)\(\to V\)\): List\(\langle V \rangle\) {
    \(\left[\begin{array}{l}
    \n    \text{val arraySize = size}\n    \text{val list = ArrayList\(V\)\(\langle\minOf(\text{other.collectionSizeOrDefault(10), arraySize})\rangle\)}
    \text{var i = 0 for (element in other) {\n    if (i >= arraySize) break\n    list.add(transform(this[i++], element))\n    }}
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Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * * The returned list has length of the shortest collection.\n * * * @sample samples.collections.Operations.zipIterable\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public infix fun UIntArray.zip\(other: UIntArray\): List\(\langle Pair<UInt, UInt> \rangle\) {
    \(\left[\begin{array}{l}
    \n    \text{return zip\(other\) \{ t1, t2 -> t1 to t2 \} }\right] *

Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * * The returned list has length of the shortest collection.\n * * * @sample samples.collections.Operations.zipIterable\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public infix fun ULongArray.zip\(other: ULongArray\): List\(\langle Pair<ULong, ULong> \rangle\) {
    \(\left[\begin{array}{l}
    \n    \text{return zip\(other\) \{ t1, t2 -> t1 to t2 \} }\right] *

Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * * The returned list has length of the shortest collection.\n * * * @sample samples.collections.Operations.zipIterable\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public infix fun UByteArray.zip\(other: UByteArray\): List\(\langle Pair<UByte, UByte> \rangle\) {
    \(\left[\begin{array}{l}
    \n    \text{return zip\(other\) \{ t1, t2 -> t1 to t2 \} }\right] *

Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * * The returned list has length of the shortest collection.\n * * * @sample samples.collections.Operations.zipIterable\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public infix fun UShortArray.zip\(other: UShortArray\): List\(\langle Pair<UShort, UShort> \rangle\) {
    \(\left[\begin{array}{l}
    \n    \text{return zip\(other\) \{ t1, t2 -> t1 to t2 \} }\right] *

Returns a list of values built from the elements of `this` array and the [other] array with the same index using the provided [transform] function applied to each pair of elements.\n * * The returned list has length of the shortest array.\n * * * @sample samples.collections.Operations.zipIterableWithTransform\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@in\@kotlin.internal.InlineOnly\@public inline fun <V> UIntArray.zip\(other: UIntArray, transform:\(a: UInt, b: UInt\)\(\to V\)\): List\(\langle V \rangle\) {
    \(\left[\begin{array}{l}
    \n    \text{val size = minOf(size, other.size)}\n    \text{val list = ArrayList\(V\)\(\langle size\)}
    \text{for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n    }}
    \text{return list}\n}\right] *
/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @param other the other array
 * @param transform the function to apply to each pair of elements
 * @return a list containing the transformed values
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V, W>

ULongArray.zip(other: ULongArray, transform: (a: ULong, b: ULong) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @param other the other array
 * @param transform the function to apply to each pair of elements
 * @return a list containing the transformed values
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V, W>

UByteArray.zip(other: UByteArray, transform: (a: UByte, b: UByte) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @param other the other array
 * @param transform the function to apply to each pair of elements
 * @return a list containing the transformed values
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V, W>

    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun 

Array<out UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun 

Array<out ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun 

Array<out UByte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun 

Array<out UShort>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun 

UIntArray.sum(): Int {
    return storage.sum().toUInt()
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun 

ULongArray.sum(): Int {
    return storage.sum().toULong()
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun 

UByteArray.sum(): Int {
    return sumBy { it.toUInt() }
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun 

UShortArray.sum(): Int {
    return sumBy { it.toUInt() }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @param other the other array
 * @param transform the function to apply to each pair of elements
 * @return a list containing the transformed values
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun 

samples.collections.Operations.zipIterableWithTransform

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @param other the other array
 * @param transform the function to apply to each pair of elements
 * @return a list containing the transformed values
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun 

samples.collections.Operations.zipIterableWithTransform
elements of this collection.

```kotlin
Collection<UByte>.toUByteArray(): UByteArray
```

```kotlin
Collection<UInt>.toUIntArray(): UIntArray
```

```kotlin
Collection<ULong>.toULongArray(): ULongArray
```

```kotlin
Collection<UShort>.toUShortArray(): UShortArray
```

```kotlin
Iterable<UInt>.sum(): UInt
```

```kotlin
Iterable<ULong>.sum(): ULong
```

```kotlin
Iterable<UByte>.sum(): UInt
```

```kotlin
Iterable<UShort>.sum(): UInt
```

```kotlin
maxOf(a: UInt, b: UInt): UInt
```

```kotlin
maxOf(a: ULong, b: ULong): ULong
```

```kotlin
maxOf(a: UByte, b: UByte): UByte
```

```kotlin
maxOf(a: UShort, b: UShort): UShort
```

```kotlin
minOf(a: UInt, b: UInt): UInt
```

```kotlin
minOf(a: ULong, b: ULong): ULong
```

```kotlin
minOf(a: UByte, b: UByte): UByte
```

```kotlin
minOf(a: UShort, b: UShort): UShort
```

```kotlin
@file:kotlin.jvm.JvmMultifileClass
```

```kotlin
@file:kotlin.jvm.JvmName("UComparisonsKt")
```

```kotlin
package kotlin.comparisons
```

```kotlin
//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
// https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UInt, b: UInt): UInt {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UByte, b: UByte): UByte {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UShort, b: UShort): UShort {
    return if (a >= b) a else b
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun maxOf(a: UInt, b: UInt, c: UInt): UInt {
    return maxOf(maxOf(a, b), c)
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun maxOf(a: ULong, b: ULong, c: ULong): ULong {
    return maxOf(maxOf(a, b), c)
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun maxOf(a: UByte, b: UByte, c: UByte): UByte {
    return maxOf(maxOf(a, b), c)
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return maxOf(maxOf(a, b), c)
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun minOf(a: UInt, b: UInt): UInt {
    return if (a <= b) a else b
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun minOf(a: ULong, b: ULong): ULong {
    return if (a <= b) a else b
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun minOf(a: UByte, b: UByte): UByte {
    return minOf(minOf(a, b), c)
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun minOf(a: UShort, b: UShort): UShort {
    return minOf(minOf(a, b), c)
}

/*
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 *
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UComparisonsKt")

package kotlin.comparisons

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
// https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("URangesKt")

package kotlin.ranges

import kotlin.random.*

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntRange.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongRange.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntRange.random(random: Random): UInt {
    try {
        return random.nextUInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongRange.random(random: Random): ULong {
    try {
        return random.nextULong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Checks if the specified value belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UByte): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified value belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UByte): Boolean {
    return contains(value.toULong())
}

/*
 */

/*! @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n\nfun minOf(a: ULong, b: ULong): ULong {
    return if (a <= b) a else b
}\n
/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UByte, b: UByte): UByte {
    return if (a <= b) a else b
}\n
/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UShort, b: UShort): UShort {
    return if (a <= b) a else b
}\n
/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UInt, b: UInt, c: UInt): UInt {
    return minOf(a, minOf(b, c))
}\n
/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: ULong, b: ULong, c: ULong): ULong {
    return minOf(a, minOf(b, c))
}\n
/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UByte, b: UByte, c: UByte): UByte {
    return minOf(a, minOf(b, c))
}\n
/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return minOf(a, minOf(b, c))
}\n
/*! */
*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic operator fun UIntRange.contains(value: ULong): Boolean {\n    return (value shr Int.SIZE_BITS) == 0L && contains(value.toUInt())\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic operator fun UIntRange.contains(value: UShort): Boolean {
    return contains(value.toUInt())\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic operator fun ULongRange.contains(value: UByte): Boolean {
    return contains(value.toULong())\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic infix fun UByte.downTo(to: UByte): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic infix fun UInt.downTo(to: UInt): UIntProgression {
    return UIntProgression.fromClosedRange(this, to, -1)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic infix fun ULong.downTo(to: ULong): ULongProgression {
    return ULongProgression.fromClosedRange(this, to, -1L)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic infix fun UShort.downTo(to: UShort): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic fun UByte.downTo(to: UByte): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic fun UShort.downTo(to: UShort): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic fun UInt.downTo(to: UInt): UIntProgression {
    return UIntProgression.fromClosedRange(this, to, -1)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic fun ULong.downTo(to: ULong): ULongProgression {
    return ULongProgression.fromClosedRange(this, to, -1L)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic fun UShort.downTo(to: UShort): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic fun UInt.downTo(to: UInt): UIntProgression {
    return UIntProgression.fromClosedRange(this, to, -1)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic infix fun UIntProgression.reversed(): UIntProgression {
    return UIntProgression.fromClosedRange(last, first, -step)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic infix fun ULongProgression.reversed(): ULongProgression {
    return ULongProgression.fromClosedRange(last, first, -step)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic infix fun UIntProgression.step(step: Int): UIntProgression {
    checkStepIsPositive(step > 0, step)\n    return UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic infix fun ULongProgression.step(step: Long): ULongProgression {
    checkStepIsPositive(step > 0, step)\n    return ULongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic infix fun UIntProgression.reversed(): UIntProgression {
    return UIntProgression.fromClosedRange(last, first, -step)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic infix fun ULongProgression.reversed(): ULongProgression {
    return ULongProgression.fromClosedRange(last, first, -step)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic infix fun UIntProgression.step(step: Int): UIntProgression {
    checkStepIsPositive(step > 0, step)\n    return UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic infix fun ULongProgression.step(step: Long): ULongProgression {
    checkStepIsPositive(step > 0, step)\n    return ULongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic infix fun UIntProgression.reversed(): UIntProgression {
    return UIntProgression.fromClosedRange(last, first, -step)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic infix fun ULongProgression.reversed(): ULongProgression {
    return ULongProgression.fromClosedRange(last, first, -step)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic infix fun UIntProgression.step(step: Int): UIntProgression {
    checkStepIsPositive(step > 0, step)\n    return UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\npublic infix fun ULongProgression.step(step: Long): ULongProgression {
    checkStepIsPositive(step > 0, step)\n    return ULongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}
range is empty.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UShort.until(to: UShort): UIntRange {
    return UIntRange.EMPTY
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtLeast(minimumValue: UInt): UInt {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtLeast(minimumValue: ULong): ULong {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtLeast(minimumValue: UByte): UByte {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtMost(maximumValue: UInt): UInt {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtMost(maximumValue: ULong): ULong {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtMost(maximumValue: UByte): UByte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(minimumValue: UInt, maximumValue: UInt): UInt {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    return if (this < minimumValue) minimumValue else if (this > maximumValue) maximumValue else this
}

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceIn(minimumValue: UShort, maximumValue: UShort): UShort {
    return if (minimumValue > maximumValue) maximumValue else this
}

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceIn(minimumValue: UByte, maximumValue: UByte): UByte {
    return if (minimumValue > maximumValue) maximumValue else this
}

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceIn(minimumValue: UShort, maximumValue: UShort): UShort {
    return if (minimumValue > maximumValue) maximumValue else this
}

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceIn(minimumValue: UByte, maximumValue: UByte): UByte {
    return if (minimumValue > maximumValue) maximumValue else this
}
minimumValue) return minimumValue
  if (this > maximumValue) return maximumValue
  return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(minimumValue: ULong, maximumValue: ULong): ULong {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue)
        return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceIn(minimumValue: UByte, maximumValue: UByte): UByte {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue)
        return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceIn(minimumValue: UShort, maximumValue: UShort): UShort {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue)
        return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(range: ClosedRange<UInt>): UInt {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<UInt>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(range: ClosedRange<ULong>): ULong {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<ULong>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}


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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("USequencesKt")

package kotlin.sequences

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
Sequence<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

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 */

package kotlin.collections

import kotlin.internal.PlatformDependent

/**
 * Classes that inherit from this interface can be represented as a sequence of elements that can
 * be iterated over.
 * @param T the type of element being iterated over. The iterator is covariant on its element type.
 */
public interface Iterable<out T> {
    /**
     * Returns an iterator over the elements of this object.
     */
    public operator fun iterator(): Iterator<T>
}

/**
 * Classes that inherit from this interface can be represented as a sequence of elements that can
 * be iterated over and that supports removing elements during iteration.
 * @param T the type of element being iterated over. The mutable iterator is invariant on its element type.
 */
public interface MutableIterable<out T> : Iterable<T> {
    /**
     * Returns an iterator over the elements of this sequence that supports removing elements during iteration.
     */
    override fun iterator(): MutableIterator<T>
}

/**
 * A generic collection of elements. Methods in this interface support only read-only access to the collection;
 * read/write access is supported through the
 * [MutableCollection] interface.
 * @param E the type of elements contained in the collection. The collection is covariant on its element type.
 */
public interface Collection<out E> : Iterable<E> {
    // Query Operations
    /**
     * Returns the size of the collection.
     */
    public val size: Int

    /**
     * Returns `true` if the collection is empty (contains no elements), `false` otherwise.
     */
    public fun isEmpty(): Boolean

    /**
     * Checks if the specified element is contained in this collection.
     */
    public operator fun contains(element: @UnsafeVariance E): Boolean

    override fun iterator(): Iterator<E>

    // Bulk Operations
    /**
     * Adds all of the elements of the specified collection to this collection.
     * @return `true` if any of the specified elements was added to the collection, `false` if the collection was not modified.
     */
    public fun addAll(elements: Collection<E>): Boolean
support duplicate elements, and supports `@param E the type of elements contained in the set. The mutable set is invariant on its element type.

```java
Set<E>, MutableCollection<E> { in // Query Operations
override fun iterator(): MutableIterator<E>
/**
 * Modifies the map by using the specified key/value pairs from another map.
 * `null` is returned as the replacement value for the `null` key.
 * @param from Another mutable map that provides key/value pairs
 * @return the number of key/value pairs added
 */
override fun putAll(from: Map<K, V>): Int
```

```java
/**
 * Adds the specified key to the set.
 * @param element Added element
 * @return `true` if the element has been added, `false` if the element is already contained in the set
 */
override fun add(element: E): Boolean
```

```java
/**
 * Removes the specified key from the set.
 * @param key Key to be removed
 * @return `true` if the key was present in the set, `false` if not
 */
override fun remove(key: K): Boolean
```

```java
/**
 * Removes all elements from this set.
 */
public fun clear(): Unit
```

```java
/**
 * Removes all elements specified by the `elements` collection.
 * @param elements Collection of elements to be removed
 * @return `true` if this set contained any of the specified elements
 */
override fun removeAll(elements: Collection<E>): Boolean
```

```java
/**
 * Removes the specified element from the set.
 * @param element Element to be removed
 * @return `true` if the element is contained in the set
 */
override fun remove(element: E): Boolean
```

```java
/**
 * Returns a read-only set of all keys in this map.
 */
public val keys: Set<K>
```

```java
/**
 * Returns a read-only collection of all values in this map.
 * @return a Read-only collection of all values in this map
 */
public val values: Collection<V>
```

```java
/**
 * Returns a read-only set of all key/value pairs in this map.
 */
public val entries: Set<Map.Entry<K, V>>
```

```java
/**
 * Returns a read-only collection of all key/value pairs in this map.
 * @return a read-only collection of all key/value pairs in this map
 */
public val keysAndValues: Collection<MutablePair<K, V>>
```

```java
/**
 * Returns a read-only collection of all key/value pairs in this map.
 * @return a read-only collection of all key/value pairs in this map
 */
public val keyValues: Collection<MutableMap.Entry<K, V>>
```

```java
/**
 * Returns a read-only collection of all key/value pairs in this map.
 * @return a read-only collection of all key/value pairs in this map
 */
public val entrySet: Collection<MutableMap.Entry<K, V>>
```

```java
/**
 * Returns `true` if the map contains a key that is mapped to the specified value.
 * @param value Value to check for presence
 * @return `true` if the map contains a key that is mapped to the specified value
 */
public fun containsValue(value: V): Boolean
```

```java
/**
 * Returns `true` if the map contains the specified key.
 * @param key Key to check for presence
 * @return `true` if the map contains the specified key
 */
public fun containsKey(key: K): Boolean
```

```java
/**
 * Removes all elements from this map.
 */
public fun clear(): Unit
```

```java
/**
 * Removes all elements from this map.
 */
public fun clear(): Unit
```

```java
/**
 * Associates the specified key with the specified value.
 * @param key Key to associate with the value
 * @param value Value to associate with the key
 */
public fun put(key: K, value: V): V
```

```java
/**
 * Associates the specified key/value pairs from another map.
 * @param from Another map
 */
public fun putAll(from: Map<K, V>): Int
```

```java
/**
 * Associates the specified key/value pairs from another map.
 * @param from Another map
 */
public fun putAll(from: Map<K, V>): Int
```

```java
/**
 * Associates the specified key with the specified value.
 * @param key Key to associate with the value
 * @param value Value to associate with the key
 */
public fun put(key: K, value: V): V
```

```java
/**
 * Associates the specified key/value pairs from another map.
 * @param from Another map
 */
public fun putAll(from: Map<K, V>): Int
```

```java
/**
 * Associates the specified key/value pairs from another map.
 * @param from Another map
 */
public fun putAll(from: Map<K, V>): Int
```
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DO NOT EDIT!\n
apackage kotlin.collections\n
/** An iterator over a sequence of values of type `Byte`. */
@public abstract class ByteIterator : Iterator<Byte> {\n    \n    override final fun next() = nextByte()\n/** Returns the next value in the sequence without boxing. */
\n    public abstract fun nextByte(): Byte\n}

/** An iterator over a sequence of values of type `Int`. */
@public abstract class IntIterator : Iterator<Int> {\n    \n    override final fun next() = nextInt()\n/** Returns the next value in the sequence without boxing. */
\n    public abstract fun nextInt(): Int\n}

/** An iterator over a sequence of values of type `Long`. */
@public abstract class LongIterator : Iterator<Long> {\n    \n    override final fun next() = nextLong()\n/** Returns the next value in the sequence without boxing. */
\n    public abstract fun nextLong(): Long\n}

/** An iterator over a sequence of values of type `Boolean`. */
@public abstract class BooleanIterator : Iterator<Boolean> {\n    \n    override final fun next() = nextBoolean()\n/** Returns the next value in the sequence without boxing. */
\n    public abstract fun nextBoolean(): Boolean\n}

/** An iterator over a sequence of values of type `Double`. */
@public abstract class DoubleIterator : Iterator<Double> {\n    \n    override final fun next() = nextDouble()\n/** Returns the next value in the sequence without boxing. */
\n    public abstract fun nextDouble(): Double\n}

/** An iterator over a sequence of values of type `Float`. */
@public abstract class FloatIterator : Iterator<Float> {\n    \n    override final fun next() = nextFloat()\n/** Returns the next value in the sequence without boxing. */
\n    public abstract fun nextFloat(): Float\n}

/** An iterator over a sequence of values of type `Char`. */
@public abstract class CharIterator : Iterator<Char> {\n    \n    override final fun next() = nextChar()\n/** Returns the next value in the sequence without boxing. */
\n    public abstract fun nextChar(): Char\n}

/** An iterator over a sequence of values of type `Byte`. */
@public abstract class ByteIterator : Iterator<Byte> {\n    \n    override final fun next() = nextByte()\n/** Returns the next value in the sequence without boxing. */
\n    public abstract fun nextByte(): Byte\n}

/** An iterator over a sequence of values of type `Char`. */
@public abstract class CharIterator : Iterator<Char> {\n    \n    override final fun next() = nextChar()\n/** Returns the next value in the sequence without boxing. */
\n    public abstract fun nextChar(): Char\n}
override fun hashCode(): Int =
    if (isEmpty()) -1 else (31 * (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))) + (step xor (step ushr 32))).toInt()

    override fun toString(): String = if (step > 0)
        "$first..$last step $step"
    else "$first downTo $last step ${-step}"

    companion object {
        /**
         * Creates LongProgression within the specified bounds of a closed range.
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
         * In order to go backwards the [step] must be negative.
         * [step] must be greater than `Long.MIN_VALUE` and not equal to zero.
         */
        public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long): LongProgression = LongProgression(rangeStart, rangeEnd, step)
    }
}

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 */

package kotlin.ranges

/**
 * Represents a range of values (for example, numbers or characters).
 * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/ranges.html) for more information.
 */
public interface ClosedRange<T: Comparable<T>> {
    /**
     * The minimum value in the range.
     */
    public val start: T

    /**
     * The maximum value in the range (inclusive).
     */
    public val endInclusive: T

    /**
     * Checks whether the specified [value] belongs to the range.
     */
    public operator fun contains(value: T):

    /**
     * Checks whether the range is empty.
     */
    public fun isEmpty(): Boolean = start > endInclusive
}

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 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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 */

package kotlin

/**
 * The type with only one value: the `Unit` object. This type corresponds to the `void` type in Java.
 */
public object Unit {
    override fun toString() = "kotlin.Unit"
}

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 */

package kotlin.annotation

import kotlin.annotation.AnnotationTarget.*

/**
 * Contains the list of code elements which are the possible annotation targets.
 */
public enum class AnnotationTarget {
    /**
     * Class, interface or object, annotation class is also included
     */
    CLASS,
    /**
     * Annotation class only
     */
    ANNOTATION_CLASS,
    /**
     * Generic type parameter (unsupported yet)
     */
    TYPE_PARAMETER,
    /**
     * Property
     */
    PROPERTY,
    /**
     * Field, including property's backing field
     */
    FIELD,
    /**
     * Local variable
     */
    LOCAL_VARIABLE,
    /**
     * Value parameter of a function or a constructor
     */
    VALUE_PARAMETER,
    /**
     * Constructor only (primary or secondary)
     */
    CONSTRUCTOR,
    /**
     * Function (constructors are not included)
     */
    FUNCTION,
    /**
     * Property getter only
     */
    PROPERTY_GETTER,
    /**
     * Type property setter only
     */
    PROPERTY_SETTER,
    /**
     * Any expression
     */
    TYPE,
    /**
     * File alias
     */
    FILE,
    /**
     * Type alias
     */
    TYPEALIAS,
    /**
     *Determines how an annotation is stored in binary output.
     */
    TYPE_ALIAS
}

/**
 * Contains the list of possible annotation's retentions.
 */
public enum class AnnotationRetention {
    /**
     * Annotation isn't stored in binary output
     */
    SOURCE,
    /**
     * Annotation is stored in binary output, but visible for reflection
     */
    RUNTIME,
    /**
     * Annotation is stored in binary output and visible for reflection (default retention)
     */
    RETENTION
}

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private fun mod(a: Int, b: Int): Int {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

private fun mod(a: Long, b: Long): Long {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step].
 * No validation on passed parameters is performed. The given parameters should satisfy the condition:
 * - either [step] > 0 and [start] <= [end],
 * - or [step] < 0 and [start] >= [end].
 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 * @suppress
 */
@PublishedApi
internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end)
        end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

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 */

package kotlin.internal

private fun mod(a: Int, b: Int): Int {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

private fun mod(a: Long, b: Long): Long {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step].
 * No validation on passed parameters is performed. The given parameters should satisfy the condition:
 * - either [step] > 0 and [start] <= [end],
 * - or [step] < 0 and [start] >= [end].
 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 * @suppress
 */
@PublishedApi
internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end)
        end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

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 */

package kotlin.internal

private fun mod(a: Int, b: Int): Int {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

private fun mod(a: Long, b: Long): Long {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step].
 * No validation on passed parameters is performed. The given parameters should satisfy the condition:
 * - either [step] > 0 and [start] <= [end],
 * - or [step] < 0 and [start] >= [end].
 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 * @suppress
 */
@PublishedApi
internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end)
        end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}
```kotlin
* @suppress
*/
@PublishedApi
internal fun getProgressionLastElement(start: Long, end: Long, step: Long):
    Long = when {
        step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
        step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
        else -> throw kotlin.IllegalArgumentException("Step is zero.")
    }

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 */

package kotlin.reflect

/**
 * Represents a parameter passed to a function or a property getter/setter,
 * including 'this' and extension receiver parameters.
 */
public interface KParameter : KAnnotatedElement {
    /**
     * 0-based index of this parameter in the
     * parameter list of its containing callable.
     */
    public val index: Int

    /**
     * Name of this parameter as it
     * was declared in the source code,
     * or 'null' if the parameter has no name or its name is not available at
     * runtime.
     * Examples of nameless parameters include 'this' instance for member functions,
     * extension receiver for extension functions or properties, parameters of Java methods,
     * compiled without the debug
     * information, and others.
     */
    public val name: String?

    /**
     * Type of this parameter. For a 'vararg'
     * parameter, this is the type of the corresponding array.
     */
    public val type: KType

    /**
     * Kind of this parameter.
     */
    public enum class Kind {
        /** Instance required to make a call to
         * the member, or an outer class instance for an inner class constructor.
         */
        INSTANCE,
        /** Extension
         * receiver of an extension function or property.
         */
        EXTENSION_RECEIVER,
        /** Ordinary named
         * parameter.
         */
        VALUE,
    }

    /**
     * `true` if this parameter is optional and can be omitted when
     * making a call via [KCallable.callBy], or `false` otherwise.
     * A parameter is optional in any of the two cases:
     * 1. The default value is provided at the declaration of this parameter.
     * 2. The parameter is declared in a member function and one of the corresponding parameters in the super functions is optional.
     * `true` if this parameter is a 'vararg' parameter.
     * * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/functions.html#variable-number-of-arguments-varargs)
     */
    public val isOptional: Boolean

    /**
     * `true` if this parameter is 'vararg'.
     * * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/functions.html#variable-number-of-arguments-varargs)
     */
    @SinceKotlin("1.1")
    public val isVararg: Boolean
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * Represents a type. Type is usually either a class with optional type arguments,
 * or a type parameter of some
 * declaration, plus nullability. Type arguments passed for the parameters of the classifier in this type.
 * For example, in the type `List<String>` the classifier would be the [KClass] instance for [List].
 */
public interface KType : KAnnotatedElement {
    /**
     * The declaration of
     * the classifier used in this type.
     * For example, in the type `Outer<out Number>` the only type argument is `out Number`.
     * * In case this type is based on an inner class, the
     *   returned list contains the type arguments provided for the innermost class first, then
     *   its outer class, and so on.
     * * For example, in the type `Array<out A, B>` the returned list is `A, B`.
     * For Kotlin types, it means that 'null' value is allowed to be
     * represented by this type.
     */
    public val classifier: KClassifier?

    /**
     * Type arguments passed for the parameters of the classifier in this type.
     * For example, in the type `Array<out Number>` the only type argument is `out Number`.
     * * In case this type is based on an inner class, the
     *   returned list contains the type arguments provided for the innermost class first, then its outer class, and so on.
     * For example, in the type `Array<out A, B>` the returned list is `A, B`.
     * For Kotlin types, it means that 'null' value is allowed to be
     * represented by this type.
     * In practice it means that the type was declared with a question mark at the end.
     * * For non-Kotlin types, it means the type or the symbol which was declared with this type
     *   is annotated with a runtime-retained nullability annotation such as [java.annotation.Nullable].
     *   Note that even if [isMarkedNullable] is false, values of the type can still be 'null'.
     * This may happen if it is a type of the type parameter with a nullable upper bound.
     */
    @SinceKotlin("1.1")
    public val arguments: List<KTypeProjection>

    /**
     * `true` if this type was marked nullable in the source code.
     */
    public val isMarkedNullable: Boolean

    /**
     * `true` if this type is a 'vararg'.
     */
    @SinceKotlin("1.1")
    public val isVararg: Boolean
}
```

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false for t's type, but t can be null here when T = `\Any\`.

public val isMarkedNullable: Boolean

/**
 * Represents a type projection. Type projection is usually the argument to another type in a
 * type usage. The use-site variance specified in the projection, or `null` if this is a star projection.
 * The type specified in the projection, or `null` if this is a star projection.
 * Star projection, denoted by the `*` character. For example, in the type `\Array\<\out Number\>`.
 * `\out Number` is the covariant projection of the type represented by the class `\Number\`.
 * Type projection is either the star projection, or an entity consisting of a specific type plus optional variance.
 * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#type-projections) for more information.
 */

/**
 * Represents variance applied to a type parameter on the declaration site ("declaration-site variance"),
 * or to a type in a projection ("use-site variance"). See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#variance) for more information.
 */

@SinceKotlin("1.1")
enum class KVariance {
    /**
     * The affected type parameter or type is invariant, which means it has no variance
     * applied to it.
     */
    INVARIANT,

    /**
     * The affected type parameter or type is contravariant. Denoted by the `in` modifier in the source code.
     */
    IN,

    /**
     * The affected type parameter or type is covariant. Denoted by the `out` modifier in the source code.
     */
    OUT,
}

/**
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 */

package kotlin.reflect

/**
 *Visibility is an aspect of a Kotlin declaration regulating where that declaration is accessible in the source code.
 *Visibility can be changed with one of the following modifiers: `public`, `protected`, `internal`, `private`.
 *Note that some Java visibilities such as package-private and protected (which also gives access to items from the same package)
 *cannot be represented in Kotlin, so there's no `KVisibility` value corresponding to them.
 */

@SinceKotlin("1.1")
enum class KVisibility {
    /**
     * Represents value applied to a type parameter on the declaration site (*declaration-site variance*), or to a type in a projection (*use-site variance*).
     */
    DECLARATION_SITE,

    /**
     * The affected type parameter or type is `invariant`, which means it has no variance
     * applied to it.
     */
    INVARIANT,

    /**
     * The affected type parameter or type is `contravariant`
     * Denoted by the `in` modifier in the source code.
     */
    CONTRAVARIANT,

    /**
     * The affected type parameter or type is `covariant`
     * Denoted by the `out` modifier in the source code.
     */
    COVARIANT,
}

/**
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 */

package kotlin.reflect

// ...
Since Kotlin("1.1")
enum class KVisibility {
    /**
     * Visibility of declarations marked with the `public` modifier, or with no modifier at all.
     */
    PUBLIC,

    /**
     * Visibility of declarations marked with the `protected` modifier.
     */
    PROTECTED,

    /**
     * Visibility of declarations marked with the `internal` modifier.
     */
    INTERNAL,

    /**
     * Visibility of declarations marked with the `private` modifier.
     */
    PRIVATE,
}

fun arrayIterator(array: dynamic, type: String?) = when (type) {
    null -> {
        val arr: Array<dynamic> = array
        object : Iterator<dynamic> {
            var index = 0
            override fun hasNext() = index < arr.size
            override fun next() = if (index < arr.size) arr[index++] else throw NoSuchElementException("$index")
        }
    }
    "BooleanArray" -> booleanArrayIterator(array)
    "ByteArray" -> byteArrayIterator(array)
    "ShortArray" -> shortArrayIterator(array)
    "CharArray" -> charArrayIterator(array)
    "IntArray" -> intArrayIterator(array)
    "LongArray" -> longArrayIterator(array)
    "FloatArray" -> floatArrayIterator(array)
    "DoubleArray" -> doubleArrayIterator(array)
    else -> throw IllegalStateException("Unsupported type argument for arrayIterator: $type")
}

fun booleanArrayIterator(array: BooleanArray) = object : BooleanIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextBoolean() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

fun byteArrayIterator(array: ByteArray) = object : ByteIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextByte() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

fun shortArrayIterator(array: ShortArray) = object : ShortIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextShort() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

fun charArrayIterator(array: CharArray) = object : CharIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextChar() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

fun intArrayIterator(array: IntArray) = object : IntIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextInt() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

fun floatArrayIterator(array: FloatArray) = object : FloatIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextFloat() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

fun doubleArrayIterator(array: DoubleArray) = object : DoubleIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextDouble() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

fun longArrayIterator(array: LongArray) = object : LongIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextLong() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

fun PropertyMetadata(@JsName("callableName") val name: String) = object {
    override fun hasNext() = index < array.size
    override fun next() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

fun propertyMetadata(@JsName("newThrowable") val message: String?, cause: Throwable?):
Throwable { val throwable = js("new Error()")
throwable.message = if (jsTypeOf(message) == "undefined") {
   if (cause != null) cause.toString() else null
} else {
   message
}
throwable.cause = cause
throwable.name = "Throwable"
return
}

internal class BoxedChar(val c: Int) : Comparable<Int> {
    override
    fun equals(other: Any?): Boolean {
        return other is BoxedChar && c == other.c
    }
    override
    fun hashCode(): Int {
        return c
    }
    override
    fun toString(): String {
        return js("this.c").unsafeCast<Char>().toString()
    }
    override
    fun compareTo(other: Int): Int {
        return this.c - other.c
    }
}
A discriminated union that encapsulates successful outcome with a value of type [T]\n or a failure with an arbitrary [Throwable] exception.\n
```kotlin
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")\npublic inline class Result<out T> @PublishedApi internal constructor(\n    @PublishedApi\n    internal val value: @JvmField\n    val exception: Throwable\n) : Serializable {
    // discovery

    /**
     * Returns an instance that encapsulates the given [value] as successful value.\n     * In this case [isSuccess] returns `true`.\n     * In this case [getValue] returns [value]\n     * when (value) {\n         if (value is Failure) throw value.exception
     }\n
    /**
     * Returns a string `Success(v)` if this instance represents successful outcome.\n     * In this case [isSuccess] returns `true`.\n     */
    public fun exceptionOrNull(): Throwable? =
        when (value) {
            is Failure -> throw value
            else -> null
        }

    /**
     * Returns an instance that encapsulates the given [value] as successful value.\n     * In this case [isSuccess] returns `true`.\n     */
    public val isSuccess: Boolean get() = value !is Failure

    // value & exception

    /**
     * Returns an instance that encapsulates the given [value] as successful value.\n     * In this case [isSuccess] returns `true`.\n     */
    public fun getValue(): T? =
        when {
            isFailure -> null
            else -> value as T
        }

    /**
     * Returns an instance that encapsulates the given [value] as successful value.\n     * In this case [isSuccess] returns `true`.\n     */
    override fun toString(): String = "Success($value)"
}
```

The above code snippet is an implementation of the `Result` class in Kotlin, which is used to represent either a successful outcome with a value of type `T` or a failure with an arbitrary `Exception`. It provides methods to check the success or failure of the result, get the value, and convert the result to a string. The `Result` class is a discriminated union that serves as a simple way to work with successful and failed outcomes in a functional programming style.
`getOrElse { throw it }` (see [getOrElse]).

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.getOrThrow(): T {
    throwOnFailure()
    return value as T
}
```

```kotlin
/**
 * Returns the encapsulated value if this instance represents [success][Result.isSuccess] or the
 * result of [onFailure] function for encapsulated exception if it is [failure][Result.isFailure].\n * Note, that an exception thrown by [onFailure] function is rethrown by this function.\n * This function is shorthand for `fold(onSuccess = { it }, onFailure = onFailure)` (see [fold]).\n */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.getOrElse(onFailure: (exception: Throwable) -> R): R {
    contract {
        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null ->
        else -> onFailure(exception)
    }
}
```

```kotlin
/**
 * Returns the encapsulated value if this instance represents [success][Result.isSuccess] or the
 * [defaultValue] if it is [failure][Result.isFailure].\n * This function is shorthand for `getOrElse { defaultValue }` (see [getOrElse]).\n */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.getOrDefault(defaultValue: R): R {
    if (isFailure) return defaultValue
    return value as T
}
```

```kotlin
/**
 * Returns the result of [onSuccess] for encapsulated value if this instance represents [success][Result.isSuccess]
 * or the result of [onFailure] function for encapsulated exception if it is [failure][Result.isFailure].
 * Note, that an exception thrown by [onSuccess] or [onFailure] function is rethrown by this function.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.fold(
    onSuccess: (value: T) -> R,
    onFailure: (exception: Throwable) -> R
): R {
    contract {
        callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)
        callsInPlace(onFailure,
            InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> onSuccess(value as T)
        else -> onFailure(exception)
    }
}
```

```kotlin
/**
 * Returns the encapsulated result of the given [transform] function applied to encapsulated value\n * if this instance represents [success][Result.isSuccess] or the\n * original encapsulated exception if it is [failure][Result.isFailure].\n * Note, that an exception thrown by [transform] function is rethrown by this function.\n * See [mapCatching] for an alternative that encapsulates exceptions.\n */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.map(transform: (value: T) -> R): Result<R> {
    contract {
        callsInPlace(transform, InvocationKind.AT_MOST_ONCE)
    }
    return when {
        isSuccess -> Result.success(transform(value as T))
        else -> Result(value)
    }
}
```

```kotlin
/**
 * Returns the encapsulated result of the given [transform] function applied to encapsulated exception\n * if this instance represents [success][Result.isSuccess] or the\n * original encapsulated exception if it is [failure][Result.isFailure].\n * Any exception thrown by [transform] function is caught, encapsulated as a failure and returned by this function.\n * See [map] for an alternative that rethrows exceptions.\n */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.mapCatching(transform: (value: T) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> runCatching { transform(exception) }
    }
}
```

```kotlin
/**
 * Returns the encapsulated result of the given [transform] function applied to encapsulated exception\n * if this instance represents [success][Result.isSuccess] or the\n * original encapsulated exception if it is [failure][Result.isFailure].\n * Any exception thrown by [transform] function is rethrown by this function.\n */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.recover(transform: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> runCatching { transform(exception) }
    }
}
```

```kotlin
/**
 * Performs the given [action] on encapsulated exception
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.onFailure(action: Throwable.() -> Unit): Result<T> {
    contract {
        callsInPlace(action, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> runCatching { exception.() }
    }
}
```

```kotlin
/**
 * Performs the given [action] on encapsulated exception
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.onSuccess(action: T.() -> Unit): Result<T> {
    contract {
        callsInPlace(action, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> runCatching { exception.() }
    }
}
```
if this instance represents [failure][Result.isFailure].

*\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun \(<T>\ Result<T>.onFailure(action: (exception: Throwable) -> Unit): Result<T> {
    contract {
        callsInPlace(action, InvocationKind.AT_MOST_ONCE)\n    }\n    exceptionOrNull()?.let { action(it) }\n    return this
}\

*\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun \(<T>\ Result<T>.onSuccess(action: (value: T) -> Unit): Result<T> {
    contract {
        callsInPlace(action, InvocationKind.AT_MOST_ONCE)
    }
    if (isSuccess)
        action(value as T)
    return this
}

+-------------------+
/*
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 * found in the license/LICENSE.txt file.
 */

package kotlin.coroutines

import kotlin.coroutines.intrinsics.*
import kotlin.internal.InlineOnly

/**
 * Interface representing a continuation after
 * a suspension point that returns a value of type `T`.
 */
@SinceKotlin("1.3")
public interface Continuation<in T> {
    /**
     * The context of the coroutine that corresponds to this continuation.
     */
    public val context: CoroutineContext

    /**
     * Resumes the execution of the corresponding coroutine passing a successful or
     * failed [result] as the return value of the last suspension point.
     */
    public fun resumeWith(result: Result<T>)
}

/**
 * Resumes the execution of the corresponding coroutine so that the [exception] is re-thrown right after the
 * last suspension
 * point.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T> Continuation<T>.resumeWithException(exception: Throwable): Unit =
    resumeWith(Result.failure(exception))

/**
 * Creates a [Continuation] instance with the given [context] and
 * implementation of [resumeWith] method.
 */
@SinceKotlin("1.3")
@InlineOnly\npublic inline fun <T> Continuation(
    context: CoroutineContext,
    crossinline resumeWith: (Result<T>) -> Unit
): Continuation<T> =
    object : Continuation<T> {
        override val context: CoroutineContext
            get() = context

        override fun resumeWith(result: Result<T>) =
            resumeWith(result)
    }

/**
 * Creates a coroutine with receiver type [R] and result type [T].
 * This function creates a new, fresh instance of suspendable
 * computation every time it is invoked.
 */
@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun \(<T>\ R.() -> T>.createCoroutine(
    receiver: R,
    completion: Continuation<T>\n): Continuation<Unit> =
    SafeContinuation(createCoroutineUnintercepted(completion).intercepted(), COROUTINE_SUSPENDED)\n        \n    *\n   ******/

*\n@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun \(<T>\ R.() -> T>.createCoroutine(
    receiver: R,
    completion: Continuation<T>\n): Continuation<Unit> =
    SafeContinuation(createCoroutineUnintercepted(receiver, completion).intercepted(), COROUTINE_SUSPENDED)\n        \n    *\n    */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <T> (suspend () ->
T).startCoroutine(
    completion: Continuation<T>
) {
    createCoroutineUnintercepted(completion).intercepted().resume(Unit)
}

/**
 * Starts a coroutine with receiver type [R] and result type [T].
 * This function creates and starts a new, fresh instance of suspendable computation every time it is invoked.
 * The [completion] continuation is invoked when the coroutine completes with a result or an exception.
 */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <R, T> (suspend
R.() -> T).startCoroutine(
    receiver: R,
    completion: Continuation<T>
) {
    createCoroutineUnintercepted(receiver, completion).intercepted().resume(Unit)
}

/**
 * Obtains the current continuation instance inside suspend functions and suspends
 * the currently running coroutine.
 * In this function both [Continuation.resume] and [Continuation.resumeWithException] can be used either synchronously
 * in the same stack-frame where the suspension function is run or asynchronously later in the same thread or
 * from a different thread of execution. Subsequent invocation of any resume function will produce an
 * [IllegalStateException].
 */
@SinceKotlin("1.3")
@InlineOnly
public suspend inline fun <T> suspendCoroutine(crossinline block: (Continuation<T>) -> Unit): T =
    suspendCoroutineUninterceptedOrReturn {
        c: Continuation<T> ->
        val safe = SafeContinuation(c.intercepted())
        block(safe)
        safe.getOrThrow()
    }

/**
 * Returns the context of the current coroutine.
 */
@SinceKotlin("1.3")
@Suppress("WRONG_MODIFIER_TARGET")
@InlineOnly
public suspend inline
val coroutineContext: CoroutineContext
    get() {
        throw NotImplementedError("Implemented as intrinsic")
    }

/**
 * Starts an unintercepted coroutine without a receiver and with result type [T] and executes it until its first
 * suspension.
 */
@SinceKotlin("1.3")
@InlineOnly
public actual inline fun <T> (suspend () ->
T).startCoroutineUninterceptedOrReturn(
    completion: Continuation<T>
): Any? =
    this.asDynamic()(completion, false)

/**
 * Starts an unintercepted coroutine with receiver type [R] and result type [T] and executes it until its first
 * suspension.
 */
@SinceKotlin("1.3")
@InlineOnly
public actual inline fun <R, T> (suspend R.() ->
T).startCoroutineUninterceptedOrReturn(
    receiver: R,
    completion: Continuation<T>
): Any? =
    this.asDynamic()(receiver, false)

/**
 * Creates unintercepted coroutine without receiver and with
 * result type [T].
 */
@SinceKotlin("1.3")
@InlineOnly
public actual inline fun <T> (suspend () ->
T).startCoroutineUninterceptedOrReturn(
    completion: Continuation<T>
): Any? =
    this.asDynamic()(completion, false)

/**
 * Creates unintercepted coroutine without receiver and with
 * result type [T].
 */
@SinceKotlin("1.3")
@InlineOnly
public actual inline fun <R, T> (suspend R.() ->
T).startCoroutineUninterceptedOrReturn(
    receiver: R,
    completion: Continuation<T>
): Any? =
    this.asDynamic()(receiver, completion, false)
established.

* Note that [completion] of this function may get invoked in an arbitrary context.
* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `resume(Unit)` on intercepted continuation happens in the invocation context established by `supply(Unit)`.
* Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

* `createCoroutineUnintercepted(Continuation<Void>)` is public actual function `<T>` (suspend `()->T`).

```kotlin
private inline fun <T> createCoroutineFromSuspendFunction(completion: Continuation<T>, crossinline block: () -> Any?): Continuation<Unit> {
    @Suppress("UNCHECKED_CAST")
    return object: CoroutineImpl(completion as Continuation<Any?>) {
        override fun doResume(): Any? {
            exception?.let { throw it }
            return block()
        }
    }
}
```

```kotlin
package kotlin.js

// Mirrors signature from JS IR
@library
@JsName("imulEmulated")
internal fun imul(x: Int, y: Int): Int = definedExternally

internal inline fun isArrayish(o: dynamic) =
    js("Kotlin").isArrayish(o)
```

```kotlin
@file:Suppress("UNUSED_PARAMETER")

package kotlin.js

@kotlin.internal.InlineOnly
internal inline fun jsDeleteProperty(obj: Any, property: Any) {
    js("delete obj[property]")
}

@kotlin.internal.InlineOnly
internal inline fun jsBitwiseOr(lhs: Any?, rhs: Any?): Int =
    js("lhs | rhs").unsafeCast<Int>()
```

```kotlin
/*
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 * LICENSE.txt file.
 */

@file:Suppress("UNUSED_PARAMETER")

package kotlin.js

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}

@kotlin.internal.InlineOnly
internal inline fun jsBitwiseOr(lhs: Any?, rhs: Any?): Int =
    js("lhs | rhs").unsafeCast<Int>()
```
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*package kotlin.math

/**
 * Returns this value with the sign bit same as of the
 * [sign] value.
 * @param sign the sign bit
 * @returns Returns a bit representation of the specified floating-point value as 
 * [Long] value
 * @since kotlin-'1.2'
 */
public actual fun Double.withSign(sign: Double): Double {
    val thisSignBit = js("Kotlin").doubleSignBit(this).unsafeCast<Int>()
    val newSignBit = js("Kotlin").doubleSignBit(sign).unsafeCast<Int>()
    return if (thisSignBit == newSignBit) this else -this
}

*package kotlin

/**
 * Returns a bit representation of the specified floating-point value as 
 * [Long] value
 * @since kotlin-'1.2'
 */
public actual fun Double.toBits(): Long = definedExternally

/**
 * Returns a bit representation of the specified floating-point value as 
 * [Int] value
 * preserving `NaN` values exact layout.
 * @since kotlin-'1.2'
 */
public actual fun Double.toRawBits(): Int = definedExternally

/**
 * Returns the 
 * [Double] value corresponding to a given bit representation.
 * @since kotlin-'1.2'
 */

internal inline fun Long(low: Int, high: Int) = js("Kotlin").Long.fromBits(low, high).unsafeCast<Long>()
internal inline val Long.low: Int get() = this.asDynamic().getLowBits().unsafeCast<Int>()
internal inline val Long.high: Int get() = this.asDynamic().getHighBits().unsafeCast<Int>()

*package kotlin

/**
 * Returns a string representation of this 
 * [Long] value in the specified 
 * [radix] base.
 * @param radix the radix
 * @returns Returns a string representation of this 
 * @since kotlin-'1.2'
 */
public actual fun Long.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))

*package kotlin

import kotlin.js.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Reverses elements in the list in-place.
 */
public actual fun <T> MutableList<T>.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

*package kotlin

import kotlin.js.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Reverses elements in the list in-place.
 * @param list the list
 * @returns Returns a string representation of this 
 * @since kotlin-'1.2'
 */
public actual fun Long.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))
sequence.

* @sample samples.collections.Collections.Elements.elementAt

* @public actual fun CharSequence.elementAt(index: Int): Char {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, length: $length") } \n} \n/**
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun CharSequence.elementAt(index: Int): Char {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, length: $length") }
}

* @package collection.kt

* @sample kotlin.collections Collections\n* /NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
*/
See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib/\n* @nimport kotlin.collections.
* @nimport kotlin.ranges.contains
* @nimport kotlin.ranges.reversed
* * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
* * @sample samples.collections.Collections.Elements.elementAt

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @public actual fun UIntArray.elementAt(index: Int): UInt {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @public actual fun ULongArray.elementAt(index: Int): ULong {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @public actual fun UByteArray.elementAt(index: Int): UByte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @public actual fun UShortArray.elementAt(index: Int): UShort {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @public actual fun UIntArray.asList(): List<UInt> {
    return object : AbstractList<UInt>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UInt): Boolean = this@asList.contains(element)
        override fun get(index: Int): UInt {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @public actual fun ULongArray.asList(): List<ULong> {
    return object : AbstractList<ULong>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: ULong): Boolean = this@asList.contains(element)
        override fun get(index: Int): ULong {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @public actual fun UByteArray.asList(): List<UByte> {
    return object : AbstractList<UByte>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UByte): Boolean = this@asList.contains(element)
        override fun get(index: Int): UByte {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}
as Any?) !is UByte) return -1
                return this@asList.lastIndexOf(element)
            }
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.asList(): List<UShort> {
    return object : AbstractList<UShort>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UShort): Boolean = this@asList.contains(element)
        override fun get(index: Int): UShort {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Gives a declaration (a function, a property or a class) specific name in JavaScript.
 *
 * This may be useful in the following cases:
 *
 *   - There are two functions for which the compiler gives same name in JavaScript, you can
 *     mark one with `@JsName(...)` to prevent the compiler from reporting error.
 *   - You are writing a JavaScript library in Kotlin. The compiler produces mangled names
 *     for functions with parameters, which is unnatural for usual JavaScript developer.
 *
 * You can put `@JsName(...)` on functions you want to be available from JavaScript.
 */

//jquery UI
import jquery.JQuery
import kotlin.js.Json

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.buttonset(): JQuery = asDynamic().buttonset()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.dialog(): JQuery = asDynamic().dialog()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.dialog(mode: String, param: String, value: Any?): JQuery = asDynamic().dialog(mode, param, value)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.button(): JQuery = asDynamic().button()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.accordion(): JQuery = asDynamic().accordion()
hello() {
    println("Hello $name!")
}

fun hello(greeting: String) {
    println("$greeting $name!")
}

@JsName("helloWithGreeting")
fun hello() {
    println("Hello $name!")
}

@JsName(actual val name: String) *

/**
 * Denotes an `external` declaration that must be imported from native JavaScript library.
 * The compiler produces the code relevant for the target module system, for example, in case of
 * CommonJS, it will import the declaration via the `require(...)` function.
 * The annotation can be used on top-level external declarations (classes, properties, functions) and files.
 * In case of file (which can't be `external`) the following rule applies: all the declarations in
 * the file must be `external`. By applying the `@JsModule(...)` on a file you tell the compiler to import
 * a JavaScript object that contain all the declarations from the file.
 * Example:
 * ```
 * Hello world!
 * ```
 */
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, PROPERTY_GETTER, PROPERTY_SETTER)
public actual annotation class JsName(actual val name: String)

/**
 * Denotes an `external` declaration that must be imported from native JavaScript library.
 * The compiler produces the code relevant for the target module system, for example, in case of
 * CommonJS, it will import the declaration via the `require(...)` function.
 * The annotation can be used on top-level external declarations (classes, properties, functions) and files.
 * In case of file (which can't be `external`) the following rule applies: all the declarations in
 * the file must be `external`. By applying the `@JsModule(...)` on a file you tell the compiler to import
 * a JavaScript object that contain all the declarations from the file.
 * Example:
 * ```
 * Hello world!
 * ```
 */
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
public annotation class JsModule(val import: String)

/**
 * Denotes an `external` declaration that can be used without module system.
 * By default, an `external` declaration is available regardless your target module system.
 * However, by applying the `@JsModule` annotation you can make a declaration unavailable to *plain* module system.
 * Some JavaScript libraries are distributed both as a standalone downloadable piece of JavaScript and as a
 * module available in the generated code. To tell the Kotlin compiler to accept both cases, you can augment
 * `@JsModule` with the `@JsNonModule` annotation.
 * ```
 * @file:JsQualifier("my.jsPackageName")
 * package some.kotlinPackage
 *
 * external fun foo(x: Int)
 *
 * external fun bar(): String
 * ```
 */
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
public annotation class JsNonModule

/**
 * Adds prefix to `external` declarations in a source file.
 * JavaScript does not have concept of packages (namespaces). They are usually emulated by nested objects.
 * The compiler turns references to `external` declarations either to plain unprefixed names (in case of *plain* modules) or to
 * plain imports. However, if a JavaScript library provides its declarations in packages, you won't be satisfied with
 * this. You can tell the compiler to generate additional prefix before references to `external` declarations using the
 * `@JsQualifier(...)` annotation. Note that a file marked with the `@JsQualifier(...)` annotation can't
 * contain non-`external` declarations. An example:
 * ```
 * package some.kotlinPackage
 *
 * external fun foo(x: Int): Int
 *
 * external fun bar(): String
 * ```
 */
@Retention(AnnotationRetention.BINARY)
@Target(FILE)
public annotation class JsQualifier(val value: String)

/**
 * Marks experimental JS export annotations.
 * Note that behaviour of these annotations will likely be changed in the future. Usages of such annotations will be reported as
 * warnings unless an explicit opt-in with the `@UseExperimental` annotation, e.g.
 * ```
 * @UseExperimental(ExperimentalJsExport::class)
 * ```
 * or with the `-XuseExperimental=kotlin.js.ExperimentalJsExport` compiler option is given.
 * Experimental.Level.WARNING
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FILE)
public annotation class ExperimentalJsExport

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license that can be found in the license/LICENSE.txt file.
 */

package kotlin.jvm

// these are used in common
generated code in stdlib

// TODO: find how to deprecate these

@Target(AnnotationTarget.FIELD)
@Retention(AnnotationRetention.SOURCE)
public actual
annotation class Volatile

@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER,
AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.SOURCE)
public actual annotation
class Synchronized

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 * the license/LICENSE.txt file.
 */

package kotlin.collections

/**
 * Provides a skeletal implementation of the
 * [MutableCollection] interface.
 *
 * @param E the type of elements contained in the collection. The collection is
 * invariant on its element type.
 */
public actual abstract class AbstractMutableCollection<E> protected actual
constructor() : AbstractCollection<E>(), MutableCollection<E> {

    actual abstract override fun add(element: E): Boolean

    actual override fun remove(element: E): Boolean {
        val iterator = iterator()
        while (iterator.hasNext()) {
            if (iterator.next() == element) {
                iterator.remove()
                return true
            }
        }
        return false
    }

    actual override fun addAll(elements: Collection<E>): Boolean {
        var modified = false
        for (element in elements) {
            if (add(element)) modified = true
        }
        return modified
    }

    actual override fun removeAll(elements: Collection<E>): Boolean = (this as
MutableIterable<E>).removeAll { it in elements }
    actual override fun retainAll(elements: Collection<E>): Boolean = (this as
MutableIterable<E>).removeAll { it !in elements }

    actual override fun clear(): Unit {
        val iterator = this.iterator()
        while (iterator.hasNext()) {
            iterator.next()
            iterator.remove()
        }
    }

    @JsName("toJSON")
    open fun toJSON(): Any = this.toArray()
}

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 * the license/LICENSE.txt file.
 */
/*
 * Based on GWT AbstractList
 * Copyright 2007 Google Inc.
*/

package kotlin.collections

/**
 * Provides a skeletal implementation of
 * the [MutableList] interface.
 *
 * @param E the type of elements contained in the list. The list is invariant on its
 * element type.
 */
public actual abstract class AbstractMutableList<E> protected actual constructor() :
AbstractMutableCollection<E>(), MutableList<E> {
    protected var modCount: Int = 0

    abstract override fun
    add(index: Int, element: E): Unit
    abstract override fun
    removeAt(index: Int): E
    abstract override fun
    set(index: Int, element: E): E

    /**
     * Adds the specified element to the end of this list.
     *
     * @return `true` because the list is always modified as the result of this operation.
     */
    actual override fun add(element:
E): Boolean {
        add(size, element)
        return true
    }

    actual override fun addAll(index: Int, elements:
Collection<E>): Boolean {
        var _index = index
        var changed = false
        for (e in elements) {
            add(_index++, e)
            changed = true
        }
        return changed
    }

    actual override fun clear() {
        removeRange(0, size)
    }

    actual override fun removeAll(elements: Collection<E>): Boolean = removeAll {
        it in elements }
    actual override fun retainAll(elements: Collection<E>): Boolean = removeAll {
        it !in elements }

    actual override fun iterator(): MutableListIterator<E> = listIterator(0)
    actual override fun
    listIterator(index: Int): MutableListIterator<E> = ListIteratorImpl(index)

    actual override fun
    subList(fromIndex: Int, toIndex: Int): MutableList<E> = SubList(this, fromIndex, toIndex)

    /**
     * Removes the range of elements from this list
     * starting from [fromIndex] and ending with but not including [toIndex].
     */
    protected open fun
    removeRange(fromIndex: Int, toIndex: Int) {
        val iterator = listIterator(fromIndex)
        repeat(toIndex - fromIndex) {
            iterator.next()
            iterator.remove()
        }
    }

    /**
     * Compares this list with
     * another list instance with the ordered structural equality.
     */
    override fun equals(other: Any?): Boolean {
        if (other === this) return true
        if (other !is List<*>) return false

        return (other as List<*>).indexOf(this) >= 0
    }

    override fun hashCode(): Int = requireHashCode()}

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AbstractList.orderedEquals(this, other) \n} \n/** \n * Returns the hash code value for this list.\n */\noverride fun hashCode(): Int = AbstractList.orderedHashCode(this)\n
/**\n * Returns the hash code value for this list.\n */

class IteratorImpl :\n    MutableIterator<E> {
    /** the index of the item that will be returned on the next call to [next]() */\n    protected var index = 0\n    /** the index of the item that was returned on the previous call to [next]() or\n    [ListIterator.previous]() (for 'ListIterator'), -1 if no such item exists. */\n    protected var last = -1\n
    override fun hasNext(): Boolean = index < size\n
    override fun next(): E {
        if (!hasNext()) throw NoSuchElementException()\n        last = index++\n        return get(last)\n    }\n
    override fun removeAt(last: Int)\n    }\n
    override fun removeAt(last: Int): E {
        removeAt(last)\n        index = last\n        last = -1\n        }\n
    private open inner class IteratorImpl :\n        MutableListIterator<E> {

        init {
            AbstractList.checkPositionIndex(index,\n                  this@AbstractMutableList.size)\n            this.index = index\n        }\n
        override fun hasPrevious(): Boolean = index > 0\n
        override fun previous(): E {
            if (!hasPrevious()) throw NoSuchElementException()\n            last = --index\n            return get(last)\n        }\n
        override fun previousIndex(): Int = index - 1

        override fun add(index: Int, element: E) {
            add(index, element)\n            index++\n            last = -1\n        } \n
        override fun set(index: Int, element: E): E {
            return list.set(index, element)\n        }\n
        override val size: Int get() = _size
    }
}

package kotlin.collections

/**\n * Provides a skeletal implementation of the [MutableMap] interface.\n *\n * The implementor is required to implement [entries] property, which should\n * return mutable set of map entries, and\n * [put] function.\n *\n * @param K the type of map keys. The map is invariant on its key type.\n * @param V the type\n * of map values. The map is invariant on its value type.\n */\npublic actual abstract class AbstractMutableMap<K, V> {

        constructor(entry: Map.Entry<K, V>) :\n            this(entry.key, entry.value)\n
        private var _value = value\n
        override val value: V get() = _value

        override fun setValue(newValue: V): V {
            val oldValue = this._value\n            this._value = newValue\n            return oldValue
        }

        override fun hashCode(): Int = entryHashCode(this)\n        override fun toString(): String = entryToString(this)\n        override fun equals(other: Any?): Boolean = entryEquals(this, other)
    }

    actual override fun clear() {
        entries.clear()
    }

    private var _keys: MutableSet<K>? = null\n    actual override val keys: MutableSet<K> get() {
        if (_keys == null) \n            _keys = toIndex -\n
        override fun removeAt(index: Int): E {
            AbstractList.checkElementIndex(index,\n                  this@AbstractMutableMap.size)\n            list.removeAt(index)\n            _size--
            return result
        }

        override fun set(index: Int, element: E): E {
            return list.set(index, element)\n        }\n
        override val size: Int get() = _size
    }


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override fun hasNext(): Boolean = entryIterator.hasNext()
override fun remove(element: K): Boolean {
return true
}
...

override fun put(key: K, value: V): V? {
    return null
}

override fun putAll(from: Map<out K, V>) {
    for ((key, value) in from) {
        put(key, value)
    }
}

private var _values: MutableCollection<V>? = null
override val values: MutableCollection<V> get() {
    if (_values == null) {
        _values = object : AbstractMutableCollection<V>() {
            override fun add(element: V): Boolean = throw

            override fun clear() = this@AbstractMutableMap.clear()

            override operator fun contains(element: V): Boolean = containsValue(element)

            override operator fun iterator(): MutableIterator<V> {
                val

                override fun remove() = entryIterator.remove()
            }

            override val size: Int get() = this@AbstractMutableMap.size

            // TODO: should we implement them
            override fun equals(other: Any?): Boolean {
                if (this === other) return true
                if (other !is Collection<*>) return false
                return
            }

            override fun hashCode(): Int = AbstractList.orderedHashCode(this)
        }
        return _values!!
    }

    actual override fun remove(key: K): V? {
        val iter = entries.iterator()
        while (iter.hasNext()) {
            val entry =
            iter.next()
            val k = entry.key
            if (key == k) {
                val value = entry.value
                iter.remove()
                return value
            }
        }
        return null
    }

}

/*
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 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
package kotlin.collections

/**
 * Provides a skeletal implementation of the [MutableSet] interface.
 * @param E the type of elements contained
 * in the set. The set is invariant on its element type.
 */
public actual abstract class AbstractMutableSet<E> protected actual constructor() : AbstractMutableCollection<E>(), MutableSet<E> {

    /**
     * Compares this set with another set instance with the unordered structural equality.
     * @return `true`, if [other] instance is a [Set] of the same size, all elements of which are contained in this set.
     */
    override fun equals(other: Any?): Boolean {
        if (other === this) return true
        if (other !is Set<*>) return false
        return
    }

    /**
     * Returns the hash code value for this set.
     */
    override fun hashCode(): Int = AbstractSet.unorderedHashCode(this)

}
ensureCapacity(minCapacity: Int) { }

actual override val size: Int get() = array.size

@Suppress("UNCHECKED_CAST")
actual override fun get(index: Int): E = array[rangeCheck(index)] as E

actual override fun set(index: Int, element: E): E {
        rangeCheck(index)
        @Suppress("UNCHECKED_CAST")
        return array[index].apply { array[index] = element } as E
    }

actual override fun add(element: E): Boolean {
    if (elements.isEmpty()) return false
    array += elements.toTypedArray<Any?>()
    modCount++
    return true
}

actual override fun add(index: Int, element: E): Unit {
    array.asDynamic().splice(insertionRangeCheck(index), 0, element)
    modCount++
}

actual override fun addAll(elements: Collection<E>): Boolean {
    if (elements.isEmpty()) return false
    array += elements.toTypedArray<Any?>()
    modCount++
    return true
}

actual override fun addAll(index: Int, elements: Collection<E>): Boolean {
    insertionRangeCheck(index)
    if (index == size) return addAll(elements)
    if (elements.isEmpty()) return false
    when (index) {
        size -> return addAll(elements)
        0 -> array = elements.toTypedArray<Any?>() + array
        else -> array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(), array.copyOfRange(index, size))
    }
    modCount++
    return true
}

actual override fun removeAt(index: Int): E {
        rangeCheck(index)
        modCount++
        return if (index == lastIndex)
            array.asDynamic().pop()
        else
            array.asDynamic().splice(index, 1)[0]
    }

actual override fun remove(element: E): Boolean {
        for (index in array.indices) {
            if (array[index] == element) {
                array.asDynamic().splice(index, 1)
                modCount++
                return true
            }
        }
        return false
    }

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    array.asDynamic().splice(fromIndex, toIndex - fromIndex)
}

actual override fun clear() {
        array = emptyArray()
        modCount++
}

actual override fun indexOf(element: E): Int = array.indexOf(element)

actual override fun lastIndexOf(element: E): Int = array.lastIndexOf(element)

override fun toString() = arrayToString(array)

override fun toArray(): Array<Any?> = js("["]").slice.call(array)

private fun rangeCheck(index: Int) =

private fun insertionRangeCheck(index: Int) =

private fun sortArrayWith(array: Array<out T>, comparison: (T, T) -> Int) {
    if (getStableSortingIsSupported()) {
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, Comparator(comparison))
    }
}

private fun sortArrayWith(array: Array<out T>, comparator: Comparator<in T>) {
    if (getStableSortingIsSupported()) {
        val comparison = { a: T, b: T -> comparator.compare(a, b) }
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, comparator)
    }
}

private fun sortArray(array: Array<out T>) {
    if (getStableSortingIsSupported()) {
        val comparison = { a: T, b: T -> a.compareTo(b) }
        array.asDynamic().sort(naturalOrder())
        return
    }
    _stableSortingIsSupported = null
    if (naturalOrder() == stableOrder) {
        var _stableSortingIsSupported = stableOrder
        if (stableOrder == naturalOrder())
            return
    }
    private fun mergeSort(array: Array<out T>, buffer: Array<T>, start: Int, end: Int, comparator: Comparator<in T>): Array<T>
        return
    }

private fun mergeSort(array: Array<out T>, buffer: Array<T>, start: Int, end: Int, comparator: Comparator<in T>): Array<T>
    if (start == end)
    }
val median = (start + end) / 2
val left = mergeSort(array, buffer, start, median, comparator)
val right = mergeSort(array, buffer, median + 1, end, comparator)
val target = if (left === buffer) array else buffer

var leftIndex = start
var rightIndex = median + 1
for (i in start..end) {
    var leftValue = left[leftIndex]
    var rightValue = right[rightIndex]
    if (comparator(leftValue, rightValue) <= 0) {
        target[i] = leftValue
        leftIndex++
    } else {
        target[i] = rightValue
        rightIndex++
    }
}

// Merge.
var leftIndex = start
var rightIndex = median + 1
for (i in start..end) {
    when {
        leftIndex <= median && rightIndex <= end -> {
            val leftValue = left[leftIndex]
            val rightValue = right[rightIndex]
            if (comparator(leftValue, rightValue) <= 0) {
                target[i] = leftValue
                leftIndex++
            } else {
                target[i] = rightValue
                rightIndex++
            }
        }
        leftIndex <= median -> {
            target[i] = left[leftIndex]
            leftIndex++
        }
        else /* rightIndex <= end */ -> {
            target[i] = right[rightIndex]
            rightIndex++
            Unit // TODO: Fix KT-31506
        }
    }
}

return target
}
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : this()

// This implementation of HashMap has no need of load factors or capacities.
require(initialCapacity >= 0) { "Negative initial capacity: $initialCapacity" }
require(loadFactor >= 0) { "Non-positive load factor: $loadFactor" }

actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

/**
 * Constructs an instance of [HashMap] filled with the contents of the specified [original] map.
 */
actual constructor(original: Map<out K, V>) : this()

this.putAll(original)

/**
 * Constructs the specialized implementation of [HashMap] with [String] keys, which stores the keys as properties of
 * JS object without hashing them.
 */
public fun stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {
    return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply { putAll(pairs) }
}

/**
 * Creates a new instance of the specialized implementation of [HashSet] with the specified [String] elements,
 * which elements the keys as properties of JS object without hashing them.
 */
public fun stringSetOf(vararg elements: String): HashSet<String> {
    return HashSet(stringMapOf<Any>()).apply { addAll(elements) }
}
The insertion order is preserved by maintaining a doubly-linked list of all of its entries.

public actual open class LinkedHashMap<K, V> : HashMap<K, V>, MutableMap<K, V> {

    private class ChainEntry<K, V>(key: K, value: V) : AbstractMutableMap.SimpleEntry<K, V> {
        internal var next: ChainEntry<K, V>? = null
        internal var prev: ChainEntry<K, V>? = null
    }

    private inner class EntrySet : AbstractMutableSet<MutableEntry<K, V>>() {

        private inner class EntryIterator :MutableIterator<MutableEntry<K, V>> {
            // The last entry that was returned from this iterator.
            private var last: ChainEntry<K, V>? = null

            // The next entry to return from this iterator.
            private var next: ChainEntry<K, V>? = null

            init {
                next = head
            }

            override fun hasNext(): Boolean {
                return next !== null
            }

            override fun next(): MutableEntry<K, V> {
                if (!hasNext()) throw NoSuchElementException()

                val current = next!!
                last = current
                next = current.next.takeIf { it !== head }
                return current
            }

            override fun remove() {
                check(last != null)
                last!!.remove()
                map.remove(last.key)
                last = null
            }
        }

        override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on entries")

        override fun clear() {
            this@LinkedHashMap.clear()
        }

        override operator fun contains(element: MutableEntry<K, V>): Boolean = containsEntry(element)

        override operator fun iterator():MutableIterator<MutableEntry<K, V>> = EntryIterator()

        override fun remove(element: MutableEntry<K, V>): Boolean {
            if (contains(element)) {
                this@LinkedHashMap.remove(element.key)
                return true
            }
            return false
        }

        override val size: Int get() = this@LinkedHashMap.size
    }

    /*
   * The head of the insert order chain, which is a doubly-linked circular
   * list. * the most recently inserted node is at the end of the chain, ie.
   * * private var var head: ChainEntry<K, V>?
    */
    private var head: ChainEntry<K, V>?

    /**
     * Add this node to the end of the chain.
     */
    private fun ChainEntry<K, V>.addToEnd() {
        // This entry is not in the list.
        check(next == null && prev == null)

        val _head = head
        if (_head == null) {
            head = this
            next = this
            prev = this
        } else {
            // Chain is
            val _tail = checkNotNull(_head.prev)
            // Update me.
            prev = _tail
            next = _head
            // Update my new siblings: current head and old tail
            _head.prev = this
            _tail.next = this
        }
    }

    /**
     * Remove this node from the chain it is a part of.
     */
    private fun ChainEntry<K, V>.remove() {
        if (this.next == this) {
            // if this is single element, remove head
            head = null
            else {
                if (head == this) {
                    // if this is first element, move head to next
                    head = next
                    prev = prev!!
                }
                this.prev.next = this
                this.next.prev = this
                if (_head == null) {
                    _head = this
                } else {
                    _head = next
                    _head.prev = this
                    prev = this
                }
            }
        } else {
            // Update this node from the chain it is a part of.
            this.prev.next = this
            this.next.prev = this
            if (_head == null) {
                _head = this
            } else {
                _head = next
                _head.prev = this
                prev = this
            }
        }
    }

    /*
   * The hashmap that keeps track of our entries and the chain. Note that we
   * duplicate the key here to eliminate changes to HashMap and minimize the
   */
    private val map: HashMap<K, ChainEntry<K, V>>

    /**
     * Constructs an empty
     */
    actual constructor() : super() {
        map = HashMap<K, ChainEntry<K, V>>()
    }

    internal constructor(backingMap: HashMap<K, Any>) {
        map = backingMap
    }

    override fun put(key: K, value: V): V {
        return putEntry(key, value)
    }

    override fun remove(key: K): V {
        return removeEntry(key).value
    }

    override fun containsKey(key: K): Boolean {
        return containsEntry(Entry(1, key))
    }

    override fun containsValue(value: V): Boolean {
        return containsEntry(Entry(2, value))
    }

    override fun size(): Int {
        return map.size
    }

    override fun isEmpty(): Boolean {
        return map.isEmpty()
    }

    override fun getOrDefault(key: K, defaultValue: V): V {
        return getEntry(key, defaultValue).value
    }

    override fun clear() {
        map.clear()
    }

    override fun equals(other: Any?): Boolean {
        return equals(other, map)
    }

    override fun hashCode(): Int {
        return hashCode(map)
    }

    override fun iterator(): Iterator<MutableEntry<K, V>> = EntrySet()
@Suppress("UNCHECKED_CAST") // expected to work due to erasure
        map = backingMap as
        HashMap<K, ChainEntry<K, V>>
    }

    /**
     * Constructs an empty 
     * [LinkedHashMap] instance.
     * @param initialCapacity the initial capacity (ignored)
     * @param loadFactor the load factor (ignored)
     * @throws IllegalArgumentException if the initial capacity or load factor are negative
     */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(initialCapacity, loadFactor) {
        map = HashMapK, ChainEntryK, V>(n) {
            map = HashMapK, ChainEntryK, V>(n) {
                head = null
            }
        }
        actual override fun clear() {
            map.clear()
            head = null
        }
        override fun clone(): Any
        actual override fun get(key: K): V? = map.get(key)
        actual override fun put(key: K, value: V): V? {
            old = map.get(key)
            if (old == null) {
                newEntry = ChainEntry(key, value)
                map.put(key, newEntry)
                newEntry.addToEnd()
                return null
            } else {
                old.setValue(value)
                return old
            }
        }
        actual override fun remove(key: K): V? {
            entry = map.remove(key)
            if (entry != null) {
                entry.remove(entry)
                return entry.value
            }
            return null
        }
        actual override val size: Int get() = map.size
    }

    /**
     * Constructs the specialized implementation of 
     * [LinkedHashMap] with [String] keys, which stores the keys as properties
     * of JS object without hashing them.
     */
    public fun linkedStringMapOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {
        return LinkedHashMap<Any>()).apply { putAll(pairs) }
    }

    /**
     * Creates a new instance of the specialized
     * implementation of [LinkedHashSet] with the specified [String] elements,
     * which elements the keys as properties
     * of JS object without hashing them.
     */
    public fun linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {
        return LinkedHashSet(linkedStringMapOf<Any>()).apply { addAll(elements) }
    }

    @kotlin.internal.InlineOnly
    public fun
actual inline fun <R> synchronized(lock: Any, block: () -> R): R { // contract { \n    callsInPlace(block, InvocationKind.EXACTLY_ONCE) // \n    return block() // null \n    } /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. \n    Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */

    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}

"/*
   * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
   * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
   */

package kotlin.io

internal abstract class BaseOutput {

    open fun println() {
        print("\n")
    }

    open fun println(message: Any?) {
        print(message)
        println()
    }

    abstract fun print(message: Any?)

    open fun flush() {}
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("NodeJsOutput")
internal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {
    override fun print(message: Any?) {
        val messageString = String(message)
        outputStream.write(messageString)
    }
}

/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */
@JsName("BufferedOutput")
internal open class BufferedOutput : BaseOutput() {
    var buffer = ""

    override fun print(message: Any?) {
        buffer += String(message)
    }

    override fun flush() {
        buffer = ""
    }
}

/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */
@JsName("BufferedOutputToConsoleLog")
internal class BufferedOutputToConsoleLog : BufferedOutput() {

    override fun print(message: Any?) {
        var s = String(message)
        val i = s.lastIndexOf('\n')
        if (i >= 0) {
            buffer += s.substring(0, i)
            flush()
            s = s.substring(i + 1)
        }
        buffer += s
    }

    override fun flush() {
        console.log(buffer)
        buffer = ""
    }
}

/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */
@JsName("output")
internal var output = run {
    val isNode: Boolean = js("typeof process !== 'undefined' && process.versions && !process.versions.node")
    if (isNode) NodeJsOutput(js("process.stdout")) else BufferedOutputToConsoleLog()
}

@PublishedApi
@SinceKotlin("1.3")
internal actual class SafeContinuation<in T>
internal actual constructor(
    private val delegate: Continuation<T>,
    initialResult: Any?) : Continuation<T> {

    internal actual fun getOrThrow(): Any? {
        if (result === UNDECIDED) {
            result = COROUTINE_SUSPENDED // already called continuation, indicate COROUTINE_SUSPENDED upstream
        }
        val result = this.result
        return when {
            result === RESUMED ->
            result.value
            result is Result.Failure ->
            throw result
            else ->
            buffer += result
        }
    }

    override fun resumeWith(result: Result<T>) {
        this.result = result
    }

    override fun resumeWith(result: Result<T>, context: CoroutineContext) {
        this.result = result
    }
}

public actual fun println() {
    output.println()
}

public actual fun println(message: Any?) {
    output.println(message)
}

public actual fun print(message: Any?) {
    output.print(message)
}

license that can be found in the license/LICENSE.txt file.

```kotlin
package kotlin.dom

import org.w3c.dom.*

/**
 * Returns true if the element has the given CSS class style in its 'class' attribute
 * @fun Element.hasClass(cssClass: String): Boolean =
 * className.matches("(^|.*\s+)$cssClass($|\s+.*)".toRegex())
 *
 * @fun Element.addClass(vararg cssClasses: String): Boolean {
 *     val missingClasses = cssClasses.filterNot { hasClass(it) }
 *     if (missingClasses.isNotEmpty()) {
 *         val presentClasses = className.trim()
 *         className = buildString {
 *             append(presentClasses)
 *             if (!presentClasses.isEmpty()) {
 *                 append(" ")
 *             }
 *             missingClasses.joinTo(this, " ")
 *         }
 *         return true
 *     }
 *     return false
 * } * @fun Element.removeClass(vararg cssClasses: String): Boolean {
 *     if (cssClasses.any { hasClass(it) }) {
 *         val toBeRemoved = cssClasses.toSet()
 *         className = className.trim().split("\\s+".toRegex()).filter { it !in toBeRemoved }.joinTo(this, ",")
 *         return true
 *     }
 *     return false
 * }

/**
 * Converts the string into a regular expression [Regex] with the default options.
 * @fun String.toRegex(): Regex = Regex(this)
 * @fun String.toRegex(option: RegexOption): Regex = Regex(this, option)
 * @fun String.toRegex(options: Set<RegexOption>): Regex = Regex(this, options)

/**
 * Builds new string by populating newly created [StringBuilder] using provided
 * [builderAction] and then converting it to [String].
 * @fun buildString(builderAction: StringBuilder.() -> Unit): String =
 * StringBuilder().apply(builderAction).toString()
 * @fun buildString(capacity: Int, builderAction: StringBuilder.() -> Unit): String =
 * StringBuilder(capacity).apply(builderAction).toString()
 * @fun StringBuilder.append(vararg value: CharSequence?): StringBuilder {
 *     for (item in value)
 *         append(item)
 *     return this
 * }

/**
 * Appends all arguments to the given [Appendable].
 * @fun Appendable.append<T: Appendable> T.append(vararg value: CharSequence?): T {
 *     for (item in value)
 *         append(item)
 *     return this
 * }

/**
 * Appends all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: String?): StringBuilder {
 *     for (item in value)
 *         append(item)
 *     return this
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(item: Any?): StringBuilder {
 *     append(item.toString())
 *     return this
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append<T: Appendable>(vararg value: T): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: String): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: Any?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: CharSequence?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: T): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: Any?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: CharSequence?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: T): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: Any?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: CharSequence?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: T): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: Any?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: CharSequence?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: T): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: Any?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: CharSequence?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: T): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: Any?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: CharSequence?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: T): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: Any?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: CharSequence?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: T): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: Any?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: CharSequence?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: T): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: Any?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: CharSequence?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: T): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: Any?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: CharSequence?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: T): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: Any?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: CharSequence?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: T): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: Any?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: CharSequence?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: T): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: Any?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: CharSequence?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: T): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: Any?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: CharSequence?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: T): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: Any?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: CharSequence?): StringBuilder {
 *     return value.accumulate()
 * }

/**
 * Append all arguments to the given [StringBuilder].
 * @fun StringBuilder.append(vararg value: T): StringBuilder {
 *     return value.accumulate()
 * }*/
```

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this node is an [Element].

```kotlin
private class EventListenerHandler(private val handler: (Event) -> Unit) : EventListener {
    public override fun handleEvent(event: Event) {
        handler(event)
    }

    public override fun toString(): String = "EventListenerHandler($handler)"
}
```

```kotlin
public fun ItemArrayLike<T>.asList(): List<T> = object : AbstractList<T>() {
    override val size: Int get() = this@asList.length

    override fun get(index: Int): T = when (index) {
        in 0..lastIndex -> this@asList.item(index).unsafeCast<T>()
        else -> throw IndexOutOfBoundsException("index $index is not in range [0..$lastIndex]")
    }
}
```

```kotlin
fun Node.appendText(text: String): Element {
    appendChild(ownerDocument!!.createTextNode(text))
    return this
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun Any?.asDynamic(): dynamic = this

@kotlin.internal.InlineOnly
public inline fun <T> Any?.unsafeCast(): @kotlin.internal.NoInfer T = this.asDynamic()

@kotlin.internal.DynamicExtension
@JsName("unsafeCastDynamic")
@kotlin.internal.InlineOnly
public inline fun dynamic.unsafeCast(): @kotlin.internal.NoInfer T = this

@kotlin.internal.DynamicExtension
public operator fun dynamic.iterator(): Iterator<dynamic> {
    val r: Any? = this

    return when {
        this["iterator"] != null -> this["iterator"]() as T
        isArrayish(r) -> r.unsafeCast<Array<*>>().iterator()

        else -> (r as Iterable<*>).iterator()
    }
}
```

```kotlin
@kotlin.internal.NoInfer T = this.asDynamic()/null/** * Reinterprets this `dynamic` value as a value of the specified type [T] without any actual type checking.
*/

// TODO: remove workarounds for KT-22053 from
// TODO: remove primary constructors, make all secondary KT-
```
2055\n\n@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")\npublic actual open class Error actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {
    actual constructor(): this(null, null) {
        Error::class.js.asDynamic().call(this, null, null)
    }
    actual constructor(message: String?) : this(message, null) {
        Error::class.js.asDynamic().call(this, message, null)
    }
    actual constructor(cause: Throwable?): this(cause)
    
    actual constructor(cause:Throwable?) : this(cause)
    
    actual constructor() : this(null, null)
}

public actual open class Exception actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {
    actual constructor(): this(null, null) {
        Exception::class.js.asDynamic().call(this, null, null)
    }
    actual constructor(message: String?) : this(message, null) {
        Exception::class.js.asDynamic().call(this, message, null)
    }
    actual constructor(cause: Throwable?): this(cause)
    
    actual constructor(cause:Throwable?): this(cause)
    
    actual constructor() : this(null, null)
}

public actual open class RuntimeException actual constructor(message: String?, cause: Throwable?) : Exception(message, cause ?: null) {
    actual constructor(): this(null, null) {
        RuntimeException::class.js.asDynamic().call(this, null, null)
    }
    actual constructor(message: String?) : this(message, null) {
        RuntimeException::class.js.asDynamic().call(this, message, null)
    }
    actual constructor(cause: Throwable?): this(cause)
    
    actual constructor(cause:Throwable?): this(cause)
    
    actual constructor() : this(null, null)
}

public actual open class IllegalArgumentException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause ?: null) {
    actual constructor(): this(null, null) {
        IllegalArgumentException::class.js.asDynamic().call(this, null, null)
    }
    actual constructor(message: String?) : this(message, null) {
        IllegalArgumentException::class.js.asDynamic().call(this, message, null)
    }
    actual constructor(cause: Throwable?): this(cause)
    
    actual constructor(cause:Throwable?): this(cause)
    
    actual constructor() : this(null, null)
}

public actual open class IllegalStateException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause ?: null) {
    actual constructor(): this(null, null) {
        IllegalStateException::class.js.asDynamic().call(this, null, null)
    }
    actual constructor(message: String?) : this(message, null) {
        IllegalStateException::class.js.asDynamic().call(this, message, null)
    }
    actual constructor(cause: Throwable?): this(cause)
    
    actual constructor(cause:Throwable?): this(cause)
    
    actual constructor() : this(null, null)
}

public actual open class IndexOutOfBoundsException actual constructor(message: String?) : RuntimeException(message, cause ?: null) {
    actual constructor(): this(null, null) {
        IndexOutOfBoundsException::class.js.asDynamic().call(this, null, null)
    }
    actual constructor(message: String?) : this(message, null) {
        IndexOutOfBoundsException::class.js.asDynamic().call(this, message, null)
    }
    actual constructor(cause: Throwable?): this(cause)
    
    actual constructor(cause:Throwable?): this(cause)
    
    actual constructor() : this(null, null)
}

public actual open class ConcurrentModificationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause ?: null) {
    actual constructor(): this(null, null) {
        ConcurrentModificationException::class.js.asDynamic().call(this, null, null)
    }
    actual constructor(message: String?) : this(message, null) {
        ConcurrentModificationException::class.js.asDynamic().call(this, message, null)
    }
    actual constructor(cause: Throwable?): this(cause)
    
    actual constructor(cause:Throwable?): this(cause)
    
    actual constructor() : this(null, null)
}

public actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause ?: null) {
    actual constructor(): this(null, null) {
        UnsupportedOperationException::class.js.asDynamic().call(this, null, null)
    }
    actual constructor(message: String?) : this(message, null) {
        UnsupportedOperationException::class.js.asDynamic().call(this, message, null)
    }
    actual constructor(cause: Throwable?): this(cause)
    
    actual constructor(cause:Throwable?): this(cause)
    
    actual constructor() : this(null, null)
}

public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message, cause ?: null) {
    actual constructor(): this(null, null) {
        NumberFormatException::class.js.asDynamic().call(this, null, null)
    }
    actual constructor(message: String?) : this(message, null) {
        NumberFormatException::class.js.asDynamic().call(this, message, null)
    }
    actual constructor(cause: Throwable?): this(cause)
    
    actual constructor(cause:Throwable?): this(cause)
    
    actual constructor() : this(null, null)
}

public actual open class NullPointerException actual constructor(message: String?) : RuntimeException(message, cause ?: null) {
    actual constructor(): this(null, null) {
        NullPointerException::class.js.asDynamic().call(this, null, null)
    }
    actual constructor(message: String?) : this(message, null) {
        NullPointerException::class.js.asDynamic().call(this, message, null)
    }
    actual constructor(cause: Throwable?): this(cause)
    
    actual constructor(cause:Throwable?): this(cause)
    
    actual constructor() : this(null, null)
}

public actual open class ClassCastException actual constructor(message: String?) : RuntimeException(message, cause ?: null) {
    actual constructor(): this(null, null) {
        ClassCastException::class.js.asDynamic().call(this, null, null)
    }
    actual constructor(message: String?) : this(message, null) {
        ClassCastException::class.js.asDynamic().call(this, message, null)
    }
    actual constructor(cause: Throwable?): this(cause)
    
    actual constructor(cause:Throwable?): this(cause)
    
    actual constructor() : this(null, null)
}

private actual constructor(message: String?, cause: Throwable?) : Error(message, cause) {
    actual constructor(): this(null)
    actual constructor(message: String?) : this(message)
    actual constructor(cause: Throwable?): this(cause)
}

actual constructor(message: String?) : this(message)

actual constructor() : this(message)

private constructor(message: Any?) :

// Since Kotlin("1.1")
public actual fun <T, K> Grouping<T, K>.eachCount(): Map<K, Int> =
    fold(0) { acc, _ -> acc + 1 }

/*
** Groups elements from the [Grouping] source by key and sums values provided by
** the [valueSelector] function for elements in each group.
** @return a [Map] associating the key of each group with the count of element in the group.
** @sample SinceKotlin("1.1")
*/
@SinceKotlin("1.1")
public inline fun <T, K> Grouping<T, K>.eachSumOf(valueSelector: (T) -> Int): Map<K, Int> =
        fold(0) { acc, e -> acc + valueSelector(e) }

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
*/

@file:kotlin.jvm.JvmName("GroupingKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.collections

/**
 * Represents a source of elements with a [keyOf] function, which can be applied to each
element to get its key.
 * A [Grouping] structure serves as an intermediate step in group-and-fold operations:
 * they group elements by their keys and then fold each group with some aggregating operation.
 * It is created by attaching `keySelector: (T) -> K` function to a source of elements.
 * To get an instance of [Grouping] use one of `groupingBy` extension functions.
**
* Array
* CharSequence
* Collection
* Function
*/
@SinceKotlin("1.1")
public interface Grouping<T, out K> {
    /** Returns an [Iterator] over the elements of the source of this grouping. */
    fun sourceIterator(): Iterator<T>
    /** Extracts the key of an [element]. */
    fun keyOf(element: T): K
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group
 * sequentially, passing the previously accumulated value and the current element as arguments, and stores the
 * results in a new map.
 * The key for each element is provided by the [Grouping.keyOf] function.
 * @param operation a function that is invoked on each element with the following parameters:
 *  - `key`: the key of the group this element belongs to;
 *  - `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first element encountered in the group;
 *  - `element`: the element from the source being aggregated;
 *  - `first`: indicates whether it's the first element encountered in the group.
 * @return the [Map] associating the key of each group with the result of aggregation of the group elements.
 **
* @sample samples.collections.Grouping.aggregateByRadix
* @sample samples.collections.Grouping.aggregateByRadixTo
*/
@SinceKotlin("1.1")
public inline fun <T, K, R> Grouping<T, K>.aggregateTo(
    destination: MutableMap<K, R>,
    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
): MutableMap<K, R> {
    for (e in this.sourceIterator()) {
        val key = keyOf(e)
        val accumulator = destination[key]
        destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))
    }
    return destination
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.
 * The key for each element is provided by the [Grouping.keyOf] function.
 * @param operation a function that is invoked on each element with the following parameters:
 *  - `key`: the key of the group this element belongs to;
 *  - `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first element encountered in the group;
 *  - `element`: the element from the source being aggregated;
 *  - `first`: indicates whether it's the first element encountered in the group.
 * @return the [Map] associating the key of each group with the result of aggregation of the group elements.
 **
* @sample samples.collections.Grouping.aggregateByRadix
* @sample samples.collections.Grouping.aggregateByRadixTo
*/
@SinceKotlin("1.1")
public fun <T, K, R : Collection<T>, M : Map<K, R>> Grouping<T, K>.aggregateTo(
    destination: M,
    operation: (key: K, accumulator: M, element: T, first: Boolean) -> M
) { for (e in this.sourceIterator()) { val key = keyOf(e) val accumulator = destination[key] destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key)) } return destination }
with the following parameters:

- `key`: the key of the group this element belongs to;
- `accumulator`: the current value of the accumulator of the group;
- `element`: the element from the source being accumulated.

* @return a [Map] associating the key of each group with the result of accumulating the group elements.

* @sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValue

* @SinceKotlin("1.1") * `public inline fun <T, K, R> Grouping<T, K>.fold(
initialValueSelector: (key: K, element: T) -> R,

@Suppress("UNCHECKED_CAST")
aggregate { key, acc, e, first -> operation(key, if (first)
initialValueSelector(key, e) else acc as R, e) } \n\n\n*Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.*

An initial value of accumulator is provided by [initialValueSelector] function.

* @param initialValueSelector a function that provides an initial value of accumulator for each group.

* @param operation a function that is invoked on each element with the following parameters:

  - `key`: the key of the group this element belongs to;
  - `accumulator`: the current value of the accumulator of the group;
  - `element`: the element from the source being accumulated.

* @return a [Map] associating the key of each group with the result of accumulating the group elements.

* @sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValueTo

* @SinceKotlin("1.1") * `public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(

initialValueSelector: (key: K, element: T) -> R,

@Suppress("UNCHECKED_CAST")
aggregateTo(destination) { key, acc, e, first -> operation(if (first)
initialValueSelector(key, e) else acc as R, e) } \n\n\n*Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map.*

* An initial value of accumulator is the same [initialValue] for each group.

* @param operation a function that is invoked on each element with the following parameters:

  - `accumulator`: the current value of the accumulator of the group;
  - `element`: the element from the source being accumulated.

* @return a [Map] associating the key of each group with the result of accumulating the group elements.

* @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValue

* @SinceKotlin("1.1") * `public inline fun <T, K, R> Grouping<T, K>.fold(

initialValue: R,

@Suppress("UNCHECKED_CAST")
aggregate { _, acc, e, first -> operation(if (first)
initialValue else acc as R, e) } \n\n\n*Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.*

An initial value of accumulator is the same [initialValue] for each group.

* @param operation a function that is invoked on each element with the following parameters:

  - `accumulator`: the current value of the accumulator of the group;
  - `element`: the element from the source being accumulated.

* @return a [Map] associating the key of each group with the result of accumulating the group elements.

* @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo

* @SinceKotlin("1.1") * `public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(

initialValue: R,
operation: (accumulator: R, element: T) -> R): M =

@Suppress("UNCHECKED_CAST")
aggregateTo(destination) { _, acc, e, first -> operation(if (first)
initialValue else acc as R, e) } \n\n\n*Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map.*
An initial value of accumulator is the first element of the group.

@param operation a function that is invoked on each subsequent element of the group with the following parameters:

- `key`: the key of the group this element belongs to;
- `accumulator`: the current value of the accumulator of the group;
- `element`: the element from the source being accumulated.

@return a [Map] associating the key of each group with the result of accumulating the group elements.

@sample samples.collections.Grouping.reduceByMaxVowels

@SinceKotlin("1.1")
public inline fun <S, T : S, K> Grouping<T, K>.reduce(  
    operation: (key: K, accumulator: S, element: T) -> S
): Map<K, S> =
    aggregate { key, acc, e, first ->
        if (first) e else operation(key, acc as S, e)
    }

/**
 * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group
 * sequentially starting from the second element of the group, passing the previously accumulated value and the
 * current element as arguments, and stores the results in the given [destination] map.
 * An initial value of accumulator is the first element of the group.
 * If the [destination] map already has a value corresponding to the key of some group that value is used as an initial
 * value of the accumulator for that group and the first element of that group is also subjected to the [operation].
 * @param operation a function that is invoked on each subsequent element of the group with the following parameters:
 * - `accumulator`: the current value of the accumulator of the group;
 * - `element`: the element from the source being folded;
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.reduceByMaxVowelsTo
 */
@SinceKotlin("1.1")
public inline fun <S, T : S, K, M : MutableMap<in K, S>> Grouping<T, K>.reduceTo(  
    destination: M,
    operation: (key: K, accumulator: S, element: T) -> S
): M =
    aggregateTo(destination) { key, acc, e, first ->
        if (first) e else operation(key, acc as S, e)
    }

/**
 * Groups elements from the [Grouping] source by key and counts elements in each group to the given [destination] map.
 * An initial value of counter for that group is the count of elements.
 * @return the [destination] map associating the key of each group with the count of elements in the group.
 * @sample samples.collections.Grouping.groupingByEachCount
 */
@SinceKotlin("1.1")
public fun <T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =
    foldTo(destination, 0) { acc, _ -> acc + 1 }

// TODO: sum by long and by double overloads

        foldTo(destination, 0L) { acc, e -> acc + valueSelector(e)}

public inline fun <T, K> Grouping<T, K>.sumEachByLong(valueSelector: (T) -> Long): Map<K, Long> =
        fold(0L) { acc, e -> acc + valueSelector(e)}

public inline fun <T, K, M : MutableMap<in K, Double>> Grouping<T, K>.sumEachByDoubleTo(destination: M, valueSelector: (T) -> Double): M =
        foldTo(destination, 0.0) { acc, e -> acc + valueSelector(e)}

public inline fun <T, K> Grouping<T, K>.sumEachByDouble(valueSelector: (T) -> Double): Map<K, Double> =
        fold(0.0) { acc, e -> acc + valueSelector(e)}
"kotlin.random.Random\"), level = DeprecationLevel.WARNING)\n  public fun random(): Double\n  @Deprecated("Use kotlin.math.abs instead.", ReplaceWith("abs(value)\", ", \"kotlin.math.abs\")\n  , level = DeprecationLevel.ERROR)\n  public fun abs(value: Double): Double\n  @Deprecated("Use kotlin.math.acos instead.", ReplaceWith("acos(value)\", ", \"kotlin.math.acos\")\n  , level = DeprecationLevel.ERROR)\n  public fun acos(value: Double): Double\n  @Deprecated("Use kotlin.math.atan instead.", ReplaceWith("atan(value)\", ", \"kotlin.math.atan\")\n  , level = DeprecationLevel.ERROR)\n  public fun atan(value: Double): Double\n  @Deprecated("Use kotlin.math.atan2 instead.", ReplaceWith("atan2(y, x)\", ", \"kotlin.math.atan2\")\n  , level = DeprecationLevel.ERROR)\n  public fun atan2(y: Double, x: Double): Double\n  @Deprecated("Use kotlin.math.cos instead.", ReplaceWith("cos(value)\", ", \"kotlin.math.cos\")\n  , level = DeprecationLevel.ERROR)\n  public fun cos(value: Double): Double\n  @Deprecated("Use kotlin.math.sin instead.", ReplaceWith("sin(value)\", ", \"kotlin.math.sin\")\n  , level = DeprecationLevel.ERROR)\n  public fun sin(value: Double): Double\n  @Deprecated("Use kotlin.math.exp instead.", ReplaceWith("exp(value)\", ", \"kotlin.math.exp\")\n  , level = DeprecationLevel.ERROR)\n  public fun exp(value: Double): Double\n  @PublishedApi\n  internal fun trunc(value: Number): Double\n  @PublishedApi\n  internal fun sign(value: Number): Double\n
  @PublishedApi\n  internal fun sinh(value: Double): Double\n  @PublishedApi\n  internal fun cosh(value: Double): Double\n  @PublishedApi\n  internal fun tanh(value: Double): Double\n  @PublishedApi\n  internal fun asinh(value: Double): Double\n  @PublishedApi\n  internal fun acosh(value: Double): Double\n  @PublishedApi\n  internal fun atanh(value: Double): Double\n
  @PublishedApi\n  internal fun hypot(x: Double, y: Double): Double\n  @PublishedApi\n  internal fun expm1(value: Double): Double\n  @PublishedApi\n  internal fun log10(value: Double): Double\n  @PublishedApi\n  internal fun log2(value: Double): Double\n  @PublishedApi\n  internal fun log1p(value: Double): Double\n
  @PublishedApi\n  internal fun clz32(value: Int): Int
}

/**
 * Returns the smaller of two values.
 */
@Suppress("DEPRECATION")
@Deprecated("Use minOf or kotlin.math.min instead", ReplaceWith("minOf(a, b)"), level = DeprecationLevel.ERROR)
public fun Math.min(a: Long, b: Long): Long =
  if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@Suppress("DEPRECATION")
@Deprecated("Use maxOf or kotlin.math.max instead", ReplaceWith("maxOf(a, b)"), level = DeprecationLevel.ERROR)
public fun Math.max(a: Long, b: Long): Long =
  if (a >= b) a else b

// Open Source Used In DNAC Platform Arica 12257
ReplaceWith("\"maxOf(a, b)\"", level = DeprecationLevel.ERROR)\npublic fun Math.max(a: Long, b: Long): Long = \nif (a >= b) a else b
*/

package kotlin.js

/**
 * An interface for indexing access to a collection of key-value pairs, where type of key is [String] and type of value is [Any?][Any].\n * Calls of the function will be translated to indexing operation (square brackets) on the receiver with [propertyName] as the argument.\n * E.g. for next code:\n * ```js\n * var a = \'abc\' ; \n * var b = \'def\' ; \n * var c = \'ghi\' ; \n * var map = {\n * a : 1, \n * b : 2, \n * c : 3\n * } ; \n * ```
 * will be generated:\n * ```js\n * function test(j, p) \n * \n * return j[p] ; \n * }\n * ```
 * Calls of the function will be translated to an assignment of [value] to the receiver indexed (with square brackets/index operation) with [propertyName].\n * ```js\n * function test(j, p, new_value) \n * \n * return j[p] = new_value ; \n * }\n * ```
 * Returns a simple JavaScript object (as [Json]) using provided key-value pairs as names and values of its properties.\n * */

@file:Suppress("NOT_DOCUMENTED")\npackage kotlin.math\n
import kotlin.internal.InlineOnly\nimport kotlin.js.Math as nativeMath\n
// region
================ Double Math ========================================

/** Computes the sine of the angle [x] given in radians.\n * Special cases:\n * - `sin(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun sin(x: Double): Double = nativeMath.sin(x)

/** Computes the cosine of the angle [x] given in radians.\n * Special cases:\n * - `cos(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun cos(x: Double): Double = nativeMath.cos(x)

/** Computes the tangent of the angle [x] given in radians.\n * Special cases:\n * - `tan(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun tan(x: Double): Double = nativeMath.tan(x)

/** Computes the arc sine of the value [x]; the returned value is an\n * angle in the range from `-PI/2` to `PI/2` radians.\n * Special cases:\n * - `asin(x)` is `NaN`, when `abs(x)` > 1 or x is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun asin(x: Double): Double = nativeMath.asin(x)

/** Computes the arc cosine of the value [x]; the returned value is an\n * angle in the range from `0` to `PI` radians.\n * Special cases:\n * - `acos(x)` is `NaN`, when `abs(x)` > 1 or x is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun acos(x: Double): Double = nativeMath.acos(x)

/** Computes the arc tangent of the value [x]; the returned value is an\n * angle in the range from `-PI/2` to `PI/2` radians.\n * Special cases:\n * - `atan(x)` is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun atan(x: Double): Double =
nativeMath.atan(x)\(\text{atan}\) - Returns the angle \(\theta\) of the polar coordinates \((r, \theta)\) that corresponds to the rectangular coordinates \((x, y)\) by computing the arc tangent of the value \(y / x\). The returned value is an angle in the range from \(-\pi\) to \(\pi\) radians.\n
\[
\text{atan}(2(0.0, 0.0)) = 0.0
\]

\[
\text{atan}(1.0) = \pi / 4
\]

**nativeMath.atan2(y, x)** - Computes the hyperbolic sine of the value \(|y| / |x|\). The returned value is positive \(y\) such that \(\sinh(y) = y\).\n
\[
\text{atan2}(0.0, 0.0) = 0.0
\]

\[
\text{atan2}(1.0) = \pi / 2
\]

**nativeMath.atan2(y, x)** - Computes the hyperbolic cosine of the value \(|y| / |x|\). The returned value is positive \(y\) such that \(\cosh(y) = y^2 - 1\).\n
\[
\text{atan2}(0.0, 0.0) = 0.0
\]

\[
\text{atan2}(1.0) = \pi / 2
\]

**nativeMath.atan2(y, x)** - Computes the hyperbolic tangent of the value \(|y| / |x|\). The returned value is the reciprocal of the hyperbolic tangent of the value \(|y| / |x|\).\n
\[
\text{atan2}(0.0, 0.0) = 0.0
\]

\[
\text{atan2}(1.0) = 1.0
\]

**nativeMath.asinh(x)** - Computes the inverse hyperbolic sine of the value \(|x|\). The returned value is the positive \(y\) such that \(\sinh(y) = x\).\n
\[
\text{asinh}(0.0) = 0.0
\]

\[
\text{asinh}(+\infty) = +\infty
\]

**nativeMath.acosh(x)** - Computes the inverse hyperbolic cosine of the value \(|x|\). The returned value is the positive \(y\) such that \(\cosh(y) = x\).\n
\[
\text{acosh}(0.0) = \text{NaN}
\]

\[
\text{acosh}(+\infty) = +\infty
\]

**nativeMath.tanh(x)** - Computes the hyperbolic tangent of the value \(|x|\). The returned value is the value \(|x| / (\cosh(2x))\).\n
\[
\text{tanh}(0.0) = 0.0
\]

\[
\text{tanh}(+\infty) = 1.0
\]

**nativeMath.log(x, base)** - Computes the logarithm of the value \(|x|\) to the given \(\text{base}\).\n
\[
\text{log}(0.0, \text{NaN}) = \text{NaN}
\]

\[
\text{log}(+\infty, \text{NaN}) = +\infty
\]

**nativeMath.sqrt(x)** - Computes the square root of the value \(|x|\).\n
\[
\text{sqrt}(0.0) = 0.0
\]

\[
\text{sqrt}(+\infty) = +\infty
\]

**nativeMath.exp(x)** - Computes \(e^x\), where \(e\) is the base of the natural logarithm (2.718281828459045).\n
\[
\text{exp}(0.0) = 1.0
\]

\[
\text{exp}(+\infty) = +\infty
\]

**nativeMath.log1p(x)** - Computes \(\log(1 + x)\), where \(x\) is a small number.\n
\[
\text{log1p}(0.0) = 0.0
\]

**nativeMath.pow(x, y)** - Computes \(x^y\).\n
\[
\text{pow}(0.0, +\infty) = 0.0
\]

\[
\text{pow}(+\infty, 0.0) = +\infty
\]
for special cases.\n*\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun log10(x: Double): Double = nativeMath.log10(x).unsafeCast<Double>() // TODO: Remove unsafe cast after removing public js.math\n*\n
@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun log2(x: Double): Double = nativeMath.log2(x).unsafeCast<Double>()

/**
 * Computes `ln(x + 1)`.
 *
 * This function can be implemented to produce more precise result for \(x\) near zero.\n*\n*\n
@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun ceil(x: Double): Double = nativeMath.ceil(x).unsafeCast<Double>()

/**
 * Rounds the given value \([x]\) to an integer towards positive infinity.\n*\n*\n
@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun floor(x: Double): Double = nativeMath.floor(x).unsafeCast<Double>()

/**
 * Rounds the given value \([x]\) to an integer towards zero.\n*\n*\n
@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun truncate(x: Double): Double = nativeMath.trunc(x)

/**
 * Rounds the given value \([x]\) towards the closest integer with ties rounded towards even integer.
 *
 * Special cases:
 *   - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n*\n*\n
@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun sign(x: Double): Double = nativeMath.sign(x)


/**
 * Returns the absolute value of the given value \([x]\).\n*\n*\n
@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun abs(x: Double): Double = nativeMath.abs(x)

/**
 * Returns the sign of the given value \([x]\):\n *   - `-1.0` if the value is negative,
 *   - zero if the value is zero,
 *   - `1.0` if the value is positive\n*\n*\n
@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline val sign: Double get() = nativeMath.sign(this)

/**
 * Returns this value with the sign bit same as of the sign value.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Double.withSign(sign: Int): Double = this.withSign(sign.toDouble())

/**
 * Returns the ulp (unit in the last place) of this value.
 *
 * An ulp is a positive distance between this value and the next nearest \([Double]\) value larger in magnitude.\n*\n*\n
@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun Double.withSign(sign: Int): Double = this.withSign(sign.toDouble())
Cases:
- `NaN.ulp` is `NaN`
- `x.ulp` is `+Inf` when `x` is `-Inf` or `-Inf`
- `0.0.ulp` is Double.MIN_VALUE
- `Double.POSITIVE_INFINITY` - `this.isNaN()`
- `Double.NEGATIVE_INFINITY` - `this == 0.0`
- `Double.MAX_VALUE` - `Double.fromBits(this.toRawBits() + 1)`

Returns the [Double] value nearest to this value in direction of positive infinity.
- * Special cases: `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`
- `x.nextTowards(0)` == `x`
- `x.nextTowards(Double.MAX_VALUE)` == `Double.MAX_VALUE`
- `x.nextTowards(-Inf)` == `-Inf`

`x.nextUp()` == `x + Double.MIN_VALUE`

`x.nextDown()` == `x - Double.MIN_VALUE`

router.nextTowards(to: Double): Double = Double when `{ in when { this.isNaN() } | this == 0.0 | this == Double.MAX_VALUE | this == Double.MIN_VALUE | this == Double.NEGATIVE_INFINITY | this == Double.POSITIVE_INFINITY | this == 0.0 | this == Double.MIN_VALUE | this == Double.NEGATIVE_INFINITY | this == Double.POSITIVE_INFINITY } else { to }`

nativeMath.round(this).unsafeCast<Double>()

Float Math

```
Float Math

```

```
The returned value is an angle in the range from `-\pi` to `\pi` radians.

Special cases:
- `atan2(0.0, 0.0)` is `0.0`
- `-atan2(0.0, x)` is `0.0` for `x > 0`
- `atan2(-0.0, x)` is `-0.0` for `x > 0`
- `-atan2(y, +Inf)` is `0.0` for `0 < y < +Inf`
- `-atan2(-y, -Inf)` is `0.0` for `-Inf < y < 0`
- `atan2(y, -Inf)` is `\pi` for `0 < y < +Inf`
- `-atan2(y, +Inf)` is `-\pi` for `-Inf < y < 0`
- `-atan2(y, 0.0)` is `\pi/2` for `y > 0`
- `-atan2(y, 0.0)` is `-\pi/2` for `y < 0`
- `-atan2(+Inf, x)` is `\pi/2` for finite `x`
- `-atan2(-Inf, x)` is `-\pi/2` for finite `x`
- `atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`

@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan2(y: Float, x: Float): Float = nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat()

/**
 * Computes the hyperbolic cosine of the value [x].
 * Special cases:
 *   - `cosh(NaN)` is `NaN`
 *   - `cosh(+Inf)` is `+Inf`
 *   - `cosh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cosh(x: Float): Float = nativeMath.cosh(x.toDouble()).toFloat()

/**
 * Computes the hyperbolic tangent of the value [x].
 * Special cases:
 *   - `tanh(NaN)` is `NaN`
 *   - `tanh(+Inf)` is `1.0`
 *   - `tanh(-Inf)` is `-1.0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tanh(x: Float): Float = nativeMath.tanh(x.toDouble()).toFloat()

/**
 * Computes the inverse hyperbolic sine of the value [x].
 * The returned value is positive `y` such that `sinh(y) == x`.
 * Special cases:
 *   - `asinh(NaN)` is `NaN`
 *   - `asinh(+Inf)` is `+Inf`
 *   - `asinh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun asinh(x: Float): Float = nativeMath.asinh(x.toDouble()).toFloat()
of the value \(x\).\n
```kotlin
@SinceKotlin("1.2."
@InlineOnly
public
```
this.toDouble().withSign(sign.toDouble()).toFloat()\n\n// endregion

// region ================ Integer Math

/**
 * Returns the absolute value of the given value \[n\].
 *
 * Special cases:
 *   - \(\text{abs}(\text{Int.MIN_VALUE})\) is \(\text{Int.MIN_VALUE}\) due to an overflow\n * @see absoluteValue extension property for \[\text{Int}\]
 */
@SinceKotlin("1.2")
public actual fun abs(n: Int): Int = if (n < 0) (-n or 0) else n

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun min(a: Int, b: Int): Int = nativeMath.min(a, b)

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun max(a: Int, b: Int): Int = nativeMath.max(a, b)

/**
 * Returns the absolute value of this value.
 *
 * Special cases:\n * - \(\text{abs}(\text{Int.MIN_VALUE})\) is \(\text{Int.MIN_VALUE}\) due to an overflow\n * @see abs function\n */
@SinceKotlin("1.2")
public actual inline val Int.absoluteValue: Int get() = abs(this)

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,\n *   - `0` if the value is zero,\n *   - `1` if the value is positive\n * @see sign function\n */
@SinceKotlin("1.2")
public actual val Int.sign: Int get() = when {
    this < 0 -> -1
    this > 0 -> 1
    else -> 0
}

/**
 * Returns the absolute value of the given value \[n\].
 * @see abs function\n */
@SinceKotlin("1.2")
public actual fun abs(n: Long): Long = if (n < 0) -n else n

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2")
@Suppress("NOTHING_TO_INLINE")
public actual inline fun min(a: Long, b: Long): Long = if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2")
@Suppress("NOTHING_TO_INLINE")
public actual inline fun max(a: Long, b: Long): Long = if (a >= b) a else b

/**
 * Returns the absolute value of this value.
 *
 * Special cases:\n * - \(\text{abs}(\text{Long.MIN_VALUE})\) is \(\text{Long.MIN_VALUE}\) due to an overflow\n * @see absoluteValue extension property for \[\text{Long}\]
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline val Long.absoluteValue: Long get() = abs(this)

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,\n *   - `0` if the value is zero,\n *   - `1` if the value is positive\n * @see sign function\n */
@SinceKotlin("1.2")
public actual val Long.sign: Int get() = when {
    this < 0 -> -1
    this > 0 -> 1
    else -> 0
}

/**
 * Returns `true` if the specified number is an \(\text{NaN}\) value, ‘false’ otherwise.\n * @see NaN\n */
@SinceKotlin("1.2")
public actual fun Double.isNaN(): Boolean = this != this

/**
 * Returns ‘true’ if the specified number is an \(\text{NaN}\) value, ‘false’ otherwise.\n * @see NaN\n */
@SinceKotlin("1.2")
public actual fun Float.isNaN(): Boolean = this != this

/**
 * Returns \(\text{Double.POSITIVE_INFINITY}\) if the specified number is an \(\text{NaN}\) value, ‘false’ otherwise.\n * @see NaN\n */
@SinceKotlin("1.2")
public actual fun Double.isPositiveInfinity(): Boolean = this == Double.POSITIVE_INFINITY

/**
 * Returns \(\text{Double.NEGATIVE_INFINITY}\) if the specified number is an \(\text{NaN}\) value, ‘false’ otherwise.\n * @see NaN\n */
@SinceKotlin("1.2")
public actual fun Double.isNegativeInfinity(): Boolean = this == Double.NEGATIVE_INFINITY

/**
 * Returns `true` if the specified number is an \(\text{NaN}\) value, ‘false’ otherwise.\n * @see NaN\n */
@SinceKotlin("1.2")
public actual fun Float.isPositiveInfinity(): Boolean = this == Float.POSITIVE_INFINITY

/**
 * Returns `true` if the specified number is an \(\text{NaN}\) value, ‘false’ otherwise.\n * @see NaN\n */
@SinceKotlin("1.2")
public actual fun Float.isNegativeInfinity(): Boolean = this == Float.NEGATIVE_INFINITY

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isInfinite() & & isNaN() \n
/**
 * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for `NaN` and infinity arguments).
 */
public actual fun Float.isFinite(): Boolean = !isInfinite() & & !isNaN()

/**
 * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for `NaN` and infinity arguments).
 */
public actual fun Float.isFinite(): Boolean = !isInfinite() & & !isNaN()

/**
 * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for `NaN` and infinity arguments).
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 */
public actual fun Float.isFinite(): Boolean = !isInfinite() & & !isNaN()

/**
 * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for `NaN` and infinity arguments).
 */
public actual fun Float.isFinite(): Boolean = !isInfinite() & & !isNaN()

/**
 * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for `NaN` and infinity arguments).
 */
public actual fun Float.isFinite(): Boolean = !isInfinite() & & !isNaN()

/**
 * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for `NaN` and infinity arguments).
 */
public actual fun Float.isFinite(): Boolean = !isInfinite() & & !isNaN()

/**
 * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for `NaN` and infinity arguments).
 */
public actual fun Float.isFinite(): Boolean = !isInfinite() & & !isNaN()
significant set bit of this [Long] number.

@SinceKotlin("1.3")
public actual fun Long.takeLowestOneBit(): Long =
when (val low = this.low) {
    0 -> Long(0, high.takeLowestOneBit())
else ->
    Long(low.takeLowestOneBit(), 0)
}

* * *

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.takeLowestOneBit(): Long =
    when (val low = this.low) {
        0 -> Long(0, high.takeLowestOneBit())
        else -> Long(low.takeLowestOneBit(), 0)
    }

/**
 * Rotates the binary representation of this [Long] number left by
 * the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter
 * the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as
 * rotating it right by the negated bit count:
 * number.rotateLeft(-n) == number.rotateRight(n)
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.rotateLeft(bitCount: Int): Long {
if ((bitCount and 31) != 0) {
    val low = this.low
    val high = this.high
    val newLow = low shl (bitCount) or high ushr (-bitCount)
    val newHigh = high shl (bitCount) or low ushr (-bitCount)
    return if ((bitCount and 32) == 0) Long(newLow, newHigh) else Long(newHigh, newLow)
} else {
    return if ((bitCount and 32) == 0) this else Long(high, low)
}

/**
 * Rotates the binary representation of this [Long] number right by
 * the specified [bitCount] number of bits.
 * Rotating by a negative bit count is the same as rotating it left by
 * the negated bit count:
 * number.rotateRight(-n) == number.rotateLeft(n)
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public actual inline fun Long.rotateRight(bitCount: Int): Long = rotateLeft(-bitCount)

/**
 * Exposes the JavaScript [Promise object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise) to Kotlin.
 */
@Suppress("NOT_DOCUMENTED")
public open external class Promise<out T>(executor: (resolve: (T) -> Unit, reject: (Throwable) -> Unit) -> Unit) {
    @LowPriorityInOverloadResolution
    public open fun <S> then(onFulfilled: ((T) -> S)?): Promise<S>

    @LowPriorityInOverloadResolution
    public open fun <S> then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>

    public open fun <S> catch(onRejected: (Throwable) -> S): Promise<S>

    companion object {
        public fun <S> all(promise: Promise<in Array<out Promise<in S>>>): Promise<Array<in S>>

        public fun <S> race(promise: Promise<in Array<out Promise<in S>>>): Promise<S>

        public fun reject(e: Throwable): Promise<Nothing>

        public fun <S> resolve(e: Promise<in S>): Promise<in S>
    }
}

// It's workaround for KT-19672 since we can fix it properly until KT-11265 isn't fixed.uninline fun <T, S>
 Promise<T>.then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>
 thisunsafeCast<T>.then(onFulfilled: (T) -> S)?, onRejected: (Throwable) -> S)?:
    Promise<S>

private val INV_2_26: Double = 2.0.pow(-26)
private val INV_2_53: Double = 2.0.pow(-53)
internal actual fun doubleFromParts(hi26: Int, low27: Int): Double =
    hi26 * INV_2_26 + low27 * INV_2_53

/**
 * Represents the constructor of a class. Instances of 'JsClass' can be
 * passed to JavaScript APIs that expect a constructor reference.
 */
external interface JsClass<T : Any> {
}
upperBounds: Array<KType>,\n    variance: String\n) : KTypeParameter {
    val kVariance = when (variance) {
    \"in\" -> KVariance.IN\n    \"out\" -> KVariance.OUT\n    else -> KVariance.INVARIANT\n    }\n    return
    KTypeParameterImpl(name, upperBounds.asList(), kVariance,
    false)\n    val @JsName("getStarKTypeProjection")\n    fun getStarKTypeProjection(): KTypeProjection =\n    KTypeProjection.STAR\n    val @JsName("createCovariantKTypeProjection")\n    fun createCovariantKTypeProjection(type: KType): KTypeProjection =\n    KTypeProjection.covariant(type)\n    val @JsName("createInvariantKTypeProjection")\n    fun createInvariantKTypeProjection(type: KType): KTypeProjection =\n    KTypeProjection.invariant(type)\n    val @JsName("createContravariantKTypeProjection")\n    fun createContravariantKTypeProjection(type: KType): KTypeProjection =\n    KTypeProjection.contravariant(type)\n}

val @JsName("getStarKTypeProjection")\n    fun getStarKTypeProjection(): KTypeProjection =\n    KTypeProjection.STAR\n    val @JsName("createCovariantKTypeProjection")\n    fun createCovariantKTypeProjection(type: KType): KTypeProjection =\n    KTypeProjection.covariant(type)\n    val @JsName("createInvariantKTypeProjection")\n    fun createInvariantKTypeProjection(type: KType): KTypeProjection =\n    KTypeProjection.invariant(type)\n    val @JsName("createContravariantKTypeProjection")\n    fun createContravariantKTypeProjection(type: KType): KTypeProjection =\n    KTypeProjection.contravariant(type)\n}

internal class DynamicKType : KType {
    override val classifier: KClassifier? = null
    override val arguments: List<KTypeProjection> = emptyList()
    override val isMarkedNullable: Boolean
        = false
    override val annotations: List<Annotation> = emptyList()
    override fun toString(): String = "dynamic"
}

internal fun KVariance.prefixString() =
    when (this) {
        KVariance.INVARIANT -> ""
        KVariance.IN -> "in "
        KVariance.OUT -> "out "
    }
@JsName("floatClass")
val floatClass = PrimitiveKClassImpl(js("Number"), unsafeCast<JsClass<Float>>(
  \"Float\", \ it is Float )
@JsName("doubleClass")
val doubleClass = PrimitiveKClassImpl(js("Number"), unsafeCast<JsClass<Double>>(
  \"Double\", \ it is Double )
@JsName("arrayClass")
val arrayClass = PrimitiveKClassImpl(js("Array"), unsafeCast<JsClass<Array<*>>>(
  \"Array\", \ it is Array<*> )
@JsName("stringClass")
val stringClass = PrimitiveKClassImpl(js("String"), unsafeCast<JsClass<String>>(
  \"String\", \ it is String )
@JsName("throwableClass")
val throwableClass = PrimitiveKClassImpl(js("Error"), unsafeCast<JsClass<Throwable>>(
  \"Throwable\", \ it is Throwable )
@JsName("booleanArrayClass")
val booleanArrayClass = PrimitiveKClassImpl(js("Array"), unsafeCast<JsClass<CharArray>>(
  \"CharArray\")
@JsName("charArrayClass")
val charArrayClass = PrimitiveKClassImpl(js("Uint16Array"), unsafeCast<JsClass<CharArray>>(
  \"CharArray\")
@JsName("byteArrayClass")
val byteArrayClass = PrimitiveKClassImpl(js("Int8Array"), unsafeCast<JsClass<ByteArray>>(
  \"ByteArray\")
@JsName("shortArrayClass")
val shortArrayClass = PrimitiveKClassImpl(js("Int16Array"), unsafeCast<JsClass<ShortArray>>(
  \"ShortArray\")
@JsName("intArrayClass")
val intArrayClass = PrimitiveKClassImpl(js("Int32Array"), unsafeCast<JsClass<IntArray>>(
  \"IntArray\")
@JsName("longArrayClass")
val longArrayClass = PrimitiveKClassImpl(js("Int64Array"), unsafeCast<JsClass<LongArray>>(
  \"LongArray\")
@JsName("floatArrayClass")
val floatArrayClass = PrimitiveKClassImpl(js("Float32Array"), unsafeCast<JsClass<FloatArray>>(
  \"FloatArray\")
@JsName("doubleArrayClass")
val doubleArrayClass = PrimitiveKClassImpl(js("Float64Array"), unsafeCast<JsClass<DoubleArray>>(
  \"DoubleArray\")

@JsName("functionClass")
fun functionClass(arity: Int): KClassImpl<Any> {

  return functionClasses.get(arity) ?: run {
    val result = 
  
  private val functionClasses = 

// a package is omitted to get declarations directly under the module

import kotlin.reflect.*
import kotlin.reflect.js.internal.*

@JsName("getKClass")
internal fun <T : Any>
getKClass(jClass: JsClass<T>): KClass<T> =

@JsName("getKClassFromExpression")
internal fun <T : Any>
getKClassFromExpression(e: T): KClass<T> =
    when (jsTypeOf(e)) {
        "string" ->
        "number" ->
            PrimitiveClasses.intClass
        "boolean" ->
            PrimitiveClasses.booleanClass
        "function" ->
            PrimitiveClasses.functionClass as Dynamic().length
        else ->
            functionClasses.asDynamic()[arity] = 

            when (e)

            when (e)

            when (e)

            when (e)

            when (e)

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            when (e)
private fun <T : Any> getOrCreateKClass(jClass: JsClass<T>): KClass<T> {
    if (jClass === js("String")) return PrimitiveClasses.stringClass.unsafeCast<KClass<T>>()

    val metadata = jClass.asDynamic().`$metadata$`

    return if (metadata != null) {
        if (metadata.`$kClass$` == null) {
            val kClass = SimpleKClassImpl(jClass)
            metadata.`$kClass$` = kClass
            kClass
        } else {
            metadata.`$kClass$`
        }
    } else {
        SimpleKClassImpl(jClass)
    }
}

constructor

unsafeCast<KClass<T>>(jClass: JsClass<T>):

getOrCreateKClass(jClass: JsClass<T>):

 KCClass<T> {
    if (jClass === js("String")) return PrimitiveClasses.stringClass.unsafeCast<KClass<T>>()
    val metadata = jClass.asDynamic().`$metadata$`
    return if (metadata != null) {
        if (metadata.`$kClass$` == null) {
            val kClass = SimpleKClassImpl(jClass)
            metadata.`$kClass$` = kClass
            kClass
        } else {
            metadata.`$kClass$`
        }
    } else {
        SimpleKClassImpl(jClass)
    }


String.toBoolean(): Boolean = toLowerCase() == "true"

/**
 * Parses the string as a [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toByteArray(): ByteArray = toByteArrayOrNull() ?: numberFormatException(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toShort(): Short = toShortOrNull() ?: numberFormatException(this)

private fun String.isNaN(): Boolean = when (this.toLowerCase()) {
    "nan", "+nan", "-nan" -> true
    else -> false
}

/**
 * Checks whether the given [radix] is valid radix for string to number conversion.
 */
@PublishedApi
internal actual fun checkRadix(radix: Int): Int {
    if (radix !in 2..36) {
        throw IllegalArgumentException("radix $radix was not in valid range 2..36")
    }
    return radix
}

internal actual fun digitOf(char: Char, radix: Int): Int = when {
    char >= '0' && char <=
**Public actual inline fun replace(input: CharSequence, transform: (MatchResult) -> CharSequence): String**

```kotlin
    /**
     * Replaces all occurrences of this regular expression in the specified [input] string with
     * the result of
     * the given function [transform] that takes [MatchResult] and returns a string to be used as a
     * replacement for that match.
     */
    public actual inline fun replace(input: CharSequence, transform: (MatchResult) -> CharSequence): String {
        var match = find(input)
        if (match == null) return input.toString()

        var lastStart = 0
        val length = input.length
        val sb = StringBuilder(length)

        do {
            val foundMatch = match!!
            sb.append(input, lastStart, foundMatch.range.start)
            sb.append(transform(foundMatch))
            lastStart = foundMatch.range.endInclusive + 1
            match = foundMatch.next()
        } while (lastStart < length && match != null)

        if (lastStart < length) {
            sb.append(input, lastStart, length)
        }

        return sb.toString()
    }
```

**Public actual fun replaceFirst(input: CharSequence, replacement: String): String**

```kotlin
    /**
     * Replaces the first occurrence of this regular expression in the specified [input] string with specified [replacement] expression.
     * @param replacement A replacement expression that can include substitutions. See
     */
    public actual fun replaceFirst(input: CharSequence, replacement: String): String {
        val nonGlobalOptions = options.map { it.value }.joinToString(separator = "")
        return input.toString().nativeReplace(RegExp(pattern, nonGlobalOptions), replacement)
    }
```

**Public actual fun split(input: CharSequence, limit: Int = 0): List<String>**

```kotlin
    /**
     * Splits the [input] CharSequence around matches of this regular expression.
     * @param limit Non-negative value specifying the maximum number of substrings
     * the string can be split to.
     * Zero by default means no limit is set.
     */
    actual fun split(input: CharSequence, limit: Int = 0): List<String> {
        require(limit >= 0) { "Limit must be non-negative, but was $limit" }
        val matches = findAll(input).let { if (limit == 0) it else it.take(limit - 1) }
        val result = mutableListOf<String>()
        var lastStart = 0

        for (match in matches) {
            result.add(input.subSequence(lastStart, match.range.start).toString())
            lastStart = match.range.endInclusive + 1
        }
        result.add(input.subSequence(lastStart, input.length).toString())
        return result
    }
```

**Public actual fun toString(): String**

```kotlin
    actual companion object {
        /**
         * Returns a regular expression that
         * matches the specified [literal] string literally.
         * No characters of that string will have special meaning when
         * searching for an occurrence of the regular expression.
         * @param literal A string literal to be matched.
         */
        public actual fun escape(literal: String): String = literal.nativeReplace(patternEscape, "\\$&")
    }
```

**Public actual fun Regex_0(pattern: String, option: RegexOption): Regex**

```kotlin
    /** Creates a regular expression from the specified
     * [pattern] string and the specified single [option].  */
    @Deprecated("Provided for binary compatibility", level = DeprecationLevel.HIDDEN)
    @JsName("Regex_sb3q2\$")
    public fun Regex_0(pattern: String, option: RegexOption): Regex = Regex(pattern, setOf(option))
```

**Public actual fun Regex_1(pattern: String): Regex**

```kotlin
    /** Creates a regular expression from the specified
     * [pattern] string and the default options.  */
    @Deprecated("Provided for binary compatibility", level = DeprecationLevel.HIDDEN)
    @JsName("Regex_61zpoe\$")
    public fun Regex_1(pattern: String): Regex = Regex(pattern, emptySet())
```

**Private fun RegExp.findNext(input: String, from: Int): MatchResult?**

```kotlin
    private fun RegExp.findNext(input: String, from: Int): MatchResult? {
        this.lastIndex = from
        val match = exec(input)
        if (match == null) return null
        val range = match.index..lastIndex - 1

        return object : MatchResult {
            override val range: IntRange = range
            override val value: String
                get() = match[0]!!

            override val groups: MatchGroupCollection = object :
```

---

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override fun get(index: Int): MatchString = match[index] ?: ""

private fun findNext(input: CharArray, start: Int, range: MatchRange): MatchResult? = 
    when {
        range.isEmpty() -> input.get(start).let { 
            findNext(input, start + 1, range) + 1
        } 
        else -> range.endInclusive + 1
    }
public actual fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "gi" else "g"),
    Regex.escapeReplacement(newValue))

public actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""), newChar.toString())

public actual interface Appendable {
    public actual fun append(csq: CharSequence?): Appendable
    public actual fun append(csq: CharSequence?, start: Int, end: Int): Appendable
    public actual fun append(c: Char): Appendable
}

public actual class StringBuilder(content: String = "") : Appendable, CharSequence {
    actual constructor(capacity: Int) : this() {}

    actual constructor(content: CharSequence) : this(content.toString()) {}

    actual constructor() : this("")

    private var string: String = content

    actual override val length: Int
        get() = string.asDynamic().length

    actual override fun get(index: Int): Char =
        string.getOrElse(index) { throw IndexOutOfBoundsException("index: $index, length: $length") }

    actual override fun subSequence(startIndex: Int, endIndex: Int): CharSequence =
        string.substring(startIndex, endIndex)

    actual override fun append(c: Char): StringBuilder {
        string += c
        return this
    }

    actual override fun append(csq: CharSequence?): StringBuilder {
        string += csq.toString()
        return this
    }

    actual override fun append(csq: CharSequence?, start: Int, end: Int): StringBuilder {
        string += csq.toString().substring(start, end)
        return this
    }

    actual fun append(obj: Any?): StringBuilder {
        string += obj.toString()
        return this
    }

    actual fun reverse(): StringBuilder {
        string = string.asDynamic().split(" ").reverse().join(" ")
        return this
    }

    /**
     * Clears the content of this string builder making it empty.
     * @sample samples.text.Strings.clearStringBuilder
     */
    @SinceKotlin("1.3")
    public fun clear(): StringBuilder {
        string = ""
        return this
    }

    override fun toString(): String = string
}

/**
 * The exception thrown when a character encoding or decoding error occurs.
 * @sample code samples.text.Strings.clearStringBuilder
 */
@SinceKotlin("1.3")
@UseExperimental(ExperimentalStdlibApi::class)
private fun malformed(size: Int, index: Int, throwOnMalformed: Boolean): Int {
    if (throwOnMalformed) throw CharacterCodingException("Malformed sequence starting at ${index - 1}")
    return -size
}

/**
 * Returns code point corresponding to UTF-16 surrogate pair,
 * where the first of the pair is the [high] and the second is in the [string] at the [index].
 * Returns zero if the pair is malformed and [throwOnMalformed] is false.
 * @throws CharacterCodingException if the pair is malformed and [throwOnMalformed] is true.
 * @sample code samples.text.Strings.clearStringBuilder
 */
@SinceKotlin("1.3")
@UseExperimental(ExperimentalStdlibApi::class)
private fun codePointFromSurrogate(string: String, high: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (high !in 0xD800..0xDBFF || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val low = string[index].toInt()
    if
private fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (byte1 and 0x1E == 0 || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    return (byte1 shl 6) xor byte2 xor 0xF80
}

private fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }

    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0) {
        if (byte2 and 0xF0 <= 0x80) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            // Out of Unicode code points domain (larger than U+10FFFF)
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        return malformed(0, index, throwOnMalformed)
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }

    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }

    if (index + 2 == endIndex) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    return (byte1 shl 12) xor (byte2 shl 6) xor byte3 xor -0x1E080
}

    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }

    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0x0) {
        if (byte2 and 0xF0 <= 0x80) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            // Out of Unicode code points domain (larger than U+10FFFF)
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        return malformed(0, index, throwOnMalformed)
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }

    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }

    if (index + 2 == endIndex) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl 6) xor byte4 xor 0x381F80
}

/**
 * Returns code point corresponding to UTF-8 sequence of
 * two bytes,\n * where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array at the
 * [index].\n * Returns zero if the sequence is malformed and [throwOnMalformed] is false.\n * @throws CharacterCodingException if the sequence of two bytes is malformed and [throwOnMalformed] is true.\n */
private fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (byte1 and 0x1E == 0 || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    return (byte1 shl 6) xor byte2 xor 0xF80
}

/**
 * Returns code point corresponding to UTF-8 sequence of three bytes,\n * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].\n * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence\n * if the sequence is malformed and [throwOnMalformed] is false.\n * @throws CharacterCodingException if the sequence of three bytes is malformed and [throwOnMalformed] is true.\n */
private fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }

    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0) {
        if (byte2 and 0xF0 <= 0x80) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            // Out of Unicode code points domain (larger than U+10FFFF)
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        return malformed(0, index, throwOnMalformed)
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }

    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }

    if (index + 2 == endIndex) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    return (byte1 shl 12) xor (byte2 shl 6) xor byte3 xor -0x1E080
}

/**
 * Returns code point corresponding to UTF-8 sequence of four bytes,\n * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].\n * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence\n * if the sequence is malformed and [throwOnMalformed] is false.\n * @throws CharacterCodingException if the sequence of four bytes is malformed and [throwOnMalformed] is true.\n */
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }

    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0x0) {
        if (byte2 and 0xF0 <= 0x80) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            // Out of Unicode code points domain (larger than U+10FFFF)
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        return malformed(0, index, throwOnMalformed)
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }

    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }

    if (index + 2 == endIndex) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl 6) xor byte4 xor 0x381F80
}
public class DNAC {
    
    // Escape characters that are not valid for UTF-8 encoding.
    // return char as a byte array.
    @param endIndex the end offset (exclusive) of the substring to encode.
    @param throwOnMalformed whether to throw on malformed char sequence or replace by the
    [REPLACEMENT_BYTE_SEQUENCE].
    
    * @param endIndex the start index of the char sequence to encode.
    * @param throwOnMalformed: Boolean. Encode the char sequence from startIndex to
    endIndex (inclusive) using the encoding specified in the encoding argument.
    * @param encoding: String. The character encoding to use for encoding.
    * @return: The encoded byte array.
    * 
    * @throws CharacterCodingException if the char sequence is
    malformed and [throwOnMalformed] is true. */
    
    public fun encodeUtf8(string: String, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): ByteArray {
        require(startIndex >= 0 && endIndex <= string.length &&
        startIndex <= endIndex)
        val bytes = ByteArray(endIndex - startIndex) * MAX_BYTES_PER_CHAR
        var byteIndex = 0
        var charIndex = startIndex
        while (charIndex < endIndex) {
            val code = string[charIndex++].toInt()
            when {
                code < 0x80 ->
                    bytes[byteIndex++] = code.toByte()
                code < 0x800 -> {
                    bytes[byteIndex++] = ((code shr 6) or 0xC0).toByte()
                    bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
                }
                code < 0xD800 || code >= 0xE000 -> {
                    bytes[byteIndex++] = ((code shr 12) or 0xE0).toByte()
                    bytes[byteIndex++] = (((code shr 6) and 0x3F) or 0x80).toByte()
                    bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
                }
                else -> {
                    val codePoint = codePointFromSurrogate(string, code, charIndex, endIndex, throwOnMalformed)
                    if (codePoint <= 0) {
                        bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[0]
                        bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[1]
                        bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[2]
                    } else {
                        bytes[byteIndex++] = ((codePoint shr 18) or 0xF0).toByte()
                        bytes[byteIndex++] = (((codePoint shr 12) and 0x3F) or 0x80).toByte()
                        bytes[byteIndex++] = (((codePoint shr 6) and 0x3F) or 0x80).toByte()
                        byteIndex += 3
                    }
                }
            }
        }
        return if (bytes.size == byteIndex) bytes else bytes.copyOf(byteIndex)
    }

    /**
     * The character a malformed UTF-8 byte sequence is replaced by.
     */
    internal const val REPLACEMENT_CHAR = '\uFFFD'

    /**
     * Decodes the UTF-8 [bytes] array and returns the resulting [String].
     */
    internal fun decodeUtf8(bytes: ByteArray, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {
        require(startIndex >= 0 && endIndex <= bytes.size && startIndex <= endIndex)
        var byteIndex = startIndex
        val stringBuilder = StringBuilder()

        while (byteIndex < endIndex) {
            val byte = bytes[byteIndex++].toInt()
            when {
                byte >= 0 ->
                    stringBuilder.append(byte.toChar())
                byte shr 5 == -2 -> {
                    val code = codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                    if (code <= 0) {
                        stringBuilder.append(REPLACEMENT_CHAR.toChar())
                        byteIndex += 1
                    } else {
                        byteIndex ++ = -code
                        stringBuilder.append(REPLACEMENT_CHAR.toChar())
                    }
                }
                byte shr 4 == -2 - > {
                    val code = codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                    if (code <= 0) {
                        stringBuilder.append(REPLACEMENT_CHAR.toChar())
                        byteIndex += -code
                    } else {
                        byteIndex ++ = 2
                    }
                }
                byte shr 3 == -2 -> {
                    val code = codePointFrom4(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                    if (code <= 0) {
                        stringBuilder.append(REPLACEMENT_CHAR.toChar())
                        byteIndex += -code
                    } else {
                        byteIndex ++ = 3
                    }
                }
                byteIndex + = -code
            }
        }
        return if (bytes.size == byteIndex) bytes else bytes.copyOf(byteIndex)
    }

    /*
     * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
     * Use of this source code is governed by the Apache 2.0 license that can be found
     * in the license/LICENSE.txt file.
     */

    package kotlin.time

    @SinceKotlin("1.3")
    @ExperimentalTime
    public actual enum class DurationUnit(internal val scale: Double) {
        /**
         * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
         */
        
    }
}
NANOSECONDS(1e0),

MICROSECONDS(1e3),

MILLISECONDS(1e6),

SECONDS(1e9),

HOURS(3600e9),

DAYS(86400e9),

/**
 * Time unit representing one microsecond, which is 1/1000 of a millisecond.
 */

/**
 * Time unit representing one minute.
 */

/**
 * Time unit representing one hour.
 */

/**
 * Time unit representing one day, which is always equal to 24 hours.
 */

convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double {
    val sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)
    return when {
        sourceCompareTarget > 0 -> value * (sourceUnit.scale / targetUnit.scale)
        sourceCompareTarget < 0 -> value / (targetUnit.scale / sourceUnit.scale)
        else -> value
    }
}
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/*

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT! */

package org.khronos.webgl

import kotlin.js.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface WebGLContextAttributes {
    var alpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var depth: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var stencil: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var antialias: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var premultipliedAlpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var preserveDrawingBuffer: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var preferLowPowerToHighPerformance: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var failIfMajorPerformanceCaveat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["alpha"] = alpha
    o["depth"] = depth
    o["stencil"] = stencil
    o["antialias"] = antialias
    o["premultipliedAlpha"] = premultipliedAlpha
    o["preserveDrawingBuffer"] = preserveDrawingBuffer
    o["preferLowPowerToHighPerformance"] = preferLowPowerToHighPerformance
    o["failIfMajorPerformanceCaveat"] = failIfMajorPerformanceCaveat
    return o
}

public external abstract class WebGLObject

/**
 * Exposes the JavaScript [WebGLBuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLBuffer) to Kotlin
 */
public external abstract class WebGLBuffer : WebGLObject

/**
 * Exposes the JavaScript [WebGLFramebuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLFramebuffer) to Kotlin
 */
public external abstract class WebGLFramebuffer : WebGLObject

/**
 * Exposes the JavaScript [WebGLProgram](https://developer.mozilla.org/en/docs/Web/API/WebGLProgram) to Kotlin
 */
public external abstract class WebGLProgram : WebGLObject

/**
 * Exposes the JavaScript [WebGLRenderbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderbuffer) to Kotlin
 */
public external abstract class WebGLRenderbuffer : WebGLObject

/**
 * Exposes the JavaScript [WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin
 */
public external abstract class WebGLShader : WebGLObject

/**
 * Exposes the JavaScript [WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin
 */
public external abstract class WebGLTexture : WebGLObject

/**
 * Exposes the JavaScript [WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin
 */
public external abstract class WebGLUniformLocation

/**
 * Exposes the JavaScript [WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin
 */
public external abstract class WebGLActiveInfo {
    open val size: Int
    open val type: Int
    open val name: String
}

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WebGLRenderingContextBase {
    val canvas: HTMLCanvasElement
    val drawingBufferWidth: Int
    val drawingBufferHeight: Int
    fun getContextAttributes(): WebGLContextAttributes
    fun isContextLost():
fun pixelStorei(pname: Int, param: Int)
fun polygonOffset(factor: Float, units: Float)
fun renderbufferStorage(target: Int, internalformat: Int)
fun sampleCoverage(value: Float, invert: Boolean)
fun scissor(x: Int, y: Int, width: Int, height: Int)
fun shaderSource(shader: WebGLShader?, source: String)
fun stencilFunc(func: Int, ref: Int, mask: Int)
fun stencilFuncSeparate(face: Int, func: Int, ref: Int, mask: Int)
fun stencilMask(mask: Int)
fun stencilMaskSeparate(face: Int, mask: Int)
fun textureStorage(target: Int, internalformat: Int)
fun texParameterf(target: Int, pname: Int, param: Float)
fun texParameteri(target: Int, pname: Int, param: Int)
fun uniform1f(location: WebGLUniformLocation?, x: Float)
fun uniform1fv(location: WebGLUniformLocation?, x: Float)
fun uniform1fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform1i(location: WebGLUniformLocation?, x: Int)
fun uniform1iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform2f(location: WebGLUniformLocation?, x: Float, y: Float)
fun uniform2fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform2i(location: WebGLUniformLocation?, x: Int, y: Int)
fun uniform2iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform3f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float)
fun uniform3fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform3i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int)
fun uniform3iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform4f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float, w: Float)
fun uniform4fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform4i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int, w: Int)
fun uniform4iv(location: WebGLUniformLocation?, v: Int32Array)
fun viewport(x: Int, y: Int, width: Int, height: Int)

companion object {
    val DEPTH_BUFFER_BIT: Int
    val STENCIL_BUFFER_BIT: Int
    val COLOR_BUFFER_BIT: Int
    val POINTS: Int
    val LINES: Int
    val LINE_LOOP: Int
    val LINE_STRIP: Int
    val TRIANGLES: Int
    val TRAPEZOID: Int
    val TRIANGLE_FAN: Int
    val ZERO: Int
    val ONE: Int
    val SRC_COLOR: Int
    val ONE_MINUS_SRC_COLOR: Int
    val SRC_ALPHA: Int
    val ONE_MINUS_SRC_ALPHA: Int
    val DST_COLOR: Int
    val ONE_MINUS_DST_COLOR: Int
    val SRC_ALPHA_SATURATE: Int
val DECR: Int
val INVERT: Int
val INCR_WRAP: Int
val DECR_WRAP: Int
val VENDOR: Int
val RENDERER: Int
val VERSION: Int
val NEAREST: Int
val LINEAR: Int
val NEAREST_MIPMAP_NEAREST: Int
val LINEAR_MIPMAP_NEAREST: Int
val NEAREST_MIPMAP_LINEAR: Int
val LINEAR_MIPMAP_LINEAR: Int
val TEXTURE_MAG_FILTER: Int
val TEXTURE_MIN_FILTER: Int
val TEXTURE_WRAP_S: Int
val TEXTURE_WRAP_T: Int
val TEXTURE_2D: Int
val TEXTURE: Int
val TEXTURE_CUBE_MAP: Int
val TEXTURE_BINDING_CUBE_MAP: Int
val TEXTURE_CUBE_MAP_POSITIVE_X: Int
val TEXTURE_CUBE_MAP_NEGATIVE_X: Int
val TEXTURE_CUBE_MAP_POSITIVE_Y: Int
val TEXTURE_CUBE_MAP_NEGATIVE_Y: Int
val TEXTURE_CUBE_MAP_POSITIVE_Z: Int
val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int
val MAX_CUBE_MAP_TEXTURE_SIZE: Int
val TEXTURE0: Int
val TEXTURE1: Int
val TEXTURE2: Int
val TEXTURE3: Int
val TEXTURE4: Int
val TEXTURE5: Int
val TEXTURE6: Int
val TEXTURE7: Int
val TEXTURE8: Int
val TEXTURE9: Int
val TEXTURE10: Int
val TEXTURE11: Int
val TEXTURE12: Int
val TEXTURE13: Int
val TEXTURE14: Int
val TEXTURE15: Int
val TEXTURE16: Int
val TEXTURE17: Int
val TEXTURE18: Int
val TEXTURE19: Int
val TEXTURE20: Int
val TEXTURE21: Int
val TEXTURE22: Int
val TEXTURE23: Int
val TEXTURE24: Int
val TEXTURE25: Int
val TEXTURE26: Int
val TEXTURE27: Int
val TEXTURE28: Int
val TEXTURE29: Int
val TEXTURE30: Int
val TEXTURE31: Int
val ACTIVE_TEXTURE: Int
val REPEAT: Int
val CLAMP_TO_EDGE: Int
val MIRRORED_REPEAT: Int
val FLOAT_VEC2: Int
val FLOAT_VEC3: Int
val FLOAT_VEC4: Int
val INT_VEC2: Int
val INT_VEC3: Int
val INT_VEC4: Int
val BOOL: Int
val BOOLEAN_VEC2: Int
val BOOLEAN_VEC3: Int
val BOOLEAN_VEC4: Int
val FLOAT_MAT2: Int
val FLOAT_MAT3: Int
val FLOAT_MAT4: Int
val SAMPLER_2D: Int
val SAMPLER_CUBE: Int
val VERTEX_ATTRIB_ARRAY_ENABLED: Int
val VERTEX_ATTRIB_ARRAY_SIZE: Int
val VERTEX_ATTRIB_ARRAY_STRIDE: Int
val VERTEX_ATTRIB_ARRAY_TYPE: Int
val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int
val VERTEX_ATTRIB_ARRAY_POINTER: Int
val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int
val IMPLEMENTATION_COLOR_READ_TYPE: Int
val IMPLEMENTATION_COLOR_READ_FORMAT: Int
val COMPILATION_STATUS: Int
val LOW_FLOAT: Int
val MEDIUM_FLOAT: Int
val HIGH_FLOAT: Int
val LOW_INT: Int
val MEDIUM_INT: Int
val HIGH_INT: Int
val FRAMEBUFFER: Int
val RENDERBUFFER: Int
val RGBA4: Int
val RGB5_A1: Int
val RGB565: Int
val DEPTH_COMPONENT16: Int
val STENCIL_INDEX: Int
val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
val RENDERBUFFER_WIDTH: Int
val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RENDERBUFFER_BLUE_SIZE: Int
val RENDERBUFFER_ALPHA_SIZE: Int
val RENDERBUFFER_DEPTH_SIZE: Int
val FRAMEBUFFER_ATTACHMENT_TYPE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
val COLOR_ATTACHMENT0: Int
val DEPTH_ATTACHMENT: Int
val STENCIL_ATTACHMENT: Int
val DEPTH_STENCIL_ATTACHMENT: Int
val NONE: Int
val FRAMEBUFFER_COMPLETE: Int
val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
val FRAMEBUFFER_UNSUPPORTED: Int
val RENDERBUFFER: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RENDERBUFFER_BLUE_SIZE: Int
val RENDERBUFFER_ALPHA_SIZE: Int
val RENDERBUFFER_DEPTH_SIZE: Int
val FRAMEBUFFER_ATTACHMENT_TYPE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
val COLOR_ATTACHMENT0: Int
val DEPTH_ATTACHMENT: Int
val STENCIL_ATTACHMENT: Int
val DEPTH_STENCIL_ATTACHMENT: Int
val NONE: Int
val FRAMEBUFFER_COMPLETE: Int
val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
val FRAMEBUFFER_UNSUPPORTED: Int
val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
val FRAMEBUFFER_UNSUPPORTED: Int
val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int
val FRAMEBUFFER_UNSUPPORTED: Int
val FRAMEBUFFER_UNSUPPORTED: Int
val MAX_RENDERBUFFER_SIZE: Int
val RENDERBUFFER_BINDING: Int
val INVALID_FRAMEBUFFER_OPERATION: Int
val INVALID_FRAMEBUFFER_OPERATION: Int
val INVALID_FRAMEBUFFER_OPERATION: Int
val INVALID_FRAMEBUFFER_OPERATION: Int
UNPACK_FLIP_Y_WEBGL: Int
UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
CONTEXT_LOST_WEBGL: Int
UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
BROWSER_DEFAULT_WEBGL: Int
} * Exposes the JavaScript [WebGLRenderingContext](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderingContext) to Kotlin

*Unpublic external abstract class WebGLRenderingContext : WebGLRenderingContextBase, RenderingContext

* companion object {
    val DEPTH_BUFFER_BIT: Int
    val STENCIL_BUFFER_BIT: Int
    val POINTS: Int
    val LINES: Int
    val LINE_LOOP: Int
    val TRIANGLES: Int
    val TRIANGLE_STRIP: Int
    val TRIANGLE_FAN: Int
    val ZERO: Int
    val ONE: Int
    val SRC_COLOR: Int
    val ONE_MINUS_SRC_COLOR: Int
    val SRC_ALPHA: Int
    val ONE_MINUS_SRC_ALPHA: Int
    val DST_ALPHA: Int
    val ONE_MINUS_DST_ALPHA: Int
    val DST_COLOR: Int
    val ONE_MINUS_DST_COLOR: Int
    val SRC_ALPHA_SATURATE: Int
    val BLEND_EQUATION: Int
    val BLEND_EQUATION_RGB: Int
    val BLEND_EQUATION_ALPHA: Int
    val FUNC_ADD: Int
    val BLEND_SRC_RGB: Int
    val BLEND_SRC_ALPHA: Int
    val BLEND_DST_RGB: Int
    val BLEND_DST_ALPHA: Int
    val BLEND_COLOR: Int
    val ARRAY_BUFFER: Int
    val ELEMENT_ARRAY_BUFFER: Int
    val ARRAY_BUFFER_BINDING: Int
    val FRONT: Int
    val BACK: Int
    val CULL_FACE: Int
    val BLEND: Int
    val DITHER: Int
    val STENCIL_TEST: Int
    val DEPTH_TEST: Int
    val SCISSOR_TEST: Int
    val POLYGON_OFFSET_FILL: Int
    val SAMPLE_ALPHA_TO_COVERAGE: Int
    val SAMPLE_COVERAGE: Int
    val NO_ERROR: Int
    val INVALID_ENUM: Int
    val INVALID_VALUE: Int
    val INVALID_OPERATION: Int
    val OUT_OF_MEMORY: Int
    val CW: Int
    val CCW: Int
    val LINE_WIDTH: Int
    val ALIASED_POINT_SIZE_RANGE: Int
    val ALIASED_LINE_WIDTH_RANGE: Int
    val Red_BITS: Int
    val Green_BITS: Int
    val Blue_BITS: Int
    val Alpha_BITS: Int
    val Depth_BITS: Int
    val Stencil_BITS: Int
    val POLYGON_OFFSET_UNITS: Int
    val POLYGON_OFFSET_FACTOR: Int
    val TEXTURE_BINDING_2D: Int
    val SAMPLE_BUFFERS: Int
    val SAMPLES: Int
    val SAMPLE_COVERAGE_VALUE: Int
    val SAMPLE_COVERAGE_INVERT: Int
    val COMPRESSED_TEXTURE_FORMATS: Int
    val DONT_CARE: Int
    val FASTEST: Int
    val NICEST: Int
    val GENERATE_MIPMAP_HINT: Int
    val BYTE: Int
    val UNSIGNED_BYTE: Int
    val SHORT: Int
    val UNSIGNED_SHORT: Int
    val INT: Int
    val UNSIGNED_INT: Int
    val FLOAT: Int
    val DEPTH_COMPONENT: Int
    val RGBA: Int
    val LUMINANCE: Int
    val LUMINANCE_ALPHA: Int
RENDERBUFFER_STENCIL_SIZE: Int
        val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
        val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
        val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
        val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
        val COLOR_ATTACHMENT0: Int
        val DEPTH_ATTACHMENT: Int
        val STENCIL_ATTACHMENT: Int
        val DEPTH_STENCIL_ATTACHMENT: Int
        val NONE: Int
        val FRAMEBUFFER_COMPLETE: Int
        val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
        val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
        val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int
        val FRAMEBUFFER_UNSUPPORTED: Int
        val FRAMEBUFFER_BINDING: Int
        val RENDERBUFFER_BINDING: Int
        val MAX_RENDERBUFFER_SIZE: Int
        val INVALID_FRAMEBUFFER_OPERATION: Int
        val UNPACK_FLIP_Y_WEBGL: Int
        val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
        val CONTEXT_LOST_WEBGL: Int
        val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
        val BROWSER_DEFAULT_WEBGL: Int
    }
}

/**
 * Exposes the JavaScript
 to Kotlin

*/
public external open class WebGLContextEvent(type: String, eventInit: WebGLContextEventInit =
definedExternally): Event { open val statusMessage: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface WebGLContextEventInit : EventInit {
    var statusMessage: String? /* = "" */

    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun WebGLContextEventInit(statusMessage: String? = "", bubbles: Boolean? = false,
WebGLContextEventInit {
    var o = js("({})")
    o["statusMessage"] = statusMessage
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
[ArrayBuffer](https://developer.mozilla.org/en/docs/Web/API/ArrayBuffer)
 to Kotlin

*/
public external open class ArrayBuffer(length: Int) : BufferDataSource {
    open val byteLength: Int
    fun slice(begin: Int, end: Int = definedExternally): ArrayBuffer

    companion object {
        fun isView(value: Any?): Boolean
    }
}

/**
 * Exposes the JavaScript
[ArrayBufferView](https://developer.mozilla.org/en/docs/Web/API/ArrayBufferView)
 to Kotlin

*/
public external interface ArrayBufferView : BufferDataSource {
    val buffer: ArrayBuffer
    val byteOffset: Int
    val byteLength: Int
    fun set(array: ArrayBufferView, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): ArrayBufferView

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun ArrayBufferView.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun ArrayBufferView.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript
[Int8Array](https://developer.mozilla.org/en/docs/Web/API/Int8Array)
 to Kotlin

*/
public external open class Int8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int8Array)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int =
definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Int8Array, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Int8Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Int8Array.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Int8Array.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript
[Uint8Array](https://developer.mozilla.org/en/docs/Web/API/Uint8Array)
 to Kotlin

*/
public external open class Uint8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint8Array)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int =
definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Uint8Array, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint8Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint8Array.get(index: Int): Byte = asDynamic()[index]
fun Uint8Array.set(index: Int, value: Byte) { asDynamic()[(index) = value } /* Exposes the JavaScript Uint8ClampedArray [https://developer.mozilla.org/en/docs/Web/API/Uint8ClampedArray] to Kotlin */

external open class Uint8ClampedArray : ArrayBufferView (\n constructor(length: Int)\n constructor(array: Array<Byte>)\n constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n open val length: Int\n override val buffer: ArrayBuffer\n override val byteOffset: Int\n fun set(array: Uint8ClampedArray, offset: Int = definedExternally)\n fun subarray(start: Int, end: Int): Uint8ClampedArray\n companion object {\n BYTES_PER_ELEMENT: Int\n }\n @kotlin.internal.InlineOnly\n open inline fun operator fun Uint8ClampedArray.get(index: Int): Byte = asDynamic()[(index) \n \n \n\n Kotlin */

external open class Uint16Array : ArrayBufferView (\n constructor(length: Int)\n constructor(array: Array<Short>)\n constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n open val length: Int\n override val buffer: ArrayBuffer\n override val byteOffset: Int\n fun set(array: Uint16Array, offset: Int = definedExternally)\n fun subarray(start: Int, end: Int): Uint16Array\n companion object {\n BYTES_PER_ELEMENT: Int\n }\n @kotlin.internal.InlineOnly\n open inline fun operator fun Uint16Array.get(index: Int): Short = asDynamic()[(index) \n \n\n Kotlin */

external open class Uint32Array : ArrayBufferView (\n constructor(length: Int)\n constructor(array: Array<Int>)\n constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n open val length: Int\n override val buffer: ArrayBuffer\n override val byteOffset: Int\n fun set(array: Uint32Array, offset: Int = definedExternally)\n fun subarray(start: Int, end: Int): Uint32Array\n companion object {\n BYTES_PER_ELEMENT: Int\n }\n @kotlin.internal.InlineOnly\n open inline fun operator fun Uint32Array.get(index: Int): Int = asDynamic()[(index) \n \n\n Kotlin */

external open class Float32Array : ArrayBufferView (\n constructor(length: Int)\n constructor(array: Array<Float>)\n constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n open val length: Int\n override val buffer: ArrayBuffer\n override val byteOffset: Int\n fun set(array: Float32Array, offset: Int = definedExternally)\n fun subarray(start: Int, end: Int): Float32Array\n companion object {\n BYTES_PER_ELEMENT: Int\n }\n @kotlin.internal.InlineOnly\n open inline fun operator fun Float32Array.get(index: Int): Float = asDynamic()[(index) \n \n\n Kotlin */

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class Float32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float32Array)
    constructor(array: Array<Float>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Float32Array, offset: Int = definedExternally)
    fun set(array: Array<Float>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Float32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.get(index: Int): Float = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.set(index: Int, value: Float) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array) to Kotlin
 */
public external open class Float64Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float64Array)
    constructor(array: Array<Double>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Float64Array, offset: Int = definedExternally)
    fun set(array: Array<Double>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Float64Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.get(index: Int): Double = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.set(index: Int, value: Double) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [DataView](https://developer.mozilla.org/en/docs/Web/API/DataView) to Kotlin
 */
public external open class DataView(buffer: ArrayBuffer, byteOffset: Int = definedExternally, byteLength: Int = definedExternally) : ArrayBufferView {
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun getInt8(byteOffset: Int): Byte
    fun getUint8(byteOffset: Int): Byte
    fun getInt16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
    fun getUint16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
    fun getInt32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getUint32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getFloat32(byteOffset: Int, littleEndian: Boolean = definedExternally): Float
    fun getFloat64(byteOffset: Int, littleEndian: Boolean = definedExternally): Double
    fun setInt8(byteOffset: Int, value: Byte)
    fun setUint8(byteOffset: Int, value: Byte)
    fun setInt16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)
    fun setUint16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)
    fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
    fun setUint32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
    fun setFloat32(byteOffset: Int, value: Float, littleEndian: Boolean = definedExternally)
    fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean = definedExternally)
}

public external interface BufferDataSource

public external interface TexImageSource
close class ClipboardEvent(type: String, eventoInitDict: ClipboardEventInit = definedExternally) : Event {
    open val clipboardData: DataTransfer?
    val companion object {

        fun readText(): Promise<String>

    }
}

/**
 * Exposes the JavaScript [Clipboard](https://developer.mozilla.org/en/docs/Web/API/Clipboard) to Kotlin
 */
public external abstract class Clipboard : EventTarget {
    fun read(): Promise<DataTransfer>
    fun readText(): Promise<String>
    fun write(data: DataTransfer): Promise<Unit>
    fun writeText(data: String): Promise<Unit>
}

public external interface ClipboardPermissionDescriptor {

    var allowWithoutGesture: Boolean? /* = false */
                get() = definedExternally
                set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline operator fun ClipboardPermissionDescriptor(allowWithoutGesture: Boolean? = false): ClipboardPermissionDescriptor {
    val o = js("({})")
    o["allowWithoutGesture"] = allowWithoutGesture
    return o
}

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT! See github.com/kotlin/dukat for details

package org.w3c.dom.css

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external abstract class MediaList : ItemArrayLike<String> {
    open var mediaText: String
    fun appendMedium(medium: String)
    fun deleteMedium(medium: String)
    fun item(index: Int): String?
}

@kotlin.internal.InlineOnly
public inline operator fun MediaList.get(index: Int): String? = asDynamic()[index]

/**
 * Exposes the JavaScript [StyleSheet](https://developer.mozilla.org/en/docs/Web/API/StyleSheet) to Kotlin
 */
public external abstract class StyleSheet {
    open var media: MediaList
    open val type: String
    open var disabled: Boolean
    open val href: String?
    open val ownerNode: UnionElementOrProcessingInstruction?
    open val parentStyleSheet: StyleSheet?
    open val title: String?
}

/**
 * Exposes the JavaScript [CSSStyleSheet](https://developer.mozilla.org/en/docs/Web/API/CSSStyleSheet) to Kotlin
 */
public external abstract class CSSStyleSheet : StyleSheet {
    open var cssRules: CSSRuleList
    open var ownerRule: CSSRule
    open val ownerStyleSheet: StyleSheet
}

/**
 * Exposes the JavaScript [StyleSheetList](https://developer.mozilla.org/en/docs/Web/API/StyleSheetList) to Kotlin
 */
public external abstract class StyleSheetList : ItemArrayLike<StyleSheet> {
    override fun item(index: Int): StyleSheet?
}

@kotlin.internal.InlineOnly
public inline operator fun StyleSheetList.get(index: Int): StyleSheet? = asDynamic()[index]
CSSStyleDeclaration companion object {
val STYLE_RULE: Short
val CHARSET_RULE: Short
val IMPORT_RULE: Short
val MEDIA_RULE: Short
val FONT_FACE_RULE: Short
val PAGE_RULE: Short
val MARGIN_RULE: Short
val NAMESPACE_RULE: Short
}

unpublic external abstract class CSSImportRule : CSSRule {
val href: String
val media: MediaQueryList
val styleSheet: CSSStyleSheet
companion object {
val STYLE_RULE: Short
val CHARSET_RULE: Short
val IMPORT_RULE: Short
val MEDIA_RULE: Short
val FONT_FACE_RULE: Short
val PAGE_RULE: Short
val MARGIN_RULE: Short
val NAMESPACE_RULE: Short
}
}

public external abstract class CSSGroupingRule : CSSRule {
open val cssRules: CSSRuleList
fun insertRule(rule: String, index: Int): Int
fun deleteRule(index: Int)
companion object {
val STYLE_RULE: Short
val CHARSET_RULE: Short
val IMPORT_RULE: Short
val MEDIA_RULE: Short
val FONT_FACE_RULE: Short
val PAGE_RULE: Short
val MARGIN_RULE: Short
val NAMESPACE_RULE: Short
}
}

/**
 * Exposes the JavaScript [CSSGroupingRule](https://developer.mozilla.org/en/docs/Web/API/CSSGroupingRule) to Kotlin
 */
public external abstract class CSSMediaRule : CSSGroupingRule {
open val media: MediaQueryList
companion object {
val STYLE_RULE: Short
val CHARSET_RULE: Short
val IMPORT_RULE: Short
val MEDIA_RULE: Short
val FONT_FACE_RULE: Short
val PAGE_RULE: Short
val MARGIN_RULE: Short
val NAMESPACE_RULE: Short
}
}

/**
 * Exposes the JavaScript [CSSPageRule](https://developer.mozilla.org/en/docs/Web/API/CSSPageRule) to Kotlin
 */
public external abstract class CSSPageRule : CSSGroupingRule {
open var selectorText: String
open val style: CSSStyleDeclaration
companion object {
val STYLE_RULE: Short
val CHARSET_RULE: Short
val IMPORT_RULE: Short
val MEDIA_RULE: Short
val FONT_FACE_RULE: Short
val PAGE_RULE: Short
val MARGIN_RULE: Short
val NAMESPACE_RULE: Short
}
}

public external abstract class CSSMarginRule : CSSRule {
open val name: String
open val style: CSSStyleDeclaration
companion object {
val STYLE_RULE: Short
val CHARSET_RULE: Short
val IMPORT_RULE: Short
val MEDIA_RULE: Short
val FONT_FACE_RULE: Short
val PAGE_RULE: Short
val MARGIN_RULE: Short
val NAMESPACE_RULE: Short
}
}

/**
 * Exposes the JavaScript [CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin
 */
public external abstract class CSSNamespaceRule : CSSRule {
open val namespaceURI: String
open val prefix: String
companion object {
val STYLE_RULE: Short
val CHARSET_RULE: Short
val IMPORT_RULE: Short
val MEDIA_RULE: Short
val FONT_FACE_RULE: Short
val PAGE_RULE: Short
val MARGIN_RULE: Short
val NAMESPACE_RULE: Short
}
}

/**
 * Exposes the JavaScript [CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin
 */
public external abstract class CSSStyleDeclaration : ItemArrayLike<String> {
open var cssText: String
open var parentRule: CSSRule?
open var cssFloat: String
open var alignContent: String
open var alignItems: String
open var alignSelf: String
open var animation: String
open var animationDelay: String
open var animationDirection: String
open var animationDuration: String
open var animationFillMode: String
open var animationIterationCount: String
open var animationName: String
open var animationPlayState: String
open var animationTimingFunction: String
open var backfaceVisibility: String
open var background: String
open var backgroundAttachment: String
open var backgroundColor: String
open var backgroundImage: String
open var backgroundOrigin: String
open var backgroundPosition: String
open var backgroundRepeat: String
open var backgroundSize: String
open var border: String
open var borderBottom: String
open var borderBottomColor: String
open var borderBottomLeftRadius: String
open var borderBottomRightRadius: String
open var borderBottomStyle: String
open var borderBottomWidth: String
open var borderCollapse: String
open var borderColor:
String
  open var textJustify: String
  open var textOrientation: String
  open var textOverflow: String
  open var top: String
  open var transform: String
  open var transitionDelay: String
  open var transitionDuration: String
  open var transitionProperty: String
  open var transitionTimingFunction: String
  open var unicodeBidi: String
  open var verticalAlign: String
  open var visibility: String
  open var whiteSpace: String
  open var wordBreak: String
  open var wordSpacing: String
  open var wordWrap: String
  open var zIndex: String

open var _dashed_attribute: String
open var _camel_cased_attribute: String
open var _webkit_cased_attribute: String
fun getPropertyValue(property: String): String
fun getPriority(property: String): String
fun setProperty(property: String, value: String, priority: String = definedExternally)
fun setPropertyValue(property: String, value: String)
fun setPropertyPriority(property: String, priority: String)
fun removeProperty(property: String): String
override fun item(index: Int): String

@kotlin.internal.InlineOnly
public inline operator fun CSSStyleDeclaration.get(index: Int): String? = asDynamic()[index]

public external interface ElementCSSInlineStyle {
    val style: CSSStyleDeclaration
}

/**
 * Exposes the JavaScript
[CSS](https://developer.mozilla.org/en/docs/Web/API/CSS) to Kotlin
 */
public external abstract class CSS {

    companion object {
        fun escape(ident: String): String
    }
}

public external interface UnionElementOrProcessingInstruction

**
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * LICENSE.txt file.

 * NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!

 * See
 * github.com/kotlin/dukat for details

package org.w3c.dom.events

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript
[UIEvent](https://developer.mozilla.org/en/docs/Web/API/UIEvent) to Kotlin
 */
public external open class UIEvent(type: String, eventInitDict: UIEventInit = definedExternally) : Event {

    open val view: Window?

    open val detail: Int

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface UIEventInit : EventInit {
        var view: Window? /* = null */
            get() = definedExternally
            set(value) = definedExternally
        var detail: Int? /* = 0 */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }


    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

composed\n return o
})\n*/
* Exposes the JavaScript [MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin\n*\npublic external open class MouseEvent\n(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent,
UnionElementOrMouseEvent\{\n open val screenX: Int\n open val screenY: Int\n open val clientX: Int\n open val clientY: Int\n open val ctrlKey: Boolean\n open val shiftKey: Boolean\n open val altKey: Boolean\n open val metaKey: Boolean\n open val button: Short\n open val buttons: Short\n open val relatedTarget: EventTarget\n? open val region: String\n open val pageX: Double\n open val pageY: Double\n open val x: Double\n open val y: Double\n open val offsetX: Double\n open val offsetY: Double\n fun getModifierState(keyArg: String): Boolean
}

/**
 * Exposes the JavaScript [MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin
 */
public external open
class MouseEvent\n(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent,
UnionElementOrMouseEvent {
    open val screenX: Int
    open val screenY: Int
    open val clientX: Int
    open val clientY: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val button: Short
    open val buttons: Short
    open val relatedTarget: EventTarget?
    open val region: String?
    open val pageX: Double
    open val pageY: Double
    open val x: Double
    open val y: Double
    open val offsetX: Double
    open val offsetY: Double
    fun getModifierState(keyArg: String): Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MouseEventInit : EventModifierInit {
    var screenX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var screenY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var button: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var buttons: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var region: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

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/*
get() = definedExternally
set(value) = definedExternally
var modifierSymbolLock: Boolean? /* = false */
get() = definedExternally
set(value) = definedExternally
*/

get() = definedExternally
set(value) = definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 [WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin
 */
public external open class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {
    open val deltaX: Double
    open val deltaY: Double
    open val deltaZ: Double
    open val deltaMode: Int

    companion object {
        val DOM_DELTA_PIXEL: Int
        val DOM_DELTA_LINE: Int
        val DOM_DELTA_PAGE: Int
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface WheelEventInit : MouseEventInit {
    var deltaX: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var deltaY: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var deltaZ: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var deltaMode: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["deltaX"] = deltaX
    o["deltaY"] = deltaY
    o["deltaZ"] = deltaZ
    o["deltaMode"] = deltaMode
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 [InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent) to Kotlin
 */
public external open class InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) : UIEvent {
    open val data: String
    open val isComposing: Boolean

    companion object {
        val NONE:
open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {

    open val key: String
    open val code: String
    open val location: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val repeat: Boolean

    open val isComposing: Boolean
    open val charCode: Int
    open val keyCode: Int
    open val which: Int

    fun getModifierState(keyArg: String): Boolean

    companion object {
        val DOM_KEY_LOCATION_STANDARD: Int
        val DOM_KEY_LOCATION_LEFT: Int
        val DOM_KEY_LOCATION_RIGHT: Int
        val DOM_KEY_LOCATION_NUMPAD: Int
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var code: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var location: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var repeat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ctrlKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var shiftKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var altKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var metaKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierAltGraph: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierCapsLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierFn: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierHyper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierNumLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierScrollLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSuper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var view: Window? = null
    var detail: Int? = 0
    var bubbles: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var cancelable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

public external interface CompositionEventInit : InputEventInit {
    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var view: Window? = null
    var detail: Int? = 0
    var bubbles: Boolean? /* = false */
        cancelable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

public external class CompositionEvent(type: String, eventInitDict: CompositionEventInit = definedExternally) : UIEvent {

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface InputEventInit : UIEventInit {
    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var view: Window? = null
    var detail: Int? = 0
    var bubbles: Boolean? /* = false */
        cancelable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}
```kotlin
open class Event(type: String, eventInitDict: EventInit = definedExternally) {
    open val type: String
    open val target: EventTarget?
    open val currentTarget: EventTarget?
    open val eventPhase: Short
    open val bubbles: Boolean
    open val cancelable: Boolean
    open val defaultPrevented: Boolean
    open val composed: Boolean
    open val isTrusted: Boolean
    open val timeStamp: Number

    fun composedPath(): Array<EventTarget>
    fun stopPropagation()
    fun stopImmediatePropagation()
    fun preventDefault()
    fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean)
}

fun handleEvent(event: Event)

fun addEventListener(type: String, callback: EventListener?, options: dynamic = definedExternally)
fun addEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic = definedExternally)
fun removeEventListener(type: String, callback: EventListener?, options: dynamic = definedExternally)
fun removeEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic = definedExternally)
fun dispatchEvent(event: Event): Boolean
}

fun HTMLAllCollection.prototype.item(nameOrIndex: String = definedExternally): UnionElementOrHTMLCollection?
fun HTMLAllCollection.prototype.namedItem(name: String): UnionElementOrHTMLCollection?

fun HTMLCollection.prototype.item(nameOrIndex: String = definedExternally): Element?
fun HTMLCollection.prototype.namedItem(name: String): Element?

fun HTMLOptionsCollection.prototype.add(element: HTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
fun HTMLOptionsCollection.prototype.remove(index: Int)

fun RadioNodeList.prototype.value: String

fun RadioNodeList.prototype.add(element: HTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
fun RadioNodeList.prototype.remove(index: Int)
```

---

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open var tabIndex: Int
    open var accessKey: String
    open var accessKeyLabel: String
    open var draggable: Boolean
    open var dropzone: DOMTokenList
    open var contextMenu: HTMLMenuElement
    open var spellcheck: Boolean
    open var innerText: String
    open val offsetParent: Element?
    open val offsetTop: Int
    open val offsetLeft: Int
    open val offsetWidth: Int
    open val offsetHeight: Int
    fun click()
    fun focus()
    fun blur()
    fun forceSpellCheck()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }

/**
 * Exposes the JavaScript [HTMLUnknownElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUnknownElement) to Kotlin
 */
public external abstract class HTMLUnknownElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }

/**
 * Exposes the JavaScript [DOMStringMap](https://developer.mozilla.org/en/docs/Web/API/DOMStringMap) to Kotlin
 */
public external abstract class DOMStringMap

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.get(name: String): String? = asDynamic()[name]

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.set(name: String, value: String) { asDynamic()[name] = value }

/**
 * Exposes the JavaScript [HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement) to Kotlin
 */
public external abstract class HTMLHtmlElement : HTMLElement {
    open var version: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }

/**
 * Exposes the JavaScript [HTMLHeadElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadElement) to Kotlin
 */
public external abstract class HTMLHeadElement : HTMLElement
Open Source Used In DNAC Platform Arica 12300
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

**Exposes the JavaScript [HTMLUListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUListElement) to Kotlin**

```kotlin
public external abstract class HTMLUListElement : HTMLElement {
    open var compact: Boolean
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

**Exposes the JavaScript [HTMLLIElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLIElement) to Kotlin**

```kotlin
public external abstract class HTMLLIElement : HTMLElement {
    open var value: Int
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

**Exposes the JavaScript [HTMLDListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDListElement) to Kotlin**

```kotlin
public external abstract class HTMLDListElement : HTMLElement {
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

**Exposes the JavaScript [HTMLDivElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDivElement) to Kotlin**

```kotlin
public external abstract class HTMLDivElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

**Exposes the JavaScript [HTMLAnchorElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAnchorElement) to Kotlin**

```kotlin
public external abstract class HTMLAnchorElement : HTMLElement, HTMLHyperlinkElementUtils {
    open
var target: String
open var download: String
open var ping: String
open var rel: String
open var relList: DOMTokenList
open var hreflang: String
open var type: String
open var text: String
open var referrerPolicy: String
open var coords: String
open var charset: String
open var name: String
open var rev: String
open var shape: String
open val ATTRIBUTE_NODE: Short
open val TEXT_NODE: Short
open val CDATA_SECTION_NODE: Short
open val ENTITY_REFERENCE_NODE: Short
open val ENTITY_NODE: Short
open val PROCESSING_INSTRUCTION_NODE: Short
open val COMMENT_NODE: Short
open val DOCUMENT_NODE: Short
open val DOCUMENT_TYPE_NODE: Short
open val DOCUMENT_FRAGMENT_NODE: Short
open val NOTATION_NODE: Short
open val DOCUMENT_POSITION_DISCONNECTED: Short
open val DOCUMENT_POSITION_PRECEDING: Short
open val DOCUMENT_POSITION_FOLLOWING: Short
open val DOCUMENT_POSITION_CONTAINS: Short
open val DOCUMENT_POSITION_CONTAINED_BY: Short
open val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

Exposes the JavaScript [HTMLDataElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataElement) to Kotlin

Exposes the JavaScript [HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin

Exposes the JavaScript [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin

Exposes the JavaScript [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin

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val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 */
public external interface HTMLHyperlinkElementUtils {
    var href: String
    val origin: String
    var protocol: String
    var username: String
    var password: String
    var host: String
    var hostname: String
    var port: String
    var pathname: String
    var search: String
    var hash: String
}

/**
 * Exposes the JavaScript HTMLModElement=https://developer.mozilla.org/en/docs/Web/API/HTMLModElement to Kotlin
 */
public external abstract class HTMLModElement : HTMLElement {
    open var cite: String
    open var dateTime: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript HTMLPictureElement=https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement to Kotlin
 */
public external abstract class HTMLPictureElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript HTMLSourceElement=https://developer.mozilla.org/en/docs/Web/API/HTMLSourceElement to Kotlin
 */
public external abstract class HTMLSourceElement : HTMLElement {
    open var src: String
    open var type: String
    open var srcset: String
    open var sizes: String
    open var media: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
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/*Anpublic external abstract class HTMLImageElement : HTMLElement, HTMLOrSVGImageElement, TexImageSource |\n  open var alt: String?\n  open var src: String?\n  open var srcset: String?\n  open var crossOrigin: String?\n  open var useMap: String?\n  open var isMap: Boolean\n  open var width: Int?\n  open var height: Int?\n  open val naturalWidth: Int?\n  open val naturalHeight: Int?\n  open val complete: Boolean\n  open val currentSrc: String?\n  open var referrerPolicy: String?\n  open var name: String?\n  open var lowsrc: String?\n  open var align: String?\n  open var hspace: Int?\n  open var vspace: Int?\n  open var longDesc: String?\n  open var border: String?\n  open var x: Int?\n  open var y: Int?\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n*/

/**
 * Exposes the JavaScript

  [HTMLIFrameElement](https://developer.mozilla.org/en/docs/Web/API/HTMLIFrameElement) to Kotlin

  */
public external abstract class HTMLIFrameElement : HTMLElement {
    open var src: String
    open var srcdoc: String
    open var name: String
    open val sandbox: DOMTokenList
    open var allowFullscreen: Boolean
    open var allowUserMedia: Boolean
    open var width: String
    open var height: String
    open var referrerPolicy: String
    open val contentDocument: Document?
    open val contentWindow: Window?
    open var align: String
    open var scrolling: String
    open var frameborder: String
    open var longDesc: String
    open var marginHeight: String
    open var marginWidth: String
    fun getSVGDocument(): Document?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript

  [HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to Kotlin

  */
public external abstract class HTMLEmbedElement : HTMLElement {
    open var src: String
    open var type: String
    open var width: String
    open var height: String
    open var align: String
    open var name: String
    fun getSVGDocument(): Document?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript

  [HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin

  */
public external abstract class HTMLObjectElement : HTMLElement {
    open var data: String
    open var
type: String
open var typeMustMatch: Boolean
open var name: String
open var useMap: String
open val form: HTMLFormElement?
open var width: String
open var height: String
open val contentDocument: Document?
open val contentWindow: Window?
open val willValidate: Boolean
open val open var validity: ValidityState?
open val validationMessage: String
open var var code: String
open var var align: String
open var open var declare: Boolean
open var open var hspace: Int
open var standby:
open var open var vspace: Int
open var open var codeBase: String?
open var open var codeType: String
open var open var border:
open var fun getSVGDocument(): Document?
open fun fun checkValidity(): Boolean
open fun fun reportValidity(): Boolean
open fun setCustomValidity(error: String)

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript
[HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin
*/
public external abstract class HTMLParamElement : HTMLElement {
open var name: String
open var value: String
open var type: String
open var valueType: String

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript
[HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin
*/
public external abstract class HTMLVideoElement : HTMLMediaElement, CanvasImageSource, TexImageSource {
open var width: Int
open var height: Int
open val videoWidth: Int
open val videoHeight: Int
open var poster: String
open var playsInline: Boolean

companion object {
val NETWORK_EMPTY: Short
val NETWORK_IDLE: Short
val NETWORK_LOADING: Short
val NETWORK_NO_SOURCE: Short
val HAVE_NOTHING: Short
val HAVE_METADATA: Short
val HAVE_CURRENT_DATA: Short
val HAVE_FUTURE_DATA: Short
val HAVE_ENOUGH_DATA: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript
[HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin
*/
public external abstract class HTMLAudioElement : HTMLMediaElement {

companion object {
val NETWORK_EMPTY: Short
val NETWORK_IDLE: Short
val NETWORK_LOADING: Short
val NETWORK_NO_SOURCE: Short
val HAVE_NOTHING: Short
val HAVE_METADATA: Short
val HAVE_CURRENT_DATA: Short
val HAVE_FUTURE_DATA: Short
val HAVE_ENOUGH_DATA: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}*\n*/
// Exposes the JavaScript [HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin
public external abstract class HTMLTrackElement : HTMLElement {
    open var kind: String
    open var src: String
    open var srclang: String
    open var label: String
    open var default: Boolean
    open val readyState: Short
    open val track: TextTrack

    companion object {
        val NONE: Short
        val LOADING: Short
        val LOADED: Short
        val ERROR: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMediaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMediaElement) to Kotlin
 */
public external abstract class HTMLMediaElement : HTMLElement {
    open val error: MediaError?
    open var src: String
    open var srcObject: dynamic
    open val currentSrc: String
    open var crossOrigin: String?
    open val networkState: Short
    open var preload: String
    open val buffered: TimeRanges
    open val readyState: Short
    open var seeking: Boolean
    open var currentTime: Double
    open var duration: Double
    open var paused: Boolean
    open var defaultPlaybackRate: Double
    open var playbackRate: Double
    open var played: TimeRanges
    open var seekable: TimeRanges
    open var ended: Boolean
    open var autoplay: Boolean
    open var loop: Boolean
    open var controls: Boolean
    open var volume: Double
    open var muted: Boolean
    open var defaultMuted: Boolean
    open var audioTracks: AudioTrackList
    open var videoTracks: VideoTrackList
    open val textTracks: TextTrackList
    fun load()
    fun canPlayType(type: String): CanPlayTypeResult
    fun fastSeek(time: Double)
    fun getStartDate(): dynamic
    fun play(): Promise<Unit>
    fun pause()
    fun addTextTrack(kind: TextTrackKind, label: String = definedExternally,
        language: String = definedExternally): TextTrack

    companion object {
        val NETWORK_NO_SOURCE: Short
        val HAVE NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```kotlin
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
val DOCUMENT_POSITION_NODE: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION:absolute: Short
val DOCUMENT_POSITION:relative: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
 [MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin
 */
public external abstract class MediaError {
    open val code: Short

    companion object {
        val MEDIA_ERR_ABORTED: Short
        val MEDIA_ERR_NETWORK: Short
        val MEDIA_ERR_DECODE: Short
        val MEDIA_ERR_SRC_NOT_SUPPORTED: Short
    }
}

/**
 * Exposes the JavaScript
 [AudioTrackList](https://developer.mozilla.org/en/docs/Web/API/AudioTrackList) to Kotlin
 */
public external abstract class AudioTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): AudioTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun AudioTrackList.get(index: Int): AudioTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript
 [VideoTrackList](https://developer.mozilla.org/en/docs/Web/API/VideoTrackList) to Kotlin
 */
public external abstract class VideoTrackList : EventTarget {
    open val length: Int
    open val selectedIndex: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): VideoTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun VideoTrackList.get(index: Int): VideoTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript
 [TextTrackList](https://developer.mozilla.org/en/docs/Web/API/TextTrackList) to Kotlin
 */
public external abstract class TextTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): TextTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun TextTrackList.get(index: Int): TextTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript
 [TextTrack](https://developer.mozilla.org/en/docs/Web/API/TextTrack) to Kotlin
 */
public external abstract class TextTrack : EventTarget, UnionAudioTrackOrTextTrackOrVideoTrack {
    open val kind: TextTrackKind
    open val label: String
    open val language: String
    open val id: String
    open val inBandMetadataTrackDispatchType: String
    open var mode: TextTrackMode
    open val cues: TextTrackCueList?
    open var oncuechange: ((Event) -> dynamic)?
    fun addCue(cue: TextTrackCue)
    fun removeCue(cue: TextTrackCue)
}

public external abstract class TextTrackCueList {
    open val length: Int
    fun getCueById(id: String): TextTrackCue?
}

@kotlin.internal.InlineOnly
public inline operator fun TextTrackCueList.get(index: Int): TextTrackCue? = asDynamic()[index]

/**
 * Exposes the JavaScript
 [TimeRanges](https://developer.mozilla.org/en/docs/Web/API/TimeRanges) to Kotlin
 */
public external abstract class TimeRanges {
    open val length: Int
    fun start(index: Int): Double
    fun end(index: Int): Double
}

/**
 * Exposes the JavaScript
 [TrackEvent](https://developer.mozilla.org/en/docs/Web/API/TrackEvent) to Kotlin
 */
public external open class TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {
    open val track: UnionAudioTrackOrTextTrackOrVideoTrack?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
```

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UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */
        get() = definedExternally
        set(value) =
            definedExternally
}

@kotlin.internal.InlineOnly
public inline fun TrackEventInit(track:
        UnionAudioTrackOrTextTrackOrVideoTrack? = null, bubbles: Boolean? = false, cancelable: Boolean? = false,
        composed: Boolean? = false): TrackEventInit {
        val o = js("({})")
        o["track"] = track
        o["bubbles"] =
            bubbles
        o["Cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

/**
 * Exposes the JavaScript [HTMLMapElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMapElement) to Kotlin
 */
public external abstract class HTMLMapElement : HTMLElement {
    open var name: String
    open val
        areas: HTMLCollection

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript [HTMLAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAreaElement) to Kotlin
 */
public external abstract class HTMLAreaElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var
        alt: String
        coords: String
        shape: String
        target: String
        download: String
        ping: String
        rel: String
        relList: DOMTokenList
        referrerPolicy: String
        noHref: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript [HTMLTableElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableElement) to Kotlin
 */
public external abstract class HTMLTableElement : HTMLElement {
    open var
        caption: HTMLTableCaptionElement?
        tHead: HTMLTableSectionElement?
        tFoot: HTMLTableSectionElement?
        tBodies: HTMLCollection

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

*Exposes the JavaScript [HTMLTableCaptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCaptionElement) to Kotlin

public external abstract class HTMLTableCaptionElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to Kotlin
 */
public external abstract class HTMLTableColElement : HTMLElement {
    open var span: Int
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableSectionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableSectionElement) to Kotlin
 */
public external abstract class HTMLTableSectionElement : HTMLElement {
    open val rows: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    fun insertRow(index: Int = definedExternally): HTMLElement
    fun deleteRow(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement) to Kotlin
 */
public external abstract class HTMLTableRowElement : HTMLElement {
    open val rowIndex: Int
    open val sectionRowIndex: Int
    open val cells: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var bgColor: String
    fun insertCell(index: Int = definedExternally): HTMLElement
    fun deleteCell(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

Exposes the JavaScript [HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement) to Kotlin

An external abstract class HTMLTableCellElement: HTMLElement { open var colSpan: Int; open var rowSpan: Int; open var cellIndex: Int; open var scope: String; open var abbr: String; open var align: String; open var axis: String; open var width: String; open var ch: String; open var chOff: String; open var noWrap: Boolean; open var vAlign: String; open var bgColor: String companion object { val ELEMENT_NODE: Short val ATTRIBUTE_NODE: Short val TEXT_NODE: Short val CDATA_SECTION_NODE: Short val ENTITY_REFERENCE_NODE: Short val ENTITY_NODE: Short val PROCESSING_INSTRUCTION_NODE: Short val COMMENT_NODE: Short val DOCUMENT_NODE: Short val DOCUMENT_TYPE_NODE: Short val DOCUMENT_FRAGMENT_NODE: Short val DOCUMENT_POSITION_DISCONNECTED: Short val DOCUMENT_POSITION_PRECEDING: Short val DOCUMENT_POSITION_FOLLOWING: Short val DOCUMENT_POSITION_CONTAINS: Short val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

Exposes the JavaScript [HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin

A public external abstract class HTMLFormElement: HTMLElement { open var acceptCharset: String; open var action: String; open var autocomplete: String; open var enctype: String; open var encoding: String; open var method: String; open var name: String; open var noValidate: Boolean; open var target: String; open val elements: HTMLFormControlsCollection; open val length: Int; fun submit(): Boolean; fun reportValidity(): Boolean companion object { val ELEMENT_NODE: Short val attributeNode: Short val TEXT_NODE: Short val CDATA_SECTION_NODE: Short val ENTITY_REFERENCE_NODE: Short val ENTITY_NODE: Short val PROCESSING_INSTRUCTION_NODE: Short val COMMENT_NODE: Short val DOCUMENT_NODE: Short val DOCUMENT_TYPE_NODE: Short val DOCUMENT_FRAGMENT_NODE: Short val DOCUMENT_POSITION_DISCONNECTED: Short val DOCUMENT_POSITION_PRECEDING: Short val DOCUMENT_POSITION_FOLLOWING: Short val DOCUMENT_POSITION_CONTAINS: Short val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

Inline only operator fun HTMLFormElement.get(index: Int): Element? = asDynamic()[index]

Inline only operator fun HTMLFormElement.get(name: String): UnionElementOrRadioNodeList? = asDynamic()[name]

Exposes the JavaScript [HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin


DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short


DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin
 */
public external abstract class HTMLInputElement : HTMLElement {
    open var accept: String
    open var alt: String
    open var autocomplete: String
    open var autofocus: Boolean
    open var defaultChecked: Boolean
    open var dirName: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var height: Int
    open var indeterminate: Boolean
    open var inputMode: String
    open var list: HTMLElement?
    open var max: String
    open var maxLength: Int
    open var min: String
    open var minLength: Int
    open var multiple: boolean
    open var name: String
    open var placeholder: String
    open var readOnly: Boolean
    open var required: Boolean
    open var size: Int
    open var src: String
    open var step: String
    open var type: String
    open var defaultValue: String
    open var valueAsDate: dynamic
    open var valueAsNumber: Double
    open var width: Int
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    fun select()
    fun setRangeText(replacement: String)
    fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
    fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin
 */
public external abstract class HTMLButtonElement : HTMLElement {
    open var autofocus: Boolean
    open var disabled: Boolean
    open var form: HTMLFormElement?
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var name: String
    open var type: String
    open var value: String
    open var menu: HTMLMenuElement?
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement) to Kotlin
 */
public
external abstract class HTMLSelectElement : HTMLElement, ItemArrayLike<Element> {
    open var autocomplete: String?
    open var autofocus: Boolean
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var multiple: Boolean
    open var name: String
    open var required: Boolean
    open var size: Int
    open val type: String
    open val options: HTMLOptionsCollection
    override var length: Int
    open val selectedOptions: HTMLCollection
    open var selectedIndex: Int
    open var value: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun namedItem(name: String): HTMLOptionElement?
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
    fun remove(index: Int)
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    override fun item(index: Int): Element?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.set(index: Int, option: HTMLOptionElement?) = asDynamic()[index] = option

/**
 * Exposes the JavaScript [HTMLDataListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataListElement) to Kotlin
 */
public external abstract class HTMLDataListElement : HTMLElement {
    open val options: HTMLCollection

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLOptGroupElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptGroupElement) to Kotlin
 */
public external abstract class HTMLOptGroupElement : HTMLElement,

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- [UnionHTMLOptGroupElementOrHTMLOptionElement](https://developer.mozilla.org/en/docs/Web/API/UnionHTMLOptGroupElementOrHTMLOptionElement)
- [HTMLTextAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTextAreaElement)
- [HTMLKeygenElement](https://developer.mozilla.org/en/docs/Web/API/HTMLKeygenElement)
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLOutputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOutputElement) to Kotlin
 */
public external abstract class HTMLOutputElement : HTMLElement {
    open val htmlFor: DOMTokenList
    open val form: HTMLFormElement?
    open var name: String
    open var type: String
    open var defaultValue: String
    open var value: String
    open val willValidate: Boolean
    open val validity:ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        val NODE_ITERATION_USE擅自*: Short
    }
}

/**
 * Exposes the JavaScript [HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin
 */
public external abstract class HTMLProgressElement : HTMLElement {
    open var value: Double
    open var max: Double
    open val position: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        val NODE_ITERATION_USE擅自*: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin
 */
public external abstract class HTMLMeterElement : HTMLElement {
    open var value: Double
    open var min: Double
    open var max: Double
    open var low: Double
    open var high: Double
    open var optimum: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        val NODE_ITERATION_USE擅自*: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin
 */
public external abstract class HTMLFieldSetElement : HTMLElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open val elements: HTMLCollection
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        val NODE_ITERATION_USE擅自*: Short
    }
}
ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin
 */
public external abstract class HTMLLegendElement : HTMLElement {
    open val form: HTMLFormElement?
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin
 */
public external abstract class ValidityState {
    open val valueMissing: Boolean
    open val typeMismatch: Boolean
    open val patternMismatch: Boolean
    open val tooLong: Boolean
    open val tooShort: Boolean
    open val rangeUnderflow: Boolean
    open val rangeOverflow: Boolean
    open val stepMismatch: Boolean
    open val badInput: Boolean
    open val customError: Boolean
    open val valid: Boolean
}

/**
 * Exposes the JavaScript [HTMLDetailsElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDetailsElement) to
Kotlin
 */
public external abstract class HTMLDetailsElement : HTMLElement {
    open var open: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLMenuElement : HTMLElement {
    open var type: String
    open var label: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLMenuItemElement : HTMLElement {
    open var type: String
    open var label: String
    open var icon: String
    open var disabled: Boolean
    open var checked: Boolean
    open var radiogroup: String


DocumentFragment

companion object {

val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin */
public external abstract class HTMLSlotElement : HTMLElement {

open var name: String
fun assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>

companion object {

val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external interface AssignedNodesOptions {

var flatten: Boolean? /* = false */

get() = definedExternally

set(value) = definedExternally

fun assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>

}

@kotlin.internal.InlineOnly
public inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {

val o = js("({})")

o["flatten"] = flatten

return o

}

/**
 * Exposes the JavaScript [HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin */
public external abstract class HTMLCanvasElement : HTMLElement, CanvasImageSource, TexImageSource {

open var width: Int
open var height: Int

fun getContext(contextId: String, vararg arguments: Any?): RenderingContext?

fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally): String

fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? = definedExternally)

companion object {

val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external interface CanvasRenderingContext2DSettings {

var alpha: Boolean? /* = true */

get() = definedExternally

set(value) = definedExternally

fun getContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings

}

@kotlin.internal.InlineOnly
public inline fun CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {

val o = js("({})")

o["alpha"] = alpha

return o

}

/**
 * Exposes the JavaScript [CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D) to Kotlin */
public *unpublic external abstract class CanvasRenderingContext2D : CanvasState, CanvasTransform, CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters, CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion,
CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext

open val canvas: HTMLCanvasElement

public external interface CanvasState {
    fun save()
    fun restore()
}

public external interface CanvasTransform {
    fun scale(x: Double, y: Double)
    fun rotate(angle: Double)
    fun translate(x: Double, y: Double)
    fun setTransform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)
    fun getTransform(): DOMMatrix
    fun setTransform(transform: dynamic)
    fun resetTransform()
}

public external interface CanvasCompositing {
    var globalAlpha: Double
    var globalCompositeOperation: String
}

public external interface CanvasImageSmoothing {
    var imageSmoothingEnabled: Boolean
    var imageSmoothingQuality: ImageSmoothingQuality
}

public external interface CanvasFillStrokeStyles {
    var strokeStyle: dynamic
    var fillStyle: dynamic
    fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double)
    fun createRadialGradient(x0: Double, y0: Double, x1: Double, y1: Double)
    fun createPattern(image: CanvasImageSource, repetition: String)
    fun createGradient(sx: Double, sy: Double, sw: Double, sh: Double)
}

public external interface CanvasShadowStyles {
    var shadowOffsetX: Double
    var shadowOffsetY: Double
    var shadowBlur: Double
    var shadowColor: String
}

public external interface CanvasFilters {
    var filter: String
}

public external interface CanvasRect {
    fun clearRect(x: Double, y: Double, w: Double, h: Double)
    fun fillRect(x: Double, y: Double, w: Double, h: Double)
    fun strokeRect(x: Double, y: Double, w: Double, h: Double)
}

public external interface CanvasDrawPath {
    fun beginPath()
    fun fill(fillRule: CanvasFillRule)
    fun fill(path: Path2D, fillRule: CanvasFillRule)
    fun stroke(path: Path2D)
    fun clip(fillRule: CanvasFillRule)
    fun createPath(fillRule: CanvasFillRule)
    fun resetClip()
    fun isPointInPath(x: Double, y: Double, fillRule: CanvasFillRule)
    fun isPointInPath(path: Path2D, x: Double, y: Double, fillRule: CanvasFillRule)
    fun isPointInStroke(x: Double, y: Double)
    fun isPointInStroke(path: Path2D, x: Double, y: Double)
}

public external interface CanvasUserInterface {
    fun drawFocusIfNeeded(element: Element)
    fun drawFocusIfNeeded(path: Path2D, element: Element)
}

public external interface CanvasText {
    fun fillText(text: String, x: Double, y: Double, maxWidth: Double)
    fun strokeText(text: String, x: Double, y: Double, maxWidth: Double)
    fun measureText(text: String)
}

public external interface CanvasDrawImage {
    fun drawImage(image: CanvasImageSource, dx: Double, dy: Double)
    fun drawImage(image: CanvasImageSource, sx: Double, sy: Double, sw: Double, sh: Double)
}

public external interface CanvasHitRegion {
    fun addHitRegion(options: HitRegionOptions)
    fun removeHitRegion(id: String)
}

public external interface CanvasImageData {
    fun createImageData(sw: Double, sh: Double)
    fun getImageData(sx: Double, sy: Double, sw: Double, sh: Double)
}

public external interface CanvasPathDrawingStyles {
    var lineWidth: Double
    var lineCap: CanvasLineCap
    var lineJoin: CanvasLineJoin
    var miterLimit: Double
    fun setLineDash(segments: Array<Double>)
    fun getLineDash(): Array<Double>
}

public external interface CanvasTextDrawingStyles {
    var font: String
    var textAlign: CanvasTextAlign
    var textBaseline: CanvasTextBaseline
    var direction: String
}

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/**
 * Exposes the JavaScript [Window](https://developer.mozilla.org/en/docs/Web/API/Window) to Kotlin
 */

public external abstract class Window : EventTarget, GlobalEventHandlers, WindowEventHandlers, WindowOrWorkerGlobalScope, WindowSessionStorage, WindowLocalStorage, GlobalPerformance, UnionMessagePortOrWindowProxy

/**
 * Exposes the JavaScript [Window](https://developer.mozilla.org/en/docs/Web/API/Window) to Kotlin
 */

public interface WindowOrWorkerGlobalScope {
    open val window: Window
    open val self: Window
    open val document: Document
    open var name: String
    open val location: Location
    open val history: History
    open val forward: Array<Window>
    open val frames: Window
    open val length: Int
    open val top: Window
    open var opener: Any?
    open val parent: Window
    open val frameElement: Element
    open val navigator: Navigator
    open val applicationCache: ApplicationCache
    open val external: External
    open val screen: Screen
    open val locationbar: BarProp
    open val menubar: BarProp
    open val personalbar: BarProp
    open val scrollbars: BarProp
    open val statusbar: BarProp
    open val toolbar: BarProp
    open var status: String
    open val closed: Boolean
    open val frames: Array<Window>
    open val length: Int
    open val top: Window
    open var opener: Any?
    open val parent: Window
    open val frameElement: Element
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    open val statusbar: BarProp
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    open val closed: Boolean
    open val frames: Array<Window>
    open val length: Int
    open val top: Window
    open var opener: Any?
    open val parent: Window
    open val frameElement: Element
    open val navigator: Navigator
    open val applicationCache: ApplicationCache
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    open val navigator: Navigator
    open val applicationCache: ApplicationCache
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    open val top: Window
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    open val length: Int
    open val top: Window
    open var opener: Any?
    open val parent: Window
    open val frameElement: Element
    open val navigator: Navigator
    open val applicationCache: ApplicationCache
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    open val frames: Array<Window>
    open val length: Int
    open val top: Window
    open var opener: Any?
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    open val frameElement: Element
    open val navigator: Navigator
    open val applicationCache: ApplicationCache
    open val external: External
    open val screen: Screen
    open val locationbar: BarProp
    open val menubar: BarProp
    open val personalbar: BarProp
    open val scrollbars: BarProp
    open val statusbar: BarProp
    open val toolbar: BarProp
    open var status: String
    open val closed: Boolean
    open val frames: Array<Window>
Event | open val oldURL: String
open val newURL: String
companion object { val NONE:
val CAPTURING_PHASE: Short
val AT_TARGET: Short
val BUBBLING_PHASE:
|\n\npublic external interface HashChangeEventInit : EventInit { val var oldURL: String
* = \"\" */\nget() = definedExternally
set(value) = definedExternally
var newURL: String
* = \"\" */\nget() = definedExternally
set(value) = definedExternally
}@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly

*/
public external open class PromiseRejectionEvent(type: String, eventInitDict: PromiseRejectionEventInit) : Event {
    open val promise: Promise<Any?>
    open val reason: Any?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface PromiseRejectionEventInit : EventInit {
    var promise: Promise<Any?>?
        get() = definedExternally
        set(value) = definedExternally
    var reason: Any?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["promise"] = promise
    o["reason"] = reason
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}**

/* Exposes the JavaScript [GlobalEventHandlers](https://developer.mozilla.org/en/docs/Web/API/GlobalEventHandlers) to Kotlin*/

/*
* public external interface GlobalEventHandlers {
var onabort: ((Event) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var onblur: ((FocusEvent) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var oncancel: ((Event) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var oncanplay: ((Event) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var oncanplaythrough: ((Event) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var onchange: ((Event) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var onclick: ((MouseEvent) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var onclose: ((Event) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var oncontextmenu: ((MouseEvent) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var oncuechange: ((Event) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var ondblclick: ((MouseEvent) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var ondrag: ((DragEvent) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var ondragend: ((DragEvent) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var ondragenter: ((DragEvent) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var ondragexit: ((DragEvent) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var ondragover: ((DragEvent) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var ondragstart: ((DragEvent) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var ondrop: ((DragEvent) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var ondurationchange: ((Event) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var onemptied: ((Event) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var onfocus: ((FocusEvent) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var oninput: ((InputEvent) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var oninvalid: ((Event) -> dynamic)?
  get() =
definedExternally
  set(value) = definedExternally
var onkeydown: ((KeyboardEvent) -> dynamic)?
  get() =
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  set(value) = definedExternally
var onkeypress: ((KeyboardEvent) -> dynamic)?
  get() =
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  set(value) = definedExternally
var onkeyup: ((KeyboardEvent) -> dynamic)?
  get() =
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  set(value) = definedExternally
var onmousedown: ((MouseEvent) -> dynamic)?
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var onmousemove: ((MouseEvent) -> dynamic)?
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var onmouseout: ((MouseEvent) -> dynamic)?
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var onmouseup: ((MouseEvent) -> dynamic)?
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  set(value) = definedExternally
var onmoveend: ((Event) -> dynamic)?
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  set(value) = definedExternally
var onresizestart: ((ProgressEvent) -> dynamic)?
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var onresizeend: ((ProgressEvent) -> dynamic)?
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var onselectstart: ((Event) -> dynamic)?
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var onmouseleave: ((MouseEvent) -> dynamic)?
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var onmouseup: ((MouseEvent) -> dynamic)?
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var onwheel: ((WheelEvent) -> dynamic)?
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var onpause: ((Event) -> dynamic)?
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var onplay: ((Event) -> dynamic)?
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var onplaying: ((Event) -> dynamic)?
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var on resize: ((Event) -> dynamic)?
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var onseeked: ((Event) -> dynamic)?
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var onseeking: ((Event) -> dynamic)?
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var onscroll: ((Event) -> dynamic)?
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var onsubmit: ((Event) -> dynamic)?
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var onsuspend: ((Event) -> dynamic)?
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var onvolumechange: ((Event) -> dynamic)?
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var onwaiting: ((Event) -> dynamic)?
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var onbeforeprint: ((Event) -> dynamic)?
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var onbeforeunload: ((BeforeUnloadEvent) -> dynamic)?
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var onhashchange: ((HashChangeEvent) -> dynamic)?
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var onlanguagechange: ((Event) -> dynamic)?
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set(value) = definedExternally
var onmessage: ((MessageEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onoffline: ((Event) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var ononline: ((Event) -> dynamic)?
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var onorientationchange: ((Event) -> dynamic)?
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var onseeking: ((Event) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onselect: ((Event) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onselect: ((Event) -> dynamic)
definedExternally
var ononline: ((Event) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally

var ononpagehide: ((PageTransitionEvent) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally

var ononpageshow: ((PageTransitionEvent) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally

var ononpopstate: ((PopStateEvent) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally

var ononrejectionhandled: ((Event) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally

var ononstorage: ((StorageEvent) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally

var ononunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally

var ononunload: ((Event) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally

}

public external interface DocumentAndElementEventHandlers {
    var oncopy: ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncut: ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpaste: ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript [WindowOrWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WindowOrWorkerGlobalScope) to Kotlin
 */
public external interface WindowOrWorkerGlobalScope {
    val origin: String
    val caches: CacheStorage
    fun btoa(data: String): String
    fun atob(data: String): String
    fun setTimeout(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
    fun clearTimeout(handle: Int = definedExternally)
    fun setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
    fun clearInterval(handle: Int = definedExternally)
    fun createImageBitmap(image: ImageBitmapSource, options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>
    fun fetch(input: dynamic, init: RequestInit = definedExternally): Promise<Response>
}

/**
 * Exposes the JavaScript [Navigator](https://developer.mozilla.org/en/docs/Web/API/Navigator) to Kotlin
 */
public external abstract class Navigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorContentUtils, NavigatorCookies, NavigatorPlugins, NavigatorConcurrentHardware {
    open val clipboard: Clipboard
    open val mediaDevices: MediaDevices
    open val maxTouchPoints: Int
    open val serviceWorker: ServiceWorkerContainer
    fun getUserMedia(constraints: MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback: (dynamic) -> Unit)
    fun vibrate(pattern: dynamic): Boolean
}

/**
 * Exposes the JavaScript [NavigatorID](https://developer.mozilla.org/en/docs/Web/API/NavigatorID) to Kotlin
 */
public external interface NavigatorID {
    val appCodeName: String
    val appName: String
    val appVersion: String
    val platform: String
    val product: String
    val productSub: String
    val userAgent: String
    val vendor: String
    val vendorSub: String
    val oscpu: String
    fun taintEnabled(): Boolean
}

/**
 * Exposes the JavaScript [NavigatorLanguage](https://developer.mozilla.org/en/docs/Web/API/NavigatorLanguage) to Kotlin
 */
public external interface NavigatorLanguage {
    val language: String
    val languages: Array<out String>
}

public external interface NavigatorContentUtils {
    fun registerProtocolHandler(scheme: String, url: String, title: String)
    fun registerContentHandler(mimeType: String, url: String, title: String)
    fun isProtocolHandlerRegistered(scheme: String, url: String): String
    fun isContentHandlerRegistered(mimeType: String, url: String): String
    fun unregisterProtocolHandler(scheme: String, url: String)
    fun unregisterContentHandler(mimeType: String, url: String)
}

public external interface NavigatorCookies {
    val cookieEnabled: Boolean
}

/**
 * Exposes the JavaScript [NavigatorPlugins](https://developer.mozilla.org/en/docs/Web/API/NavigatorPlugins) to Kotlin
 */
public external abstract class NavigatorPlugins : PluginArray {
    fun refresh(reload: Boolean = definedExternally)
    fun unregisterContentHandler(mimeType: String, url: String)
    val plugins: PluginArray
    val mimeTypes: MimeTypeArray
    fun javaEnabled(): Boolean
}

@kotlin.internal.InlineOnly
inline operator fun PluginArray.get(index: Int): Plugin? =
asDynamic()[index]@kotlin.internal.InlineOnly\npublic inline operator fun PluginArray.get(name: String): Plugin? = asDynamic()[name]@kotlin.internal.InlineOnly\n
[MimeTypeArray](https://developer.mozilla.org/en/docs/Web/API/MimeTypeArray) to Kotlin\n
abstract class MimeTypeArray : ItemArrayLike<MimeType> {
  override fun item(index: Int): MimeType? = asDynamic()[index]

  fun namedItem(name: String): MimeType?
}

abstract class Plugin : ItemArrayLike<MimeType> {
  open val name: String
  open val description: String
  open val filename: String
  override fun item(index: Int): MimeType? = asDynamic()[index]

  fun namedItem(name: String): MimeType?
}

abstract class MimeType {
  open val type: String
  open val description: String
  open val suffixes: String
  open val enabledPlugin: Plugin
}

abstract class ImageBitmap : CanvasImageSource, TexImageSource {
  open val width: Int
  open val height: Int
  fun close()
}

interface ImageBitmapOptions {
  var imageOrientation: ImageOrientation? /* = ImageOrientation.NONE */
  var premultiplyAlpha: PremultiplyAlpha? /* = PremultiplyAlpha.DEFAULT */
  var colorSpaceConversion: ColorSpaceConversion? /* = ColorSpaceConversion.DEFAULT */
  var resizeWidth: Int?
  var resizeHeight: Int?
  var resizeQuality: ResizeQuality? /* = ResizeQuality.LOW */
}

  val o = js("({})")
  o["imageOrientation"] = imageOrientation?
  o["premultiplyAlpha"] = premultiplyAlpha?
  o["colorSpaceConversion"] = colorSpaceConversion?
  o["resizeWidth"] = resizeWidth?
  o["resizeHeight"] = resizeHeight?
  o["resizeQuality"] = resizeQuality?
  return o?
}

abstract class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally) : Event {
  var open val data: Any?
  var open val lastEventId: String?
  var open val source: UnionMessagePortOrWindowProxy?
  var open val ports: Array<out MessagePort>?
  fun initMessageEvent(type: String, bubbles: Boolean, cancelable: Boolean, data: Any?, origin: String, lastEventId: String, source: UnionMessagePortOrWindowProxy?, ports: Array<MessagePort>?): MessageEventInit = definedExternally:

  Event {
    var open val data: Any?
    var open val lastEventId: String?
    var open val source: UnionMessagePortOrWindowProxy?
    var open val ports: Array<MessagePort>?
  }

  override fun item(index: Int): MimeType? = asDynamic()[index]

  fun namedItem(name: String): MimeType?
  fun namedItem(name: String): MimeType?
  override fun item(index: Int): MimeType? = asDynamic()[index]

  fun namedItem(name: String): MimeType?
  override fun item(index: Int): MimeType? = asDynamic()[index]

  fun namedItem(name: String): MimeType?
  override fun item(index: Int): MimeType? = asDynamic()[index]
definedExternally

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```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin */
public external open class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally) : EventTarget {
    open val url: String
    open val withCredentials: Boolean
    open val readyState: Short
    var onopen: ((Event) -> dynamic)?
    var onmessage: ((MessageEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    fun close()

    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSED:
    }

    public external interface EventSourceInit : EventInit {
        var withCredentials: Boolean? /* = false */

        get() = definedExternally
        set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
    public inline fun EventSourceInit(withCredentials: Boolean? = false): EventSourceInit {
        val o = js("({})")
        o["withCredentials"] = withCredentials
        return o
    }

    /**
     * Exposes the JavaScript [WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to Kotlin */
    public external open class WebSocket(url: String, protocols: dynamic = definedExternally) : EventTarget {
        open val url: String
        open val readyState: Short
        open val bufferedAmount: Number
        var onopen: ((Event) -> dynamic)?
        var onerror: ((Event) -> dynamic)?
        var onclose: ((Event) -> dynamic)?
        open val extensions: String
        open val protocol: String
        var onmessage: ((MessageEvent) -> dynamic)?
        var binaryType: BinaryType
        fun close(code: Short = definedExternally, reason: String = definedExternally)
        fun send(data: String)
        fun send(data: Blob)
        fun send(data: ArrayBuffer)
        fun send(data: ArrayBufferView)

        companion object {
            val CONNECTING:
            val OPEN: Short
            val CLOSING: Short
            val CLOSED: Short
        }
    }

    /**
     * Exposes the JavaScript [CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent) to Kotlin
     */
    public external open class CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : Event {
        open val wasClean: Boolean
        open val code: Short
        open val reason: String

        companion object {
            val NONE:
            val CAPTURING_PHASE: Short
            val AT_TARGET: Short
            val BUBBLING_PHASE:
        }

    public external interface CloseEventInit : EventInit {
        var wasClean: Boolean? /* = false */

        get() = definedExternally
        set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["wasClean"] = wasClean
        o["code"] = code
        o["reason"] = reason
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

    /**
     * Exposes the JavaScript [MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin */
    public external open class MessageChannel {
        open val port1: MessagePort
        open val port2: MessagePort
    }

    /**
     * Exposes the JavaScript [MessagePort](https://developer.mozilla.org/en/docs/Web/API/MessagePort) to Kotlin */
    public external abstract class MessagePort : EventTarget, UnionMessagePortOrWindowProxy, UnionClientOrMessagePortOrServiceWorker, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {
        open var onmessage: ((MessageEvent) -> dynamic)?
        fun postMessage(message: Any?, transfer: ArrayBuffer, arrayBufferView: ArrayBufferView)
        fun set(name: String)
    }

    /**
     * Exposes the JavaScript [BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin */
    public external open class BroadcastChannel(name: String) : EventTarget, UnionMessagePortOrWindowProxy, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {
        open var open value: WorkerGlobalScope
        open var open value: WorkerGlobalScope
    }

    /**
     * Exposes the JavaScript [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin */
    public external abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope, GlobalPerformance {
        open var open value: WorkerGlobalScope
        open var open value: WorkerGlobalScope
    }
```
navigator: WorkerNavigator
    open var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    open var onlanguagechange: ((Event) -> dynamic)?
    open var onoffline: ((Event) -> dynamic)?
    open var ononlinestatechange: ((Event) -> dynamic)?
    open var onrejectionhandled: ((PromiseRejectionEvent) -> dynamic)?
    fun importScripts(vararg urls: String)
}

/**
 * Exposes the
 * Exposes the JavaScript
 */
public external abstract class DedicatedWorkerGlobalScope : WorkerGlobalScope {
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    fun close()
}

/**
 * Exposes the JavaScript
 */
public external abstract class SharedWorkerGlobalScope : WorkerGlobalScope {
    open val name: String
    open val applicationCache: ApplicationCache
    open var onconnect: ((Event) -> dynamic)?
    fun close()
}

/**
 * Exposes the JavaScript
 */
public external abstract class AbstractWorker {
    var onerror: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript
 */
public external open class Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    var onmessage: ((MessageEvent) -> dynamic)?
    override var onerror: ((Event) -> dynamic)?
    fun terminate()
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

public external interface WorkerOptions {
    var type: WorkerType? /* = WorkerType.CLASSIC */
        get() = definedExternally
        set(value) = definedExternally
    var credentials: RequestCredentials? /* = RequestCredentials.OMIT */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun WorkerOptions(type: WorkerType? = WorkerType.CLASSIC, credentials: RequestCredentials? = RequestCredentials.OMIT): WorkerOptions {
    val o = js("({})")
    o["type"] = type
    o["credentials"] = credentials
    return o
}

/**
 * Exposes the JavaScript
 */
public external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    open val port: MessagePort
    override var onerror: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript
 */
public external interface NavigatorConcurrentHardware {
    val hardwareConcurrency: Number
}

/**
 * Exposes the JavaScript
 */
public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware {
    open val serviceWorker: ServiceWorkerContainer
}

/**
 * Exposes the JavaScript
 */
public external abstract class WorkerLocation {
    open val href: String
    open val origin: String
    open val protocol: String
    open val hostname: String
    open val port: String
    open val pathname: String
    open val search: String
    open val hash: String
    open val fullpath: String
    open val fullpathWithHash: String
    fun getItem(key: String): String?
    fun setItem(key: String, value: String): String?
    fun removeItem(key: String)
    fun clear()
}

@kotlin.internal.InlineOnly
public inline operator fun Storage.get(key: String): String? = asDynamic()[key]

@kotlin.internal.InlineOnly
public inline operator fun Storage.set(key: String, value: String) { asDynamic()[key] = value }

/**
 * Exposes the JavaScript
 */
public external interface WindowSessionStorage {
    val sessionStorage: Storage
}

/**
 * Exposes the JavaScript
 */
public external abstract class WindowSessionStorage {
    val sessionStorage: Storage
}

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JavaScript [WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage) to Kotlin

```kotlin
@public external interface WindowLocalStorage {
    val localStorage: Storage
}

/**
 * Exposes the JavaScript [StorageEvent](https://developer.mozilla.org/en/docs/Web/API/StorageEvent) to Kotlin
 */
public external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {
    open var key: String?
    open var oldValue: String?
    open var newValue: String?
    open var url: String?
    open var storageArea: Storage?
    open val NONE: Short
    open val AT_TARGET: Short
    open val BUBBLING_PHASE: Short
    open var public external interface StorageEventInit : EventInit {
        var key: String? /* = null */
        var oldValue: String? /* = null */
        var newValue: String? /* = null */
        var url: String? /* = "" */
        var storageArea: Storage? /* = null */
    }
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["key"] = key
    o["oldValue"] = oldValue
    o["newValue"] = newValue
    o["url"] = url
    o["storageArea"] = storageArea
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    return o
}

@public external abstract class HTMLAppletElement : HTMLElement {
    open var align: String
    open var alt: String
    open var archive: String
    open var code: String
    open var codeBase: String
    open var height: String
    open var hspace: Int
    open var name: String
    open var _object: String
    open var vspace: Int
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMarqueeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMarqueeElement) to Kotlin
 */
public external abstract class HTMLMarqueeElement : HTMLElement {
    open var behavior: String
    open var bgColor: String
    open var direction: String
    open var height: String
    open var hspace: Int
    open var loop: Int
    open var scrollAmount: Int
    open var scrollDelay: Int
    open var trueSpeed: Boolean
    open var vspace: Int
    open var width: String
    open fun start()
    open fun stop()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFrameSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameSetElement) to Kotlin
 */
public external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {
    open var cols: String
    open var rows: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the
 * JavaScript
 * [CustomEvent](https://developer.mozilla.org/en/docs/Web/API/CustomEvent) to Kotlin
 */
public external open class CustomEvent(type: String, eventInitDict: CustomEventInit = definedExternally) : Event {
    open val detail: Any?
    fun initCustomEvent(type: String, bubbles: Boolean, cancelable: Boolean, detail: Any?)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface CustomEventInit : EventInit {
    var detail: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

@kotlin.internal.InlineOnly
public inline fun EventListenerOptions(capture: Boolean? = false): EventListenerOptions {
    val o = js("({})")
    o["capture"] = capture
    return o
}

public external interface AddEventListenerOptions : EventListenerOptions {
    var passive: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var once: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["passive"] = passive
    o["once"] = once
    return o
}

@kotlin.internal.InlineOnly
public inline fun NodeArrayLike<*> get(index: Int): Node?

@kotlin.internal.InlineOnly
public inline fun NodeArrayLike<*> get(name: String): Node?

@kotlin.internal.InlineOnly
public inline fun HTMLCollection.get(index: Int): Node?

@kotlin.internal.InlineOnly
public inline fun HTMLCollection.get(name: String): Node?

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String): Element? = asDynamic()[name]

/**
 * Exposes the JavaScript [MutationObserver](https://developer.mozilla.org/en/docs/Web/API/MutationObserver) to Kotlin
 */
public open class MutationObserver(callback: (Array<MutationRecord>, MutationObserver) -> Unit) {

    fun observe(target: Node, options: MutationObserverInit = definedExternally)
    fun disconnect()
    fun takeRecords(): Array<MutationRecord>
}

/**
 * Exposes the JavaScript [MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin
 */
public external interface MutationObserverInit {

    var childList: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var attributes: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterData: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var subtrees: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var attributeOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterDataOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var attributeFilter: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly

    val o = js("({})")

    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    o["subtrees"] = subtrees
    o["attributeOldValue"] = attributeOldValue
    o["characterDataOldValue"] = characterDataOldValue
    o["attributeFilter"] = attributeFilter

    return o
}

/**
 * Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin
 */
public external abstract class Node : EventTarget {

    open var nodeType: Short
    open var nodeName: String
    open var baseURI: String
    open var isConnected: Boolean
    open var ownerDocument: Document?
    open var parentNode: Node?
    open var parentElement: Element?
    open var childNodes: NodeList
    open var firstChild: Node?
    open var lastChild: Node?
    open var previousSibling: Node?
    open var nextSibling: Node?

    open var nodeValue: String?
    open var textContent: String?

    fun getRootNode(options: GetRootNodeOptions = definedExternally): Node
    fun hasChildNodes(): Boolean
    fun normalize()
    fun cloneNode(deep: Boolean = definedExternally): Node
    fun replaceChild(node: Node, child: Node): Node
    fun removeChild(child: Node): Node

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface GetRootNodeOptions {

    var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun GetRootNodeOptions(composed: Boolean?
Exposed the JavaScript `Document` class to Kotlin.

```kotlin
fun GetRootNodeOptions(\n    val o = js("({})")\n) = composed
```

Exposed the `Document` class:

```kotlin
    open val open origin: String
    open val open documentElement: Element?
    open val open location: Location?
    open val open domain: String
    open val open referrer: String
    open val open cookie: String
    open val open lastModified: String
    open val open readyState: DocumentReadyState
    open val open title: String
    open val open dir: String
    open val open body: HTMLElement?
    open val open head: HTMLHeadElement?
    open val open images: HTMLCollection
    open val open embeds: HTMLCollection
    open val open plugins: HTMLCollection
    open val open links: HTMLCollection
    open val open forms: HTMLCollection
    open val open scripts: HTMLCollection
    open val open currentScript: HTMLOrSVGScriptElement?
    open val open defaultView: Window?
    override val open abort: ((Event) -> dynamic)?
    override val open blur: ((FocusEvent) -> dynamic)?
    override val open canplay: ((Event) -> dynamic)?
    override val open canplaythrough: ((Event) -> dynamic)?
    override val open change: ((Event) -> dynamic)?
    override val open click: ((MouseEvent) -> dynamic)?
    override val open close: ((Event) -> dynamic)?
    override val opencontextmenu: ((MouseEvent) -> dynamic)?
    override val oncuechange: ((Event) -> dynamic)?
    override val ondblclick: ((MouseEvent) -> dynamic)?
    override val ondrag: ((DragEvent) -> dynamic)?
    override val ondragend: ((DragEvent) -> dynamic)?
    override val ondragenter: ((DragEvent) -> dynamic)?
    override val ondragleave: ((DragEvent) -> dynamic)?
    override val ondragover: ((DragEvent) -> dynamic)?
    override val ondragstart: ((DragEvent) -> dynamic)?
    override val ondurationchange: ((Event) -> dynamic)?
    override val onemptied: ((Event) -> dynamic)?
    override val onended: ((Event) -> dynamic)?
    override val onerror: ((Any?) -> dynamic)?
    override val onfocus: ((FocusEvent) -> dynamic)?
    override val oninput: ((InputEvent) -> dynamic)?
    override val onkeydown: ((KeyboardEvent) -> dynamic)?
    override val onkeypress: ((KeyboardEvent) -> dynamic)?
    override val onkeyup: ((KeyboardEvent) -> dynamic)?
    override val onload: ((Event) -> dynamic)?
    override val onloaddata: ((Event) -> dynamic)?
    override val onreadystatechange: ((Event) -> dynamic)?
    override val onreset: ((Event) -> dynamic)?
    override val onresize: ((Event) -> dynamic)?
    override val onscroll: ((Event) -> dynamic)?
    override val onselect: ((Event) -> dynamic)?
    override val onshow: ((Event) -> dynamic)?
    override val onstalled: ((Event) -> dynamic)?
    override val onsubmit: ((Event) -> dynamic)?
    override val ontimeupdate: ((Event) -> dynamic)?
    override val ontoggle: ((Event) -> dynamic)?
    override val var
```
onvolumechange: ((Event) -> dynamic)?
override var onwaiting: ((Event) -> dynamic)?
override var ongpointercapture: ((PointerEvent) -> dynamic)?
override var onpointerdown: ((PointerEvent) -> dynamic)?
override var onpointermove: ((PointerEvent) -> dynamic)?
override var onpointerup: ((PointerEvent) -> dynamic)?
override var onpointercancel: ((PointerEvent) -> dynamic)?
override var onpointerout: ((PointerEvent) -> dynamic)?
override var onpointerleave: ((PointerEvent) -> dynamic)?
override var oncopy: ((ClipboardEvent) -> dynamic)?
override var oncut: ((ClipboardEvent) -> dynamic)?
override var onpaste: ((ClipboardEvent) -> dynamic)?
override var fullScreenElement: Element?
override var children: HTMLCollection
override var firstElementChild: Element?
override var lastElementChild: Element?
override var childElementCount: Int
fun getElementsByTagName(qualifiedName: String): HTMLCollection
fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection
fun createElement(localName: String, options: ElementCreationOptions = definedExternally): Element
fun createElementNS(namespace: String?, qualifiedName: String, options: ElementCreationOptions = definedExternally): Element
fun createDocumentFragment(): DocumentFragment
fun createTextNode(data: String): Text
fun createCDATASection(data: String): CDATASection
fun createComment(data: String): Comment
fun createProcessingInstruction(target: String, data: String): ProcessingInstruction
fun importNode(node: Node, deep: Boolean = definedExternally): Node?
fun adoptNode(node: Node): Node?
fun createAttribute(localName: String?): Attr
fun createAttributeNS(namespace: String?, qualifiedName: String): Attr
fun createEvent(`interface`: String): Event
fun createRange(): Range
fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: NodeFilter? = definedExternally): TreeWalker
fun getElementById(elementId: String): Element?
fun prepend(vararg nodes: dynamic)
fun append(vararg nodes: dynamic)
fun querySelector(selectors: String): Element?
fun querySelectorAll(selectors: String): NodeList
fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMRect
fun companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
}
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Short

val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [ShadowRoot](https://developer.mozilla.org/en/docs/Web/API/ShadowRoot) to Kotlin
 */
public external open

class ShadowRoot : DocumentFragment, DocumentOrShadowRoot {
    open val mode: ShadowRootMode

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin
 */
public external abstract class Element : Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils, UnionElementOrHTMLCollection, UnionElementOrRadioNodeList, UnionElementOrMouseEvent, UnionElementOrProcessingInstruction {
    open val namespaceURI: String?
    open val prefix: String?
    open val localName: String
    open val tagName: String
    open var id: String
    open var className: String
    open val classList: DOMTokenList
    open var slot: String
    open val attributes: NamedNodeMap
    open val shadowRoot: ShadowRoot?
    open var scrollTop: Double
    open var scrollLeft: Double
    open val scrollWidth: Int
    open val scrollHeight: Int
    open val clientTop: Int
    open val clientLeft: Int
    open val clientWidth: Int
    open val clientHeight: Int
    open var innerHTML: String
    open var outerHTML: String

    fun hasAttributes(): Boolean
    fun getAttributeNames(): Array<String>
    fun getAttribute(qualifiedName: String): String?
    fun getAttributeNS(namespace: String?, localName: String): String?
    fun setAttribute(qualifiedName: String, value: String)
    fun setAttributeNS(namespace: String?, qualifiedName: String, value: String)
    fun removeAttribute(qualifiedName: String)
    fun removeAttributeNS(namespace: String?, localName: String)
    fun hasAttribute(qualifiedName: String): Boolean
    fun hasAttributeNS(namespace: String?, localName: String): Boolean
    fun getAttributeNode(qualifiedName: String): Attr?
    fun getAttributeNodeNS(namespace: String?, localName: String): Attr?
    fun setAttributeNode(attr: Attr): Attr?
    fun setAttributeNodeNS(attr: Attr): Attr?
    fun attachShadow(init: ShadowRootInit): ShadowRoot
    fun closest(selectors: String): Element?
    fun matches(selectors: String): Boolean
    fun webkitMatchesSelector(selectors: String): Boolean

    fun getElementsByTagName(qualifiedName: String): HTMLCollection
    fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection
    fun getElementsByClassName(classNames: String): HTMLCollection
    fun getElementsByTagNameNS(): HTMLCollection
    fun insertAdjacentElement(where: String, element: Element): Element?
    fun insertAdjacentText(where: String, data: String): Element?
    fun getClientRects(): Array<DOMRect>
    fun getBoundingClientRect(): DOMRect
    fun scrollIntoView()
    fun scrollIntoView(arg: dynamic): Element?
    fun scrollBy(options: ScrollToOptions = definedExternally): Element?
    fun scrollBy(options: ScrollToOptions = definedExternally): Element?
    fun scrollBy(x: Double, y: Double): Element?
    fun scrollBy(options: ScrollToOptions = definedExternally): Element?
    fun scrollBy(x: Double, y: Double): Element?
    fun insertAdjacentHTML(position: String, text: String): Element?
    fun setPointerCapture(pointerId: Int): Boolean
    fun releasePointerCapture(pointerId: Int): Boolean
    fun requestFullscreen():
String = definedExternally) : CharacterData, Slotable, GeometryUtilities {
    open val wholeText: String
    override val assignedSlot: HTMLSlotElement?
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    fun splitText(offset: Int): Text
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
    override fun convertQuadFromNode(quad: DOMQuad, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin
 */
public external open class CDATASection : Text {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction) to Kotlin
 */
public external abstract class ProcessingInstruction : CharacterData, LinkStyle, UnionElementOrProcessingInstruction {
    open val target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to Kotlin
 */
public external open class Comment(data: String = definedExternally) : CharacterData, LinkStyle, UnionElementOrProcessingInstruction {
    open val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}
}

/**
 * Exposes the JavaScript [Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin
 */
public external open class Range {
    open val startContainer: Node
    open val startOffset: Int
    open val endContainer: Node
    open val endOffset: Int
    open val collapsed: Boolean
    open val commonAncestorContainer: Node
    fun setStart(node: Node, offset: Int)
    fun setEnd(node: Node, offset: Int)
    fun setStartBefore(node: Node)
    fun setStartAfter(node: Node)
    fun setEndBefore(node: Node)
    fun setEndAfter(node: Node)
    fun collapse(toStart: Boolean = definedExternally)
    fun selectNode(node: Node)
    fun selectNodeContents(node: Node)
    fun compareBoundaryPoints(how: Short, sourceRange: Range): Short
    fun deleteContents()
    fun extractContents(): DocumentFragment
    fun cloneContents(): DocumentFragment
    fun insertNode(node: Node)
    fun surroundContents(newParent: Node)
    fun cloneRange(): Range
    fun detach()
    fun isPointInRange(node: Node, offset: Int): Boolean
    fun comparePoint(node: Node, offset: Int): Short
    fun intersectsNode(node: Node)
    fun getClientRects(): Array<DOMRect>
    fun getBoundingClientRect(): DOMRect
    fun createContextualFragment(fragment: String): DocumentFragment

    companion object {
        val START_TO_START: Short
        val START_TO_END: Short
        val END_TO_END: Short
        val END_TO_START: Short
    }
}

/**
 * Exposes the JavaScript [NodeIterator](https://developer.mozilla.org/en/docs/Web/API/NodeIterator) to Kotlin
 */
public external abstract class NodeIterator {
    open val root: Node
    open val referenceNode: Node
    open val pointerBeforeReferenceNode: Boolean
    open val whatToShow: Int
    open val filter: NodeFilter?
    fun nextNode(): Node?
    fun previousNode(): Node?
    fun detach()
}

/**
 * Exposes the JavaScript [TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin
 */
public external abstract class TreeWalker {
    open val root: Node
    open val whatToShow: Int
    open val filter: NodeFilter?
    open var currentNode: Node
    fun parentNode(): Node?
    fun firstChild(): Node?
    fun lastChild(): Node?
    fun previousSibling(): Node?
    fun nextSibling(): Node?
    fun previousNode(): Node?
    fun nextNode(): Node?
}

/**
 * Exposes the JavaScript [NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NodeFilter {
    fun acceptNode(node: Node): Short

    companion object {
        val FILTER_ACCEPT: Short
        val FILTER_REJECT: Short
        val FILTER_SKIP: Short
        val SHOW_ALL: Int
        val SHOW_ELEMENT: Int
        val SHOW_ATTRIBUTE: Int
        val SHOW_TEXT: Int
        val SHOW_CDATA_SECTION: Int
        val SHOW_ENTITY_REFERENCE: Int
        val SHOW_PROCESSING_INSTRUCTION: Int
    }
}

/**
 * Exposes the JavaScript [DOMTokenList](https://developer.mozilla.org/en/docs/Web/API/DOMTokenList) to Kotlin
 */
public external abstract class DOMTokenList : ItemArrayLike<String> {
    open var value: String
    fun contains(token: String): Boolean
    fun add(vararg tokens: String)
    fun remove(vararg tokens: String)
    fun toggle(token: String, force: Boolean = definedExternally): Boolean
    fun replace(token: String, newToken: String)
    fun supports(token: String): Boolean
    override fun item(index: Int): String?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMTokenList.get(index: Int): String? = asDynamic()[index]

/**
 * Exposes the JavaScript [DOMPointReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMPointReadOnly) to Kotlin
 */
public external open class DOMPointReadOnly(x: Double, y: Double, z: Double, w: Double) {
    open val x: Double

open val y: Double
open val z: Double
open val w: Double

fun matrixTransform(matrix: DOMMatrixReadOnly): DOMPoint

/**
 * Exposes the JavaScript [DOMPoint](https://developer.mozilla.org/en/docs/Web/API/DOMPoint) to Kotlin
 */
public external open class DOMPoint : DOMPointReadOnly {
    constructor(point: DOMPointInit)
    constructor(x: Double = definedExternally, y: Double = definedExternally, z: Double = definedExternally, w: Double = definedExternally)

    override var x: Double
    override var y: Double
    override var z: Double
    override var w: Double
}

/**
 * Exposes the JavaScript [DOMPointInit](https://developer.mozilla.org/en/docs/Web/API/DOMPointInit) to Kotlin
 */
public external interface DOMPointInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var z: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var w: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMPointInit(x: Double? = 0.0, y: Double? = 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["z"] = z
    o["w"] = w
    return o
}

/**
 * Exposes the JavaScript [DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin
 */
public external open class DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally) : DOMRectReadOnly {
    override var x: Double
    override var y: Double
    override var width: Double
    override var height: Double
}

/**
 * Exposes the JavaScript [DOMRectReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMRectReadOnly) to Kotlin
 */
public external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) {
    open val x: Double
    open val y: Double
    open val width: Double
    open val height: Double
    open val top: Double
    open val right: Double
    open val bottom: Double
    open val left: Double
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]

/**
 * Exposes the JavaScript [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin
 */
public external open class DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)

    open val p1: DOMPoint
    open val p2: DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint

    open val bounds: DOMRectReadOnly
}

/**
 * Exposes the JavaScript [DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin
 */
public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {
    open val a: Double
    open val b: Double
    open val c: Double
    open val d: Double
    open val e: Double
    open val f: Double

    open val m11: Double
    open val m12: Double
    open val m13: Double
    open val m14: Double
    open val m21: Double
    open val m22: Double
    open val m23: Double
    open val m24: Double
    open val m31: Double
    open val m32: Double
    open val m33: Double
    open val m34: Double
    open val m41: Double
    open val m42: Double
    open val m43: Double
    open val m44: Double
    open val is2D: Boolean
    open val isIdentity: Boolean
    fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
Double = definedExternally): DOMMatrix
    fun scaleNonUniform(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun rotate(angle: Double, originX: Double, originY: Double = definedExternally): DOMMatrix
    fun rotateFromVector(x: Double, y: Double): DOMMatrix
    fun rotateAxisAngle(x: Double, y: Double, z: Double, angle: Double): DOMMatrix
    fun skewX(sx: Double): DOMMatrix
    fun skewY(sy: Double): DOMMatrix
    fun multiply(other: DOMMatrix): DOMMatrix
    fun flipX(): DOMMatrix
    fun flipY(): DOMMatrix
    fun inverse(): DOMMatrix
    fun transformPoint(point: DOMPointInit = definedExternally): DOMPoint
    fun toFloat32Array(): Float32Array
    fun toFloat64Array(): Float64Array
}

/**
 * Exposes the JavaScript [DOMMatrix](https://developer.mozilla.org/en/docs/Web/API/DOMMatrix) to Kotlin
 */
public external open class DOMMatrix() : DOMMatrixReadOnly {
    constructor(transformList: String)
    constructor(other: DOMMatrixReadOnly)
    constructor(array32: Float32Array)
    constructor(array64: Float64Array)
    constructor(numberSequence: Array<Double>)
    override var a: Double
    override var b: Double
    override var c: Double
    override var d: Double
    override var e: Double
    override var f: Double
    override var m11: Double
    override var m12: Double
    override var m13: Double
    override var m14: Double
    override var m21: Double
    override var m22: Double
    override var m23: Double
    override var m24: Double
    override var m31: Double
    override var m32: Double
    override var m33: Double
    override var m34: Double
    override var m41: Double
    override var m42: Double
    override var m43: Double
    override var m44: Double
    fun multiplySelf(other: DOMMatrix): DOMMatrix
    fun preMultiplySelf(other: DOMMatrix): DOMMatrix
    fun translateSelf(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scaleSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3dSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun scaleNonUniformSelf(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun rotateSelf(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun rotateFromVectorSelf(x: Double, y: Double): DOMMatrix
    fun rotateAxisAngleSelf(x: Double, y: Double, z: Double, angle: Double): DOMMatrix
    fun skewXSelf(sx: Double): DOMMatrix
    fun skewYSelf(sy: Double): DOMMatrix
    fun invertSelf(): DOMMatrix
    fun setMatrixValue(transformList: String): DOMMatrix
}

public external interface ScrollOptions {
    var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ScrollOptions(behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollOptions {
    val o = js("({})")
    o["behavior"] = behavior
    return o
}

/**
 * Exposes the JavaScript [ScrollToOptions](https://developer.mozilla.org/en/docs/Web/API/ScrollToOptions) to Kotlin
 */
public external interface ScrollToOptions : ScrollOptions {
    var left: Double?
        get() = definedExternally
        set(value) = definedExternally
    var top: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ScrollToOptions(left: Double?, top: Double?, behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollToOptions {
    val o = js("({})")
    o["left"] = left
    o["top"] = top
    o["behavior"] = behavior
    o["return" + 0] = undefined
    return o
}

/**
 * Exposes the JavaScript [MediaQueryList](https://developer.mozilla.org/en/docs/Web/API/MediaQueryList) to Kotlin
 */
public external abstract class MediaQueryList : EventTarget {
    open val media: String
    open val matches: Boolean
    open var onchange: ((Event) -> dynamic)?

    fun addListener(listener: EventListener?)
    fun addListener(listener: ((Event) -> Unit)?)
    fun removeListener(listener: EventListener?)
    fun removeListener(listener: (Event -> Unit)?)
}

/**
 * Exposes the JavaScript [MediaQueryListEvent](https://developer.mozilla.org/en/docs/Web/API/MediaQueryListEvent) to Kotlin
 */
public external class MediaQueryListEvent(type: String, eventInitDict: MediaQueryListEventInit = definedExternally) : Event

fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external open class Audio(src: String = definedExternally) : HTMLAudioElement {
override var onabort: ((Event) -> dynamic)?
override var onblur: ((FocusEvent) -> dynamic)?
override var oncancel: ((Event) -> dynamic)?
override var oncanplay: ((Event) -> dynamic)?
override var oncanplaythrough: ((Event) -> dynamic)?
override var onchange: ((Event) -> dynamic)?
override var onclick: ((MouseEvent) -> dynamic)?
override var onclose: ((Event) -> dynamic)?
override var oncontextmenu: ((MouseEvent) -> dynamic)?
override var oncuechange: ((Event) -> dynamic)?
override var onondblclick: ((MouseEventArgs) -> dynamic)?
override var onondrag: ((DragEvent) -> dynamic)?
override var onondragend: ((DragEvent) -> dynamic)?
override var onondragenter: ((DragEvent) -> dynamic)?
override var onondragexit: ((DragEvent) -> dynamic)?
override var onondragleave: ((DragEvent) -> dynamic)?
override var onondragover: ((DragEvent) -> dynamic)?
override var onondragstart: ((DragEvent) -> dynamic)?
override var onondrop: ((DragEvent) -> dynamic)?
override var ononended: ((Event) -> dynamic)?
override var ononerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
override var ononfocus: ((FocusEvent) -> dynamic)?
override var ononinput: ((InputEvent) -> dynamic)?
override var ononinvalid: ((Event) -> dynamic)?
override var ononkeydown: ((KeyboardEventArgs) -> dynamic)?
override var ononkeypress: ((KeyboardEventArgs) -> dynamic)?
override var ononkeyup: ((KeyboardEventArgs) -> dynamic)?
override var ononload: ((Event) -> dynamic)?
override var ononloadend: ((Event) -> dynamic)?
override var ononloadstart: ((Event) -> dynamic)?
override var ononreadystatechange: ((Event) -> dynamic)?
override var ononprogress: ((ProgressEvent) -> dynamic)?
override var ononratechange: ((Event) -> dynamic)?
override var ononreset: ((Event) -> dynamic)?
override var ononresize: ((Event) -> dynamic)?
override var ononscroll: ((Event) -> dynamic)?
override var ononseeked: ((Event) -> dynamic)?
override var ononseeking: ((Event) -> dynamic)?
override var ononselect: ((Event) -> dynamic)?
override var ononshow: ((Event) -> dynamic)?
override var ononstalled: ((Event) -> dynamic)?
override var ononsubmit: ((Event) -> dynamic)?
override var ononunpause: ((Event) -> dynamic)?
override var ononupdate: ((Event) -> dynamic)?
override var onontoggle: ((Event) -> dynamic)?
override var ononvolumechange: ((Event) -> dynamic)?
override var ononwaiting: ((Event) -> dynamic)?
override var ononpointercapture: ((PointerEventArgs) -> dynamic)?
override var ononpointercapture: ((PointerEventArgs) -> dynamic)?
override var ononpointercancel: ((PointerEventArgs) -> dynamic)?
override var ononpointerdown: ((PointerEventArgs) -> dynamic)?
override var ononpointerup: ((PointerEventArgs) -> dynamic)?
override var ononpointermove: ((PointerEventArgs) -> dynamic)
CanvasImageSource

public external interface CanvasImageSource : ImageBitmapSource

public external interface ImageBitmapSource

public external interface UnionMessagePortOrWindowProxy

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface DocumentReadyState {
    companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanPlayTypeResult {
    companion object
}

public inline val CanPlayTypeResult.Companion.EMPTY: CanPlayTypeResult get() = "".asDynamic().unsafeCast<CanPlayTypeResult>()

public inline val CanPlayTypeResult.Companion.MAYBE: CanPlayTypeResult get() = "maybe".asDynamic().unsafeCast<CanPlayTypeResult>()

public inline val CanPlayTypeResult.Companion.PROBABLY: CanPlayTypeResult get() = "probably".asDynamic().unsafeCast<CanPlayTypeResult>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackMode {
    companion object
}

public inline val TextTrackMode.Companion.DISABLED: TextTrackMode get() = "disabled".asDynamic().unsafeCast<TextTrackMode>()

public inline val TextTrackMode.Companion.HIDDEN: TextTrackMode get() = "hidden".asDynamic().unsafeCast<TextTrackMode>()

public inline val TextTrackMode.Companion.SHOWING: TextTrackMode get() = "showing".asDynamic().unsafeCast<TextTrackMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackKind {
    companion object
}

public inline val TextTrackKind.Companion.SUBTITLES: TextTrackKind get() = "subtitles".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.CAPTIONS: TextTrackKind get() = "captions".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.DESCRIPTIONS: TextTrackKind get() = "descriptions".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.CHAPTERS: TextTrackKind get() = "chapters".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.METADATA: TextTrackKind get() = "metadata".asDynamic().unsafeCast<TextTrackKind>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SelectionMode {
    companion object
}

public inline val SelectionMode.Companion.SELECT: SelectionMode get() = "select".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.START: SelectionMode get() = "start".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.END: SelectionMode get() = "end".asDynamic().unsafeCast<SelectionMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasFillRule {
    companion object
}

public inline val CanvasFillRule.Companion.NONZERO: CanvasFillRule get() = "nonzero".asDynamic().unsafeCast<CanvasFillRule>()

public inline val CanvasFillRule.Companion.EVENODD: CanvasFillRule get() = "evenodd".asDynamic().unsafeCast<CanvasFillRule>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface
"auto".asDynamic().unsafeCast<ScrollRestoration>()

public inline val ScrollRestoration.Companion.MANUAL: ScrollRestoration get() =
"manual".asDynamic().unsafeCast<ScrollRestoration>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageOrientation
{
    companion object
}

"none".asDynamic().unsafeCast<ScrollRestoration>()

"flipY".asDynamic().unsafeCast<ScrollRestoration>()

PremultiplyAlpha {
    companion object
}

public inline val PremultiplyAlpha.Companion.NONE: PremultiplyAlpha get() =
"none".asDynamic().unsafeCast<PremultiplyAlpha>()

public inline val PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get() =
"premultiply".asDynamic().unsafeCast<PremultiplyAlpha>()

public inline val PremultiplyAlpha.Companion.DEFAULT: PremultiplyAlpha get() =
"default".asDynamic().unsafeCast<PremultiplyAlpha>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageOrientation
{
    companion object
}

"none".asDynamic().unsafeCast<ScrollRestoration>()

"flipY".asDynamic().unsafeCast<ScrollRestoration>()

PremultiplyAlpha {
    companion object
}

public inline val PremultiplyAlpha.Companion.NONE: PremultiplyAlpha get() =
"none".asDynamic().unsafeCast<PremultiplyAlpha>()

public inline val PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get() =
"premultiply".asDynamic().unsafeCast<PremultiplyAlpha>()

public inline val PremultiplyAlpha.Companion.DEFAULT: PremultiplyAlpha get() =
"default".asDynamic().unsafeCast<PremultiplyAlpha>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ColorSpaceConversion
{
    companion object
}

public inline val ColorSpaceConversion.Companion.NONE: ColorSpaceConversion get() =
"none".asDynamic().unsafeCast<ColorSpaceConversion>()

public inline val ColorSpaceConversion.Companion.PIXELATED: ColorSpaceConversion.get() =
"pixelated".asDynamic().unsafeCast<ColorSpaceConversion>()

public inline val ColorSpaceConversion.Companion.LOW: ColorSpaceConversion get() =
"low".asDynamic().unsafeCast<ColorSpaceConversion>()

public inline val ColorSpaceConversion.Companion.MEDIUM: ColorSpaceConversion.get() =
"medium".asDynamic().unsafeCast<ColorSpaceConversion>()

public inline val ColorSpaceConversion.Companion.HIGH: ColorSpaceConversion get() =
"high".asDynamic().unsafeCast<ColorSpaceConversion>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResizeQuality
{
    companion object
}

public inline val ResizeQuality.Companion.PIXELATED: ResizeQuality get() =
"pixelated".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.LOW: ResizeQuality get() =
"low".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.MEDIUM: ResizeQuality get() =
"medium".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.HIGH: ResizeQuality get() =
"high".asDynamic().unsafeCast<ResizeQuality>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface BinaryType
{
    companion object
}

public inline val BinaryType.Companion.BLOB: BinaryType get() =
"blob".asDynamic().unsafeCast<BinaryType>()

public inline val BinaryType.Companion.ARRAYBUFFER: BinaryType get() =
"arraybuffer".asDynamic().unsafeCast<BinaryType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WorkerType
{
    companion object
}

public inline val WorkerType.Companion.CLASSIC: WorkerType get() =
"classic".asDynamic().unsafeCast<WorkerType>()

public inline val WorkerType.Companion.MODULE: WorkerType get() =
"module".asDynamic().unsafeCast<WorkerType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ShadowRootMode
{
    companion object
}

public inline val ShadowRootMode.Companion.OPEN: ShadowRootMode get() =
"open".asDynamic().unsafeCast<ShadowRootMode>()

public inline val ShadowRootMode.Companion.CLOSED: ShadowRootMode get() =
"closed".asDynamic().unsafeCast<ShadowRootMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollBehavior
{
    companion object
}

public inline val ScrollBehavior.Companion.AUTO: ScrollBehavior get() =
"auto".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.INSTANT: ScrollBehavior get() =
"instant".asDynamic().unsafeCast<ScrollBehavior>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollLogicalPosition
{
    companion object
}

public inline val ScrollLogicalPosition.Companion.START: ScrollLogicalPosition get() =
"start".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.END: ScrollLogicalPosition get() =
"end".asDynamic().unsafeCast<ScrollLogicalPosition>()
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definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["method"] = method
    o["headers"] = headers
    o["body"] = body
    o["referrer"] = referrer
    o["referrerPolicy"] = referrerPolicy
    o["mode"] = mode
    o["credentials"] = credentials
    o["cache"] = cache
    o["redirect"] = redirect
    o["integrity"] = integrity
    o["keepalive"] = keepalive
    o["window"] = window
    return o
}

/**
 * Exposes the JavaScript [Response](https://developer.mozilla.org/en/docs/Web/API/Response) to Kotlin
 */
public external open class Response(body: dynamic = definedExternally, init: ResponseInit = definedExternally) : Body {
    open val type: ResponseType
    open val url: String
    open val redirected: Boolean
    open val status: Short
    open val ok: Boolean
    open val statusText: String
    open val headers: Headers
    open val body: dynamic
    open val trailer: Promise<Headers>
    override val bodyUsed: Boolean
    override fun clone(): Response
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun json(): Promise<Any>
    override fun text(): Promise<String>

    companion object {
        fun error(): Response
        fun redirect(url: String, status: Short = definedExternally): Response
    }
}

public external interface ResponseInit {
    var status: Short? /* = 200 */
        get() = definedExternally
        set(value) = definedExternally
    var statusText: String? /* = "OK" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["status"] = status
    o["statusText"] = statusText
    o["headers"] = headers
    o["return"] = undefined
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestType {
    companion object
}

public inline val RequestType.Companion.EMPTY: RequestType get() = "".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.AUDIO: RequestType get() = "audio".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.FONT: RequestType get() = "font".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.IMAGE: RequestType get() = "image".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.SCRIPT: RequestType get() = "script".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.STYLE: RequestType get() = "style".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.TRACK: RequestType get() = "track".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.VIDEO: RequestType get() = "video".asDynamic().unsafeCast<RequestType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestDestination {
    companion object
}

public inline val RequestDestination.Companion.EMPTY: RequestDestination get() = "".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.DOCUMENT: RequestDestination get() = "document".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.EMBED: RequestDestination get() = "embed".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.FONT: RequestDestination get() = "font".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.IMAGE: RequestDestination get() = "image".asDynamic().unsafeCast<RequestDestination>()
"manifest".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MEDIA: RequestDestination get() = "media".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.OBJECT: RequestDestination get() = "object".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.REPORT: RequestDestination get() = "report".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SCRIPT: RequestDestination get() = "script".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SERVICEWORKER: RequestDestination get() = "serviceworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SHAREDWORKER: RequestDestination get() = "sharedworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.STYLE: RequestDestination get() = "style".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.WORKER: RequestDestination get() = "worker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.XSLT: RequestDestination get() = "xslt".asDynamic().unsafeCast<RequestDestination>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestMode {
    companion object
}

public inline val RequestMode.Companion.NAVIGATE: RequestMode get() = "navigate".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.SAME_ORIGIN: RequestMode get() = "same-origin".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.NO_CORS: RequestMode get() = "no-cors".asDynamic().unsafeCast<RequestMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCredentials {
    companion object
}

public inline val RequestCredentials.Companion.OMIT: RequestCredentials get() = "omit".asDynamic().unsafeCast<RequestCredentials>()

public inline val RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = "same-origin".asDynamic().unsafeCast<RequestCredentials>()

public inline val RequestCredentials.Companion.INCLUDE: RequestCredentials get() = "include".asDynamic().unsafeCast<RequestCredentials>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCache {
    companion object
}

public inline val RequestCache.Companion.DEFAULT: RequestCache get() = "default".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_STORE: RequestCache get() = "no-store".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.RELOAD: RequestCache get() = "reload".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_CACHE: RequestCache get() = "no-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.FORCE_CACHE: RequestCache get() = "force-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = "only-if-cached".asDynamic().unsafeCast<RequestCache>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestRedirect {
    companion object
}

public inline val RequestRedirect.Companion.FOLLOW: RequestRedirect get() = "follow".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.ERROR:
RequestRedirect get() = "error".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.MANUAL: RequestRedirect get() = "manual".asDynamic().unsafeCast<RequestRedirect>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResponseType

companion object

public inline val ResponseType.Companion.BASIC: ResponseType get() = "basic".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.CORS: ResponseType get() = "cors".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.DEFAULT: ResponseType get() = "default".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.ERROR: ResponseType get() = "error".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.OPAQUE: ResponseType get() = "opaque".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.OPAQUEREDIRECT: ResponseType get() = "opaqueredirect".asDynamic().unsafeCast<ResponseType>()

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.mediacapture

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.xhr.* * Exposes the JavaScript

[MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin

```
public external open class MediaStream() : EventTarget {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?
    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?
    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>
    fun getTracks(): Array<MediaStreamTrack>
    fun getTrackById(trackId: String): MediaStreamTrack?
    fun addTrack(track: MediaStreamTrack)
    fun removeTrack(track: MediaStreamTrack)
    fun clone(): MediaStream
}
```

```
/**
 * Exposes the JavaScript
 * [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin
 *
```

```
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open val label: String
    open var enabled: Boolean
    open var muted: Boolean
    open var onmute: ((Event) -> dynamic)?
    open var onunmute: ((Event) -> dynamic)?
    open val readyState: MediaStreamTrackState
    open var onended: ((Event) -> dynamic)?
    open var onoverconstrained: ((Event) -> dynamic)?
    fun clone(): MediaStreamTrack
    fun stop()
    fun getCapabilities(): MediaTrackCapabilities
    fun getConstraints(): MediaTrackConstraints
    fun applyConstraints(constraints: MediaTrackConstraints = definedExternally): Promise<Unit>
}
```

```
/**
 * Exposes the JavaScript
 * [MediaTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSupportedConstraints) to Kotlin
 *
```

```
public external interface MediaTrackSupportedConstraints {
    var width: Boolean? = true
        get() = definedExternally
        set(value) = definedExternally
        var height: Boolean? = true
        get() = definedExternally
        set(value) = definedExternally
        var aspectRatio: Boolean? = true
        get() = definedExternally
        set(value) = definedExternally
        var frameRate: Boolean? = true
        get() = definedExternally
        set(value) = definedExternally
        var facingMode: Boolean? = true
        get() = definedExternally
        set(value) = definedExternally
        var resizeMode: Boolean? = true
        get() = definedExternally
        set(value) = definedExternally
        var volume: Boolean? = true
        get() = definedExternally
        set(value) = definedExternally
        var sampleRate: Boolean? = true
        get() = definedExternally
        set(value) = definedExternally
        var sampleSize: Boolean? = true
}
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```kotlin
definedExternally
set(value) = definedExternally
var echoCancellation: Boolean? /* = true */ get() = definedExternally
set(value) = definedExternally
var autoGainControl: Boolean? /* = true */ get() = definedExternally
set(value) = definedExternally
var noiseSuppression: Boolean? /* = true */ get() = definedExternally
set(value) = definedExternally
var latency: Boolean? /* = true */ get() = definedExternally
set(value) = definedExternally
var channelCount: Boolean? /* = true */ get() = definedExternally
set(value) = definedExternally
var deviceId: Boolean? /* = true */ get() = definedExternally
set(value) = definedExternally
var groupId: Boolean? /* = true */ get() = definedExternally
set(value) = definedExternally

set(value) = definedExternally

set(value) = definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})") as MediaTrackSupportedConstraints
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceID"] = deviceID
    o["groupId"] = groupId
    return o
}

@kotlin.internal.InlineOnly
    val o = js("({})") as MediaTrackCapabilities
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceID"] = deviceID
    o["groupId"] = groupId
    return o
}
```

[MediaTrackConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackConstraints) to Kotlin

*/

public external interface MediaTrackConstraints : MediaTrackConstraintSet {
    var advanced: Array<MediaTrackConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Int?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: boolean
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: boolean
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: boolean
        get() = definedExternally
        set(value) = definedExternally
    var latency: Int?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Int?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    return this
}

public external interface MediaTrackConstraintSet {
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Int?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: boolean
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: boolean
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: boolean
        get() = definedExternally
        set(value) = definedExternally
    var latency: Int?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Int?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    return this
}

/**
 * Exposes the JavaScript [MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin
 */
public external interface MediaTrackSettings {
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Int?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: boolean
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: boolean
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: boolean
        get() = definedExternally
        set(value) = definedExternally
    var latency: Int?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Int?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    return this
}

[MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin

* Exposes the JavaScript [MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin

*/

public external interface MediaTrackSettings {
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Int?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: boolean
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: boolean
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: boolean
        get() = definedExternally
        set(value) = definedExternally
    var latency: Int?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Int?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    return this
}

[MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin

* Exposes the JavaScript [MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin

*/

public external interface MediaTrackSettings {
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Int?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: boolean
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: boolean
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: boolean
        get() = definedExternally
        set(value) = definedExternally
    var latency: Int?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Int?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    return this
}
JavaScript [MediaStreamConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaStreamConstraints) to Kotlin

```kotlin
public external interface MediaStreamConstraints {
    var video: dynamic /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var audio: dynamic /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaStreamConstraints(video: dynamic = false, audio: dynamic = false): MediaStreamConstraints {
    val o = js("({})")
    o["video"] = video
    o["audio"] = audio
    return o
}
```

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Kotlin

```kotlin
public external interface ConstrainablePattern {
    var onoverconstrained: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    fun getCapabilities(): Capabilities
    fun getConstraints(): Constraints
    fun applyConstraints(constraints: Constraints = definedExternally): Promise<Unit>
}
```

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```kotlin
/**
 * Exposes the JavaScript [DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin
 */
public external interface DoubleRange {
    var max: Double?
        get() = definedExternally
        set(value) = definedExternally
    var min: Double?
        get() = definedExternally
        set(value) = definedExternally
}
```

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```kotlin
@kotlin.internal.InlineOnly
public inline fun DoubleRange(max: Double? = undefined, min: Double? = undefined): DoubleRange {
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    return o
}
```

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```kotlin
public external interface ConstrainDoubleRange : DoubleRange {
    var exact: Double?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Double?
        get() = definedExternally
        set(value) = definedExternally
}
```

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```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}
```

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```kotlin
public external interface ULongRange {
    var max: Int?
        get() = definedExternally
        set(value) = definedExternally
    var min: Int?
        get() = definedExternally
        set(value) = definedExternally
}
```

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```kotlin
@kotlin.internal.InlineOnly
public inline fun ULongRange(max: Int? = undefined, min: Int? = undefined): ULongRange {
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    return o
}
```

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```kotlin
public external interface ConstrainULongRange : ULongRange {
    var exact: Int?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Int?
        get() = definedExternally
        set(value) = definedExternally
}
```

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```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}
```

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```kotlin
/**
 * Exposes the JavaScript [ConstrainBooleanParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainBooleanParameters) to Kotlin
 */
public external interface ConstrainBooleanParameters {
    var exact: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Boolean?
        get() = definedExternally
        set(value) = definedExternally
}
```

Open Source Used In DNAC Platform Arica 12357

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}
```

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```kotlin
/**
 * Exposes the JavaScript [ConstrainDOMStringParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainDOMStringParameters) to Kotlin
 */
public external interface ConstrainDOMStringParameters {
    var exact: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var ideal: dynamic
        get() = definedExternally
        set(value) = definedExternally
}
```

Open Source Used In DNAC Platform Arica 12357

```kotlin
@kotlin.internal.InlineOnly
public inline fun ConstrainDOMStringParameters(exact: dynamic = undefined, ideal: dynamic = undefined): ConstrainDOMStringParameters {
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}
```

Open Source Used In DNAC Platform Arica 12357

```kotlin
public external interface Capabilities

@kotlin.internal.InlineOnly
public inline fun Capabilities(): Capabilities {
    val o = js("({})")
    return o
}
```

Open Source Used In DNAC Platform Arica 12357

```kotlin
public external interface Settings

@kotlin.internal.InlineOnly
public inline fun Settings(): Settings {
    val o = js("({})")
    return o
}
```

Open Source Used In DNAC Platform Arica 12357

```kotlin
public external interface ConstraintSet

@kotlin.internal.InlineOnly
public inline fun ConstraintSet(): ConstraintSet {
    val o = js("({})")
    return o
}
```

Open Source Used In DNAC Platform Arica 12357

```kotlin
/**
 * Exposes the JavaScript [ConstrainDoubleRange](https://developer.mozilla.org/en/docs/Web/API/ConstrainBooleanParameters) to Kotlin
 */
public external interface ConstrainDoubleRange {
    var exact: Double?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Double?
        get() = definedExternally
        set(value) = definedExternally
}
```
var advanced: Array<ConstraintSet>? = undefined
        Constraints {
            val o = js("({})")
            o["advanced"] = advanced
        } return o
}

@kotlin.internal.InlineOnly
public inline fun Constraints(advanced: Array<ConstraintSet>? = undefined): Constraints {
    val o = js("({})")
    o["advanced"] = advanced
return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaStreamTrackState {
    companion object
}

public inline val MediaStreamTrackState.Companion.LIVE: MediaStreamTrackState get() = \"live\".asDynamic().unsafeCast<MediaStreamTrackState>()

public inline val MediaStreamTrackState.Companion.ENDED: MediaStreamTrackState get() = \"ended\".asDynamic().unsafeCast<MediaStreamTrackState>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoFacingModeEnum {
    companion object
}

public inline val VideoFacingModeEnum.Companion.USER: VideoFacingModeEnum get() = \"user\".asDynamic().unsafeCast<VideoFacingModeEnum>()


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoResizeModeEnum {
    companion object
}

public inline val VideoResizeModeEnum.Companion.NONE: VideoResizeModeEnum get() = \"none\".asDynamic().unsafeCast<VideoResizeModeEnum>()


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaDeviceKind {
    companion object
}

public inline val MediaDeviceKind.Companion.AUDIOINPUT: MediaDeviceKind get() = \"audioinput\".asDynamic().unsafeCast<MediaDeviceKind>()

public inline val MediaDeviceKind.Companion.AUDIOOUTPUT: MediaDeviceKind get() = \"audiooutput\".asDynamic().unsafeCast<MediaDeviceKind>()
get() = definedExternally
    set(value) = definedExternally

    var isPrimary: Boolean? /* = false */

    get() = definedExternally
        set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
    public inline fun
    PointerEventInit(pointerId: Int? = 0, width: Double? = 1.0, height: Double? = 1.0, pressure: Float? = 0f,
        val o = js("({})")
        o["pointerId"] = pointerId
        o["width"] = width
        o["height"] = height
        o["pressure"] = pressure
        o["tangentialPressure"] = tangentialPressure
        o["tiltX"] = tiltX
        o["tiltY"] = tiltY
        o["twist"] = twist
        o["pointerType"] = pointerType
        o["isPrimary"] = isPrimary
        o["screenX"] = screenX
        o["screenY"] = screenY
        o["clientX"] = clientX
        o["clientY"] = clientY
        o["button"] = button
        o["buttons"] = buttons
        o["relatedTarget"] = relatedTarget
        o["region"] = region
        o["ctrlKey"] = ctrlKey
        o["shiftKey"] = shiftKey
        o["altKey"] = altKey
        o["metaKey"] = metaKey
        o["modifierAltGraph"] = modifierAltGraph
        o["modifierCapsLock"] = modifierCapsLock
        o["modifierFn"] = modifierFn
        o["modifierFnLock"] = modifierFnLock
        o["modifierHyper"] = modifierHyper
        o["modifierNumLock"] = modifierNumLock
        o["modifierScrollLock"] = modifierScrollLock
        o["modifierSymbol"] = modifierSymbol
        o["modifierSymbolLock"] = modifierSymbolLock
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    /**
     * Exposes the JavaScript [PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin
     */
    public external open class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally) : MouseEvent {
        open val
            pointerId: Int
        open val
            width: Double
        open val
            height: Double
        open val
            pressure: Float
        open val
            tangentialPressure: Float
        open val
            tiltX: Int
        open val
            tiltY: Int
        open val
            twist: Int
        open val
            pointerType: String
        open val
            isPrimary: Boolean

        companion object {
            val NONE: Short
            val CAPTURING_PHASE: Short
            val AT_TARGET: Short
            val BUBBLING_PHASE: Short
        }
    }
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

var fill: Boolean? /* = true */
get() = definedExternally
set(value) = definedExternally

var stroke: Boolean? /* = false */
get() = definedExternally
set(value) = definedExternally

var markers: Boolean? /* = false */
get() = definedExternally
set(value) = definedExternally

var clipped: Boolean? /* = false */
get() = definedExternally
set(value) = definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["fill"] = fill
    o["stroke"] = stroke
    o["markers"] = markers
    o["clipped"] = clipped
    return o
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGGraphicsElement : SVGElement, SVGTests {
    open val transform: SVGAnimatedTransformList
    fun getBBox(options: SVGBoundingBoxOptions = definedExternally): DOMRect
    fun getCTM(): DOMMatrix?
    fun getScreenCTM(): DOMMatrix?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

    /**
     * Exposes the JavaScript
     */
    public external abstract class SVGGeometryElement : SVGGraphicsElement {
        open val pathLength: SVGAnimatedNumber
        fun isPointInFill(point: DOMPoint): Boolean
        fun isPointInStroke(point: DOMPoint): Boolean
        fun getTotalLength(): Float
        fun getPointAtLength(distance: Float): DOMPoint

        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        }
    }

    /**
     * Exposes the JavaScript
     */
    public external abstract class SVGNumber {
        open var value: Float
    }

    /**
     * Exposes the JavaScript
     */
    public external abstract class SVGLength {
        open val unitType: Short
        open var value: Float
        open var valueInSpecifiedUnits: Float
        fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
        fun convertToSpecifiedUnits(unitType: Short)

        companion object {
            val SVG_LENGTHTYPE_UNKNOWN: Short
            val SVG_LENGTHTYPE_NUMBER: Short
            val SVG_LENGTHTYPE_PERCENTAGE: Short
            val SVG_LENGTHTYPE_EMS: Short
            val SVG_LENGTHTYPE_EXS: Short
            val SVG_LENGTHTYPE_PX: Short
            val SVG_LENGTHTYPE_CM: Short
            val SVG_LENGTHTYPE_MM: Short
            val SVG_LENGTHTYPE_IN: Short
            val SVG_LENGTHTYPE_PT: Short
            val SVG_LENGTHTYPE_PC:
Exposes the JavaScript `SVGAngle` to Kotlin:

```kotlin
class SVGAngle {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)
    companion object {
        val SVG_ANGLETYPE_UNKNOWN: Short
        val SVG_ANGLETYPE_UNSPECIFIED: Short
        val SVG_ANGLETYPE_DEG: Short
        val SVG_ANGLETYPE_RAD: Short
        val SVG_ANGLETYPE_GRAD: Short
    }
}
```

Exposes the JavaScript `SVGLengthList` to Kotlin:

```kotlin
class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength)
    fun insertItemBefore(newItem: SVGLength, index: Int)
    fun replaceItem(newItem: SVGLength, index: Int)
    fun removeItem(index: Int)
    fun appendItem(newItem: SVGLength)
    fun getItem(index: Int)
}
```

Exposes the JavaScript `SVGNumberList` to Kotlin:

```kotlin
class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber)
    fun insertItemBefore(newItem: SVGNumber, index: Int)
    fun replaceItem(newItem: SVGNumber, index: Int)
    fun removeItem(index: Int)
    fun appendItem(newItem: SVGNumber)
    fun getItem(index: Int)
}
```

Exposes the JavaScript `SVGAnimatedBoolean` to Kotlin:

```kotlin
class SVGAnimatedBoolean {
    open var baseVal: Boolean
    open val animVal: Boolean
}
```

Exposes the JavaScript `SVGAnimatedEnumeration` to Kotlin:

```kotlin
class SVGAnimatedEnumeration {
    open var baseVal: Short
    open val animVal: Short
}
```

Exposes the JavaScript `SVGAnimatedInteger` to Kotlin:

```kotlin
class SVGAnimatedInteger {
    open var baseVal: Int
    open val animVal: Int
}
```

Exposes the JavaScript `SVGAnimatedNumber` to Kotlin:

```kotlin
class SVGAnimatedNumber {
    open var baseVal: Float
    open val animVal: Float
}
```

Exposes the JavaScript `SVGAnimatedLength` to Kotlin:

```kotlin
class SVGAnimatedLength {
    open val baseVal: SVGLength
    open val animVal: SVGLength
}
```

Exposes the JavaScript `SVGAnimatedAngle` to Kotlin:

```kotlin
class SVGAnimatedAngle {
    open val baseVal: SVGAngle
    open val animVal: SVGAngle
}
```
SVGAnimatedString

```kotlin
public external abstract class SVGAnimatedString {
    open var baseVal: String
    open val animVal: String
}

/**
 * Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin
 */
public external abstract class SVGAnimatedRect {
    open val baseVal: DOMRect
    open val animVal: DOMRectReadOnly
}

/**
 * Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin
 */
public external abstract class SVGAnimatedNumberList {
    open val baseVal: SVGNumberList
    open val animVal: SVGNumberList
}

/**
 * Exposes the JavaScript [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin
 */
public external abstract class SVGAnimatedLengthList {
    open val baseVal: SVGLengthList
    open val animVal: SVGLengthList
}

/**
 * Exposes the JavaScript [SVGStringList](https://developer.mozilla.org/en/docs/Web/API/SVGStringList) to Kotlin
 */
public abstract class SVGStringList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: String): String
    fun insertItemBefore(newItem: String, index: Int): String
    fun replaceItem(newItem: String, index: Int): String
    fun removeItem(index: Int): String
    fun appendItem(newItem: String): String
    fun getItem(index: Int): String
}

@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.get(index: Int): String? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.set(index: Int, newItem: String) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGUnitTypes](https://developer.mozilla.org/en/docs/Web/API/SVGUnitTypes) to Kotlin
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SVGUnitTypes {
    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
    }
}

/**
 * Exposes the JavaScript [SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin
 */
public external interface SVGTests {
    val requiredExtensions: SVGStringList
    val systemLanguage: SVGStringList
}

public external interface SVGFitToViewBox {
    val viewBox: SVGAnimatedRect
    val preserveAspectRatio: SVGAnimatedPreserveAspectRatio
}

/**
 * Exposes the JavaScript [SVGZoomAndPan](https://developer.mozilla.org/en/docs/Web/API/SVGZoomAndPan) to Kotlin
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SVGZoomAndPan {
    var zoomAndPan: Short

    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
    }
}

/**
 * Exposes the JavaScript [SVGURIReference](https://developer.mozilla.org/en/docs/Web/API/SVGURIReference) to Kotlin
 */
public external interface SVGURIReference {
    val href: SVGAnimatedString
}

/**
 * Exposes the JavaScript [SVGSVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGSVGElement) to Kotlin
 */
public external abstract class SVGSVGElement : SVGGraphicsElement, SVGFitToViewBox, SVGZoomAndPan, WindowEventHandlers {
    open var x: SVGAnimatedLength
    open var y: SVGAnimatedLength
    open var width: SVGAnimatedLength
    open var height: SVGAnimatedLength
    open var currentScale: Float
    open var currentTranslate: DOMPointReadOnly
    fun getIntersectionList(rect: DOMRectReadOnly): NodeList
    fun getEnclosureList(rect: DOMRectReadOnly): NodeList
    fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun checkEnclosure(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun deselectAll(): Void
    fun createSVGNumber(): SVGNumber
    fun createSVGLength(): SVGLength
    fun createSVGAngle(): SVGAngle
    fun createSVGPoint(): DOMPoint
    fun createSVGMatrix(): DOMMatrix
    fun createSVGRect(): DOMRect
    fun createSVGTransform(): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
```
getElementById(elementId: String): Element
fun suspendRedraw(maxWaitMilliseconds: Int): Int
fun unsuspendRedraw(suspendHandleID: Int)
fun unsuspendRedrawAll()
fun forceRedraw()

companion object {
val SVG_ZOOMANDPAN_UNKNOWN: Short
val SVG_ZOOMANDPAN_DISABLE: Short
val SVG_ZOOMANDPAN_MAGNIFY: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

/**
 * Exposes the JavaScript [SVGGElement](https://developer.mozilla.org/en/docs/Web/API/SVGGElement) to Kotlin
 */
public external abstract class SVGGElement : SVGGraphicsElement{
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGUnknownElement](https://developer.mozilla.org/en/docs/Web/API/SVGUnknownElement) to Kotlin
 */
public external abstract class SVGUnknownElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGDefsElement](https://developer.mozilla.org/en/docs/Web/API/SVGDefsElement) to Kotlin
 */
public external abstract class SVGDefsElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGDescElement](https://developer.mozilla.org/en/docs/Web/API/SVGDescElement) to Kotlin
 */
public external abstract class SVGDescElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}
}

/**
 * Exposes the JavaScript [SVGMetadataElement](https://developer.mozilla.org/en/docs/Web/API/SVGMetadataElement) to Kotlin
 */
public external abstract class SVGMetadataElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTitleElement](https://developer.mozilla.org/en/docs/Web/API/SVGTitleElement) to Kotlin
 */
public external abstract class SVGTitleElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSymbolElement) to Kotlin
 */
public external abstract class SVGSymbolElement : SVGGraphicsElement, SVGFitToViewBox {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGUseElement](https://developer.mozilla.org/en/docs/Web/API/SVGUseElement) to Kotlin
 */
public external abstract class SVGUseElement : SVGGraphicsElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val instanceRoot: SVGElement?
    open val animatedInstanceRoot: SVGElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
Open Source Used In DNAC Platform Arica 12365
setSkewY(angle: Float)/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
fun clear()/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
fun initialize(newItem: SVGTransform)/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
fun removeItem(index: Int): SVGTransform/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
fun appendItem(newItem: SVGTransform): SVGTransform/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
fun consolidate(): SVGTransform?/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
fun getItem(index: Int): SVGTransform

@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.get(index: Int): SVGTransform? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.set(index: Int, newItem: SVGTransform) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin
 */
public external abstract class SVGPathElement : SVGGeometryElement
val y: SVGAnimatedLength open val width: SVGAnimatedLength open val height: SVGAnimatedLength
open val rx: SVGAnimatedLength open val ry: SVGAnimatedLength

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin
 */
public external abstract class SVGCircleElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin
 */
public external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin
 */
public external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin
 */
public external abstract class SVGPathElement : SVGGeometryElement {
    open val d: SVGPathData

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGRectElement](https://developer.mozilla.org/en/docs/Web/API/SVGRectElement) to Kotlin
 */
public external abstract class SVGRectElement : SVGGeometryElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGRectElement](https://developer.mozilla.org/en/docs/Web/API/SVGRectElement) to Kotlin
 */
public external abstract class SVGRectElement : SVGGeometryElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGRectElement](https://developer.mozilla.org/en/docs/Web/API/SVGRectElement) to Kotlin
 */
public external abstract class SVGRectElement : SVGGeometryElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin
 */
public external abstract class SVGMeshElement : SVGMixedElement {
    open val count: Int
    open val at: Int
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin
 */
public external abstract class SVGMeshElement : SVGMixedElement {
    open val count: Int
    open val at: Int
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin
 */
public external abstract class SVGMeshElement : SVGMixedElement {
    open val count: Int
    open val at: Int
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin
 */
public external interface SVGAnimatedPoints {
    val points: SVGPointList
    val animatedPoints: SVGPointList
}

public external abstract class SVGPointList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: DOMPoint): DOMPoint
    fun insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint
    fun replaceItem(newItem: DOMPoint, index: Int): DOMPoint
    fun removeItem(index: Int): DOMPoint
    fun appendItem(newItem: DOMPoint): DOMPoint
    fun getItem(index: Int): DOMPoint
}

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.get(index: Int): DOMPoint? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.set(index: Int, newItem: DOMPoint) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript
 [SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin
 */
public external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin
 */
public external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextContentElement) to Kotlin
 */
public external abstract class SVGTextContentElement : SVGGraphicsElement {
    open val textLength: SVGAnimatedLength
    open val lengthAdjust: SVGAnimatedEnumeration
    fun getNumberOfChars(): Int
    fun getComputedTextLength(): Float
    fun getSubStringLength(charnum: Int, nchars: Int): Float
    fun getStartPositionOfChar(charnum: Int): DOMPoint
    fun getEndPositionOfChar(charnum: Int): DOMPoint
    fun getExtentOfChar(charnum: Int): DOMRect
    fun getRotationOfChar(charnum: Int): Float
}
public external abstract class SVGTextPositioningElement : SVGTextContentElement {
    open val x: SVGAnimatedLengthList
    open val y: SVGAnimatedLengthList
    open val dx: SVGAnimatedLengthList
    open val dy: SVGAnimatedLengthList
    open val rotate: SVGAnimatedNumberList
}

/**
 * Exposes the JavaScript [SVGTextElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextElement) to Kotlin
 */
public external abstract class SVGTextElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGTSpanElement](https://developer.mozilla.org/en/docs/Web/API/SVGTSpanElement) to Kotlin
 */
public external abstract class SVGTSpanElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGTextPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPathElement) to Kotlin
 */
public external abstract class SVGTextPathElement : SVGTextContentElement, SVGURIReference {
    open val startOffset: SVGAnimatedLength
    open val method: SVGAnimatedEnumeration
    open val spacing: SVGAnimatedEnumeration

    companion object {
        val TEXTPATH_METHODTYPE_UNKNOWN: Short
        val TEXTPATH_METHODTYPE_ALIGN: Short
        val TEXTPATH_METHODTYPE_STRETCH: Short
        val TEXTPATH_SPACINGTYPE_UNKNOWN: Short
        val TEXTPATH_SPACINGTYPE_AUTO: Short
        val TEXTPATH_SPACINGTYPE_EXACT: Short
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin
 */
public external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference, HTMLOrSVGImageElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGForeignObjectElement) to Kotlin
 */
public external abstract class SVGForeignObjectElement : SVGGraphicsElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
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```kotlin

public external abstract class SVGMarkerElement : SVGElement, SVGFitToViewBox {
    open val refX: SVGAnimatedLength
    open val refY: SVGAnimatedLength
    open val markerUnits: SVGAnimatedEnumeration
    open val markerWidth: SVGAnimatedLength
    open val markerHeight: SVGAnimatedLength
    open val orientType: SVGAnimatedEnumeration
    open val orientAngle: SVGAnimatedAngle
    fun setOrientToAuto()
    fun setOrientToAngle(angle: SVGAngle)

    companion object {
        val SVG_MARKERUNITS_UNKNOWN: Short
        val SVG_MARKERUNITS_USERSPACEONUSE: Short
        val SVG_MARKERUNITS_STROKEWIDTH: Short
        val SVG_MARKER_ORIENT_UNKNOWN: Short
        val SVG_MARKER_ORIENT_AUTO: Short
        val SVG_MARKER_ORIENT_ANGLE: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGSolidcolorElement](https://developer.mozilla.org/en/docs/Web/API/SVGSolidcolorElement) to Kotlin
 */
public external abstract class SVGSolidcolorElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin
 */
public external abstract class SVGGradientElement : SVGElement, SVGURIReference, SVGUnitTypes {
    open val gradientUnits: SVGAnimatedEnumeration
    open val gradientTransform: SVGAnimatedTransformList
    open val spreadMethod: SVGAnimatedEnumeration

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGLinearGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGLinearGradientElement) to
 */
```
Kotlin
*/
public external abstract class SVGLinearGradientElement : SVGGradientElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
    }
}

/**
 * Exposes the JavaScript [SVGRadialGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGRadialGradientElement) to Kotlin
 */
public external abstract class SVGRadialGradientElement : SVGGradientElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength
    open val fx: SVGAnimatedLength
    open val fy: SVGAnimatedLength
    open val fr: SVGAnimatedLength

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
    }
}

public external abstract class SVGMeshGradientElement : SVGGradientElement {
    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
    }
}

public external abstract class SVGMeshrowElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
    }
}
var onload: ((Event) -> dynamic)?
var onabort: ((Event) -> dynamic)?
var onerror: ((Event) -> dynamic)?

var onloadend: ((Event) -> dynamic)?
fun readAsArrayBuffer(blob: Blob): ArrayBuffer
fun readAsBinaryString(blob: Blob): String
fun readAsDataURL(blob: Blob): String

fun abort()

companion object {
    val EMPTY: Short
    val LOADING: Short
    val DONE:
}

/**
 * Exposes the JavaScript
 [FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin
 */
public external open class FileReaderSync {
    fun readAsArrayBuffer(blob: Blob): ArrayBuffer
    fun readAsBinaryString(blob: Blob): String
    fun readAsText(blob: Blob, label: String = definedExternally): String
    fun readAsDataURL(blob: Blob): String
}

/**
 * Exposes the JavaScript
 [Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin
 */
public external open class Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget {
    var onclick: ((MouseEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    open val title: String
    open val dir: NotificationDirection
    open val lang: String
    open val body: String
    open val tag: String
    open val image: String
    open val icon: String
    open val badge: String
    open val sound: String
    open val vibrate: Array<out Int>
    open val timestamp: Number
    open val renotify: Boolean
    open val silent: Boolean
    open val noscreen: Boolean
    open val requireInteraction: Boolean
    open val sticky: Boolean
    open val data: Any
    open val actions: Array<out NotificationAction>
    fun close()

    companion object {
        val permission: NotificationPermission
        val maxActions: Int
        fun requestPermission(deprecatedCallback: (NotificationPermission) -> Unit = definedExternally): Promise<NotificationPermission>
    }
}

@kotlin.internal.InlineOnly

var onerror: ((Event) -> dynamic)?
var onabort: ((Event) -> dynamic)?
var onload: ((Event) -> dynamic)?
var onloadend: ((Event) -> dynamic)?
fun readAsArrayBuffer(blob: Blob): ArrayBuffer
fun readAsBinaryString(blob: Blob): String
fun readAsDataURL(blob: Blob): String
fun abort()

companion object {
    val EMPTY: Short
    val LOADING: Short
    val DONE:
}

/**
 * Exposes the JavaScript
 [FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin
 */
public external open class FileReaderSync {
    fun readAsArrayBuffer(blob: Blob): ArrayBuffer
    fun readAsBinaryString(blob: Blob): String
    fun readAsText(blob: Blob, label: String = definedExternally): String
    fun readAsDataURL(blob: Blob): String
}

/**
 * Exposes the JavaScript
 [Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin
 */
public external open class Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget {
    var onclick: ((MouseEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    open val title: String
    open val dir: NotificationDirection
    open val lang: String
    open val body: String
    open val tag: String
    open val image: String
    open val icon: String
    open val badge: String
    open val sound: String
    open val vibrate: dynamic
    open val timestamp: Number
    open val renotify: Boolean
    open val silent: Boolean
    open val noscreen: Boolean
    open val requireInteraction: Boolean
    open val sticky: Boolean
    open val data: Any
    open val actions: Array<out NotificationAction>
    fun close()

    companion object {
        val permission: NotificationPermission
        val maxActions: Int
        fun requestPermission(deprecatedCallback: (NotificationPermission) -> Unit = definedExternally): Promise<NotificationPermission>
    }
}

@kotlin.internal.InlineOnly

var onerror: ((Event) -> dynamic)?
var onabort: ((Event) -> dynamic)?
var onload: ((Event) -> dynamic)?
var onloadend: ((Event) -> dynamic)?
fun readAsArrayBuffer(blob: Blob): ArrayBuffer
fun readAsBinaryString(blob: Blob): String
fun readAsDataURL(blob: Blob): String
fun abort()

companion object {
    val EMPTY: Short
    val LOADING: Short
    val DONE:
}

/**
 * Exposes the JavaScript
 [FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin
 */
public external open class FileReaderSync {
    fun readAsArrayBuffer(blob: Blob): ArrayBuffer
    fun readAsBinaryString(blob: Blob): String
    fun readAsText(blob: Blob, label: String = definedExternally): String
    fun readAsDataURL(blob: Blob): String
}

/**
 * Exposes the JavaScript
 [Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin
 */
public external open class Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget {
    var onclick: ((MouseEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    open val title: String
    open val dir: NotificationDirection
    open val lang: String
    open val body: String
    open val tag: String
    open val image: String
    open val icon: String
    open val badge: String
    open val sound: String
    open val vibrate: dynamic
    open val timestamp: Number
    open val renotify: Boolean
    open val silent: Boolean
    open val noscreen: Boolean
    open val requireInteraction: Boolean
    open val sticky: Boolean
    open val data: Any
    open val actions: Array<out NotificationAction>
    fun close()

    companion object {
        val permission: NotificationPermission
        val maxActions: Int
        fun requestPermission(deprecatedCallback: (NotificationPermission) -> Unit = definedExternally): Promise<NotificationPermission>
    }
}

@kotlin.internal.InlineOnly

var onerror: ((Event) -> dynamic)?
var onabort: ((Event) -> dynamic)?
var onload: ((Event) -> dynamic)?
var onloadend: ((Event) -> dynamic)?
fun readAsArrayBuffer(blob: Blob): ArrayBuffer
fun readAsBinaryString(blob: Blob): String
fun readAsDataURL(blob: Blob): String
fun abort()
false, data: Any? = null, actions: Array<NotificationAction>? = arrayOf()): NotificationOptions {
    val o = js("({})")
    o["dir"] = dir
    o["lang"] = lang
    o["body"] = body
    o["tag"] = tag
    o["image"] = image
    o["icon"] = icon
    o["badge"] = badge
    o["sound"] = sound
    o["vibrate"] = vibrate
    o["timestamp"] = timestamp
    o["renotify"] = renotify
    o["silent"] = silent
    o["noscreen"] = noscreen
    o["requireInteraction"] = requireInteraction
    o["sticky"] = sticky
    o["data"] = data
    o["actions"] = actions
    return o
}

public external interface NotificationAction {
    var action: String?
        get() = definedExternally
        set(value) = definedExternally
    var title: String?
        get() = definedExternally
        set(value) = definedExternally
    var icon: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["action"] = action
    o["title"] = title
    o["icon"] = icon
    return o
}

public external interface GetNotificationOptions {
    var tag: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun GetNotificationOptions(tag: String? = ""): GetNotificationOptions {
    val o = js("({})")
    o["tag"] = tag
    return o
}

/**
 * Exposes the JavaScript [NotificationEvent](https://developer.mozilla.org/en/docs/Web/API/NotificationEvent) to Kotlin
 */
public external open class NotificationEvent(type: String, eventInitDict: NotificationEventInit) : ExtendableEvent {
    open val notification: Notification
    open val action: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface NotificationEventInit : ExtendableEventInit {
    var notification: Notification?
        get() = definedExternally
        set(value) = definedExternally
    var action: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var bubbles: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var cancelable: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var composed: Boolean?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["notification"] = notification
    o["action"] = action
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationPermission {
    companion object
}

public inline val NotificationPermission.Companion.DEFAULT: NotificationPermission get() = "default".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.DENIED: NotificationPermission get() = "denied".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.GRANTED: NotificationPermission get() = "granted".asDynamic().unsafeCast<NotificationPermission>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationDirection {
    companion object
}

public inline val NotificationDirection.Companion.AUTO: NotificationDirection get() = "auto".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.LTR: NotificationDirection get() = "ltr".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.CompanionRTL: NotificationDirection get() = "rtl".asDynamic().unsafeCast<NotificationDirection>()
org.w3c.notifications.*

import org.w3c.performance.*

import org.w3c.xhr.*

/**
 * Exposes the JavaScript
 * [ServiceWorker](https://developer.mozilla.org/en/docs/Web/API/ServiceWorker) to Kotlin
 */
public external abstract class ServiceWorker : EventTarget, AbstractWorker, UnionMessagePortOrServiceWorker,
UnionClientOrMessagePortOrServiceWorker {
    open val scriptURL: String
    open val state:
    ServiceWorkerState
    open var onstatechange: ((Event) -> dynamic)?
    fun postMessage(message: Any?,
transfer: Array<dynamic> = definedExternally)
}

/**
 * Exposes the JavaScript
 * [ServiceWorkerRegistration](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerRegistration) to
Kotlin
 */
public external abstract class ServiceWorkerRegistration : EventTarget {
    open val installing:
    ServiceWorker?
    open val waiting: ServiceWorker?
    open val active: ServiceWorker?
    open val scope:
    String
    open var onupdatefound: ((Event) -> dynamic)?
    open val APISpace: dynamic
    fun update():
Promise<Unit>
    fun unregister(): Promise<Boolean>
    fun showNotification(title: String, options:
NotificationOptions = definedExternally): Promise<Unit>
    fun getNotifications(filter: GetNotificationOptions =
definedExternally): Promise<Array<Notification>>
    fun methodName(): Promise<dynamic>
}

/**
 * Exposes the JavaScript
 * [ServiceWorkerContainer](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerContainer) to Kotlin
 */
public external abstract class ServiceWorkerContainer : EventTarget {
    open val controller:
    ServiceWorker?
    open val ready: Promise<ServiceWorkerRegistration>
    open var oncontrollerchange:
    ((Event) -> dynamic)?
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun register(scriptURL: String,
onoptions: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>
    fun getRegistration(clientURL: String = definedExternally): Promise<Any?>
    fun getRegistrations():
Promisedynamic
}

public external interface
RegistrationOptions {
    var scope: String?
        get() = definedExternally
        set(value) = definedExternally
    var type: WorkerType? /* = WorkerType.CLASSIC */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun RegistrationOptions(scope: String? = undefined, type: WorkerType? = WorkerType.CLASSIC): RegistrationOptions {
    val o = js("({})")
    o["scope"] = scope
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript
 * [ServiceWorkerMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerMessageEvent) to
Kotlin
 */
public external open class ServiceWorkerMessageEvent(type: String, eventInitDict:
ServiceWorkerMessageEventInit = definedExternally) : Event {
    open val data: Any?
    open val origin:
    String
    open val lastEventId: String
    open val source: UnionMessagePortOrServiceWorker?
    open val ports: Array<MessagePort>?
    open val client:
    ServiceWorker?
    open var oninstall: ((Event) -> dynamic)?
    open var onactivate: ((Event) -> dynamic)?
    open var onfetch: ((FetchEvent) -> dynamic)?
    open var onsleep: ((Event) -> dynamic)?
    open var onmessage: ((MessageEvent) -> dynamic)?
    open var onmessageerror: ((MessageEvent) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onstatechange: ((Event) -> dynamic)?
    open var onmessage: ((MessageEvent) -> dynamic)?
}

public external interface ServiceWorkerMessageEventInit : EventInit {
    var data: Any?
        get() = definedExternally
        set(value) = definedExternally
    var origin: String?
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: String?
        get() = definedExternally
        set(value) = definedExternally
    var source: UnionMessagePortOrServiceWorker?
        get() = definedExternally
        set(value) = definedExternally
    var ports: Array<MessagePort>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ServiceWorkerMessageEventInit(data:
Any? = undefined, origin: String? = undefined, lastEventId: String? = undefined, source:
UnionMessagePortOrServiceWorker? = undefined, ports: Array<MessagePort>? = undefined, bubbles: Boolean? =
false, cancelable: Boolean? = false): ServiceWorkerMessageEventInit {
    val o = js("{"(1)"})
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] =
    source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 * [ServiceWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerGlobalScope) to
Kotlin
 */
public external abstract class ServiceWorkerGlobalScope : WorkerGlobalScope {
    open var clients: Array<
Clients>
    open var registration: ServiceWorkerRegistration
    open var oninstall: ((Event) -> dynamic)?
    open var onactivate: ((Event) -> dynamic)?
    open var onfetch: ((FetchEvent) -> dynamic)?
}
onforeignfetch: ((Event) -> dynamic)?

open var onmessage: ((MessageEvent) -> dynamic)?
open var onnotificationclick: ((NotificationEvent) -> dynamic)?
open var onnotificationclose: ((NotificationEvent) -> dynamic)?
open var onfunctionalevent: ((Event) -> dynamic)?
fun skipWaiting():

Promise<Unit?>

/**
 * Exposes the JavaScript
 */
public external abstract class Client :
UnionClientOrMessagePortOrServiceWorker {

open val url: String
open val frameType: FrameType
open val id: String
fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

/**
 * Exposes the JavaScript
 */
public external abstract class WindowClient : Client {

open val visibilityState: dynamic
open val focused: Boolean
fun focus(): Promise<WindowClient>
fun navigate(url: String):
}

/**
 * Exposes the JavaScript
 */
public external abstract class Clients {

fun get(id: String): Promise<Any?>
fun matchAll(options: ClientQueryOptions = definedExternally):
fun claim(): Promise<Unit>
}

/**
 * Exposes the JavaScript
 */
public external interface ClientQueryOptions {

var includeUncontrolled: Boolean? /* = false */
var type: ClientType? /* = ClientType.WINDOW */
}

@kotlin.internal.InlineOnly
public inline fun ClientQueryOptions(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW): ClientQueryOptions {

val o = js("({})")


/**
 * Exposes the JavaScript
 */
public external open class ExtendableEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : Event {

fun waitUntil(f: Promise<Any?>)

companion object {

val NONE:
val CAPTURING_PHASE:
val AT_TARGET:
val BUBBLING_PHASE:
}

public external interface ExtendableEventInit : EventInit

@kotlin.internal.InlineOnly

val o = js("({})")


/**
 * Exposes the JavaScript
 */
public external open class InstallEvent(type: String, eventInitDict: InstallEventInit = definedExternally) : ExtendableEvent {

fun registerForeignFetch(options: ForeignFetchOptions)

companion object {

val NONE:
val CAPTURING_PHASE:
val AT_TARGET:
val BUBBLING_PHASE:
}

public external interface ForeignFetchOptions {

var scopes: Array<String>?
var origins: Array<String>?
}

@kotlin.internal.InlineOnly
public inline fun ForeignFetchOptions(scopes: Array<String>?, origins: Array<String>?): ForeignFetchOptions {

val o = js("({})")


/**
 * Exposes the JavaScript
 */
public external open class FetchEvent(type: String, eventInitDict: FetchEventInit) : ExtendableEvent {

open val clientId: String?
fun respondWith(r: Promise<Response>)

companion object {

val NONE:
val CAPTURING_PHASE:
val AT_TARGET:
val BUBBLING_PHASE:
}

public external interface FetchEventInit : EventInit

@kotlin.internal.InlineOnly

val o = js("({})")


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    val o = js("({})")
    o["overrideSearch"] = overrideSearch
    o["overrideMethod"] = overrideMethod
    o["overrideVary"] = overrideVary
    o["cacheName"] = cacheName
    return o
}

public external interface CacheBatchOperation {
    var type: String?
        get() = definedExternally
        set(value) = definedExternally
    var request: Request?
        get() = definedExternally
        set(value) = definedExternally
    var response: Response?
        get() = definedExternally
        set(value) = definedExternally
    var options: CacheQueryOptions?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["type"] = type
    o["request"] = request
    o["response"] = response
    o["options"] = options
    return o
}

/**
 * Exposes the JavaScript
 */
public external abstract class CacheStorage {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun has(cacheName: String): Promise<Boolean>
    fun open(cacheName: String): Promise<Cache>
    fun delete(cacheName: String): Promise<Boolean>
    fun keys(): Promise<Array<String>>
}

public external open class FunctionalEvent : ExtendableEvent {
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface UnionMessagePortOrServiceWorker

public external interface UnionClientOrMessagePortOrServiceWorker

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ServiceWorkerState {
    companion object
}

public inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() = "installing".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = "installed".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() = "activating".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() = "activated".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() = "redundant".asDynamic().unsafeCast<ServiceWorkerState>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface FrameType {
    companion object
}

public inline val FrameType.Companion.AUXILIARY: FrameType get() = "auxiliary".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.TOP_LEVEL: FrameType get() = "top-level".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NESTED: FrameType get() = "nested".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NONE: FrameType get() = "none".asDynamic().unsafeCast<FrameType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ClientType {
    companion object
}

public inline val ClientType.Companion.WINDOW: ClientType get() = "window".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.WORKER: ClientType get() = "worker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.SHAREDWORKER: ClientType get() = "sharedworker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.ALL: ClientType get() = "all".asDynamic().unsafeCast<ClientType>()

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// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT! See github.com/kotlin/dukat for details

// Open Source Used In DNAC Platform Arica 12381
open var responseType: XMLHttpRequestResponseType
open val responseText: String
fun overrideMimeType(mime: String)

companion object {
    val UNSENT: Short
    val OPENED: Short
    val HEADERS_RECEIVED: Short
    val LOADING: Short
    val DONE: Short
}

interface XMLHttpRequestResponseType {
    companion object
}

val XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType = "".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

val XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType = "arraybuffer".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")

interface XMLHttpRequestEventTarget {
    open var onreadystatechange: ((Event) -> dynamic)?
    open val readyState: Short
    var timeout: Int
    var withCredentials: Boolean
    open val upload: XMLHttpRequestUpload
    open val responseURL: String
    open val status: Short
    open val statusText: String
    var responseType: XMLHttpRequestResponseType
    open val response: Any?
    open val responseText: String
    open val responseXML: Document?
    fun open(method: String, url: String)
    fun setRequestHeader(name: String, value: String)
    fun send(body: dynamic = definedExternally)
    fun abort()
    fun getResponseHeader(name: String): String?
    fun getAllResponseHeaders(): String
    fun overrideMimeType(mime: String)

    companion object {
        val UNSENT: Short
        val OPENED: Short
        val HEADERS_RECEIVED: Short
        val LOADING: Short
        val DONE: Short
    }

    open val onloadstart: ((ProgressEvent) -> dynamic)?
    open var onprogress: ((ProgressEvent) -> dynamic)?
    open var onabort: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onload: ((Event) -> dynamic)?
    open var ontimeout: ((Event) -> dynamic)?
    open var onloadend: ((Event) -> dynamic)?
}

abstract class XMLHttpRequestUpload : XMLHttpRequestEventTarget

interface ProgressEventInit : EventInit {
    var lengthComputable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var loaded: Number? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var total: Number? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["lengthComputable"] = lengthComputable
    o["loaded"] = loaded
    o["total"] = total
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

fun XMLHttpRequestEventTarget.onload(event: Event) = event

XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() = 
"blob".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() = 
"document".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = 
"json".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

/*
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 * that can be found in the license/LICENSE.txt file.
 */

package kotlin

import kotlin.annotation.AnnotationRetention.BINARY
import kotlin.annotation.AnnotationRetention.SOURCE
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind
import kotlin.reflect.KClass

/**
 * Signals that the annotated annotation class is a marker of an experimental API.
 * Any declaration annotated with that marker is considered an experimental declaration
 * and its call sites should accept the experimental aspect of it either by using [UseExperimental],
 * or by being annotated with that marker themselves, effectively causing further propagation of that experimental aspect.
 * This class is experimental itself and can only be used with the compiler argument `-Xuse-experimental=kotlin.Experimental`.
 */
@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@SinceKotlin("1.2")
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@Suppress("ANNOTATION_CLASS_MEMBER")
public annotation class Experimental(val level: Level = Level.ERROR) {
    /**
     * Severity of the diagnostic that should be reported on usages of experimental API which did not explicitly accept the experimental aspect
     * of that API either by using [UseExperimental] or by being annotated with the corresponding marker annotation.
     */
    public enum class Level {
        /** Specifies that a warning should be reported on incorrect usages of this experimental API. */
        WARNING,
        /** Specifies that an error should be reported on incorrect usages of this experimental API. */
        ERROR,
    }
}

/**
 * Allows to use experimental API denoted by the given markers in the annotated file, declaration, or expression.
 * If a declaration is annotated with [UseExperimental], its usages are **not** required to opt-in to that experimental API.
 * This class is experimental itself and can only be used with the compiler argument `-Xuse-experimental=kotlin.Experimental`.
 */
@Target(
    CLASS,
    PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION,
    PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS)
@Retention(SOURCE)
@SinceKotlin("1.2")
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@Suppress("ANNOTATION_CLASS_MEMBER")
public annotation class UseExperimental(
    vararg val markerClass: KClass<out Annotation>
)

@Target(CLASS, PROPERTY, CONSTRUCTOR, FUNCTION,
    PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS)
@Retention(SOURCE)
@SinceKotlin("1.2")
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@public annotation class UseExperimental
(vararg val markers: KClass<out Annotation>)

/**
 * This annotation marks the standard library API that is considered experimental and is not subject to the general compatibility guarantees
 * given for the standard library: the behavior of such API may be changed or the API may be removed completely in any future release.
 * Beware using the annotated API especially if you're developing a library, since your library might become binary incompatible
 * with the future versions of the standard library.
 * Any usage of a declaration annotated with `@ExperimentalStdlibApi` must be accepted either by
 * annotating that usage with the [UseExperimental] annotation, e.g. `@UseExperimental(ExperimentalStdlibApi::class)`.
 * or by using the compiler argument `-Xuse-experimental=kotlin.ExperimentalStdlibApi`.
 */
@Target(ANNOTATION_CLASS)
public annotation class ExperimentalStdlibApi:
(Experimental::class)

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```kotlin
@Target(VALUE_PARAMETER, FUNCTION, PROPERTY)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
public annotation class ExperimentalStdlibApi

@MustBeDocumented
@ExperimentalStdlibApi
@SinceKotlin("1.3") // TODO: Remove experimental status from itself and advance SinceKotlin to 1.4

public annotation class ExperimentalTypeInference

@package kotlin
@import kotlin.experimental.ExperimentalTypeInference

/**
 * Allows to infer generic type arguments of a function from the calls in the annotated function parameter of that function.
 * When this annotation is placed on a generic function parameter of a function, it enables to infer the type arguments of that generic function from the lambda body passed to that parameter.
 * The calls that affect inference are either members of the receiver type of an annotated function parameter or extensions for that type. The extensions must be themselves annotated with `@BuilderInference`.
 * Example: we declare a function `fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T>` and use it like `sequence { yield("result") }` and it is inferred from the argument of the `SequenceScope.yield` function, that is called inside the lambda passed to the `sequence` function.
 * Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.
 */
@Target(VALUE_PARAMETER, FUNCTION, PROPERTY)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
public annotation class BuilderInference

/**
 * The experimental multiplatform support API marker.
 *
 * Any usage of a declaration annotated with `@ExperimentalMultiplatform` must be accepted either by annotating that usage with the [UseExperimental] annotation, e.g. `@UseExperimental(ExperimentalMultiplatform::class)`, or by using the compiler argument `-Xuse-experimental=kotlin.ExperimentalMultiplatform`.
 */
@Experimental
@MustBeDocumented
@Target(CLASS, ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class ExperimentalMultiplatform

/**
 * Marks an expected annotation class that it isn’t required to have actual counterparts in all platforms.
 * This annotation is only applicable to `expect` annotation classes in multi-platform projects and marks that class as "optional".
 * Optional expected class is allowed to have no corresponding actual class on the platform. Optional annotations can only be used to annotate something, not as types in signatures. If an optional annotation has no corresponding actual class on a platform, the annotation entries where it’s used are simply erased when compiling code on that platform.
 * Note: this annotation is experimental, see [ExperimentalMultiplatform] on how to opt-in for it.
 */
@Target(ANNOTATION_CLASS)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class OptionalExpectation
```

@package kotlin
@import kotlin.collections
@import kotlin.js

/**
 * Provides a skeletal implementation of the read-only [Collection] interface.
 * @param E the type of elements contained in the collection. The collection is covariant on its element type.
 */
@SinceKotlin("1.1")
public abstract class AbstractCollection<out E> protected constructor() : Collection<E> {
    abstract override val size: Int
    abstract override fun iterator(): Iterator<E>

    override fun contains(element: @UnsafeVariance E): Boolean = any { it == element }
    override fun containsAll(elements: Collection<E>): Boolean = elements.all { contains(it) } // use when js will support bound refs: elements.all(this::contains)
    override fun
isNotEmpty(): Boolean = size == 0

override fun toString(): String = joinToString("\", ",\"") { 
    it.toString()
} */

* Returns new array of type `Array<Any?>` with the elements of this collection.
* Returns protected open fun toArray(): Array<Any?> = copyToArrayImpl(this)
* Fills the provided [array] or creates new array of the same type
* and fills it with the elements of this collection.
* protected open fun <T> toArray(array: Array<T>): Array<T> = copyToArrayImpl(this, array)
*/

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*

package kotlin.collections

private enum class State {
    Ready,
    Done,
    Failed
}

/**
 * A base class to simplify implementing iterators so that implementations only have to implement [computeNext] to * implement the iterator, calling [done] when the iteration is complete.
 * *public abstract class AbstractIterator<T> : Iterator<T> {

    override fun listIterator(): ListIterator<E> = ListIteratorImpl(0)

    override fun listIterator(index: Int): ListIterator<E> = ListIteratorImpl(index)

    /**
     * Fills the provided [array] or creates new array of the same type
     * and fills it with the elements of this collection.
     * * protected open fun <T> toArray(array: Array<T>): Array<T> = copyToArrayImpl(this, array)
     */

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*

package kotlin.collections

private open inner class ListIteratorImpl(index: Int) :

override fun hasNext(): Boolean = index < size

override fun next(): E {
    if

override fun get(index: Int): E {

}
this@AbstractMap.size
    }\n    return _keys!!\n}\n@kotlin.jvm.Volatile\nprivate var _keys: Set<K>? = null\n\noverride fun toString(): String = entries.joinToString("",", ", "[", "]") { toString(it) }\nprivate fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "+=" + toString(entry.value)\n\noverride fun toString(o: Any?): String = if (o == null) "null" else o.toString()\n\n/**
 * Returns a read-only [Collection] of all values in this map.\n */\n*\n* Accessing this property first time creates a values view from [entries].\n* All subsequent accesses just return the created instance.\n* An override val values: Collection<V>\n    get() {
        if (_values == null) {
            _values = object : AbstractCollection<V>() {\n
                override operator fun contains(element: @UnsafeVariance V): Boolean = containsValue(element)\n                override operator fun iterator(): Iterator<V> = entryIterator()\n                override fun hasNext(): Boolean = entryIterator.hasNext()\n                override fun next(): V = entryIterator.next().value\n            }\n        }\n        return _values!!\n    }\n\nprivate fun implFindEntry(key: K): Map.Entry<K, V>? = entries.firstOrNull { it.key == key }\n\ninternal companion object {\n
    internal fun entryHashCode(e: Map.Entry<*, *>): Int = with(e) { (key?.hashCode() ?: 0) xor (value?.hashCode() ?: 0) }\n
    internal fun entryToString(e: Map.Entry<*, *>): String = with(e) { e.key + "=" + e.value }\n
    internal fun entryEquals(e: Map.Entry<*, *>, other: Any?): Boolean {\n        if (other !is Map.Entry<*, *>) return false\n        return e.key == other.key && e.value == other.value\n    }\n}\n
/**
 * Provides a skeletal implementation of the read-only [Set] interface.\n * This class is intended to help implementing read-only sets so it doesn't support concurrent modification tracking.\n */\n@kotlin.jvm.Volatile\nprivate var _values: Collection<V>? = null\n\nprivate fun implFindEntry(key: K): Map.Entry<K, V>? = null\n\n/**
 * Returns a single list of all elements from all arrays in the given array.\n */\n@kotlin.jvm.Vmln.package kotlin.collections\n\nimport kotlin.contracts.*
\n/**
 * Returns `true` if this nullable array is either null or empty.\n */\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun Array<*>?.isNullOrEmpty(): Boolean {\n    contract {\n        returns(false) implies (this@isNullOrEmpty != null)\n    }\n
    return this == null || result.count { it.isNullOrEmpty() } == result.size\n}
can be found in the LICENSE.txt file.

NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).

NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).

NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).
MutableMap<K, V>.withDefault(defaultValue: (key: K) -> V): MutableMap<K, V> =
    when (this) {
        is

MutableMapWithDefault -> this.map.withDefault(defaultValue)
        else -> MutableMapWithDefaultImpl(this, defaultValue)
    }

private interface MapWithDefault<K, out V> : Map<K, V>

private class MapWithDefaultImpl<K, out V>(public override val map: Map<K, V>):
    override fun equals(other: Any?): Boolean = map.equals(other)
    override fun hashCode(): Int = map.hashCode()
    override fun toString(): String = map.toString()
    override val size: Int get() = map.size
    override fun isEmpty(): Boolean = map.isEmpty()
    override fun containsKey(key: K): Boolean = map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean =
        map.containsValue(value)
        override fun getOrImplicitDefault(key: K): V = map.getOrDefault(key)
        override fun get(key: K): V? = map.get(key)
        override fun put(key: K, value: V): V? = map.put(key, value)
        override fun remove(key: K): V? = map.remove(key)
        override fun putAll(from: Map<out K, V>) = map.putAll(from)
        override fun clear() = map.clear()
        override fun getOrImplicitDefault(key: K) = map.getOrElse(key)
        val containsKey(key: K) = map.containsKey(key)
        override fun containsValue(value: @UnsafeVariance V) = map.containsValue(value)
        override fun getOrImplicitDefault(key: K): V? = map.getOrElseNullable(key)
        override fun getOrDefault(key: K): V = map.getOrElse(key, { default(key) })
        override fun getOrDefault(key: K, defaultValue: V): V = map.getOrElse(key, { defaultValue(key) })
        override fun getOrImplicitDefault(key: K): V? = map.getOrElse(key)
        override fun getOrDefault(key: K, defaultValue: V): V? = map.getOrElse(key, { defaultValue(key) })
    }

private class MutableMapWithDefaultImpl<K, V>(public override val map: MutableMap<K, V>):
    override fun equals(other: Any?): Boolean = map.equals(other)
    override fun hashCode(): Int = map.hashCode()
    override fun toString(): String = map.toString()
    override val size: Int get() = map.size
    override fun isEmpty(): Boolean = map.isEmpty()
    override fun containsKey(key: K): Boolean = map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)
    override fun getOrImplicitDefault(key: K): V = map.getOrDefault(key)
    override fun get(key: K): V? = map.get(key)
    override fun put(key: K, value: V): V? = map.put(key, value)
    override fun remove(key: K): V? = map.remove(key)
    override fun putAll(from: Map<out K, V>) = map.putAll(from)
    override fun clear() = map.clear()
    override fun getOrImplicitDefault(key: K) = map.getOrElse(key)
    val containsKey(key: K) = map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V) = map.containsValue(value)
    override fun getOrImplicitDefault(key: K): V? = map.getOrElseNullable(key)
    override fun getOrDefault(key: K, defaultValue: V): V? = map.getOrElse(key, { default(key) })
        override fun getOrImplicitDefault(key: K): V? = map.getOrElse(key)
        override fun getOrDefault(key: K, defaultValue: V): V? = map.getOrElse(key, { defaultValue(key) })
    }

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

import kotlin.random.Random

/**
 * Removes a single instance of the specified element from this collection, if it is present.
 * @return true if the element has been successfully removed; false if it was not present in the collection.
 */
@kotlin.internal.InlineOnly
public inline fun <T> MutableCollection<T>.remove(element: T): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).remove(element)

/**
 * Removes all of this collection's elements that are also contained in the specified collection.
 * @return true if any element was removed from the collection, false if the collection was not modified.
 */
@kotlin.internal.InlineOnly
public inline fun <T> MutableCollection<T>.retainAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

/**
 * Removes the element at the specified index from this list.
 * In Kotlin one should use the [MutableList.removeAt] function instead.
 */
@kotlin.internal.InlineOnly
public inline fun <T> MutableList<T>.removeAt(index: Int): T =

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/*\@kotlin.internal.InlineOnly\public inline operator fun <T> MutableCollection<in T>.plusAssign(element: T) {
    this.add(element)
}*\@kotlin.internal.InlineOnly\public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Iterable<T>) {
    this.addAll(elements)
}*\@kotlin.internal.InlineOnly\public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Array<T>) {
    this.addAll(elements)
}*\@kotlin.internal.InlineOnly\public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Sequence<T>) {
    this.addAll(elements)
}*\@kotlin.internal.InlineOnly\public inline operator fun <T> MutableCollection<in T>.minusAssign(element: T) {
    this.remove(element)
}*\@kotlin.internal.InlineOnly\public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Iterable<T>) {
    this.removeAll(elements)
}*\@kotlin.internal.InlineOnly\public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Array<T>) {
    this.removeAll(elements)
}*\@kotlin.internal.InlineOnly\public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Sequence<T>) {
    this.removeAll(elements)
}

/**
 * Adds all elements of the given [elements] collection to this mutable collection.
 */
public fun <T> MutableList<T>.addAll(elements: Collection<T>): Boolean = filterInPlace(elements.asList(), this, true)

/**
 * Retains only elements of this [MutableList] that match the given [predicate].
 *
 * @return `true` if any element was removed from this collection, or `false` when no elements were removed and collection was not modified.
 */
public fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, this, false)

private fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    if (this !is RandomAccess)
        return (this as MutableList<T>).filterInPlace(predicate, predicateResultToRemove)

    var writeIndex: Int = 0
    for (readIndex in 0..lastIndex) {
        val element = this[readIndex]
        if (predicate(element) == predicateResultToRemove)
            continue

        if (writeIndex != readIndex)
            this[writeIndex] =
element

        writeIndex++
    }
    if (writeIndex < size) {
        for (removeIndex in lastIndex downTo
            writeIndex)
            removeAt(removeIndex)

        return true
    } else {
        return false
    }
}

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] collection.
 */
public fun <T> MutableList<T>.removeAll(elements: Iterable<T>): Boolean {
    return removeAll(elements.convertToSetForSetOperationWith(this))
}

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] sequence.
 */
public fun <T> MutableList<T>.removeAll(elements: Sequence<T>): Boolean {
    val set = elements.toHashSet()
    return set.isNotEmpty() && removeAll(set)
}

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] array.
 */
public fun <T> MutableList<T>.removeAll(elements: Array<out T>): Boolean {
    if (elements.isNotEmpty())
        return removeAll(elements.toHashSet())
    else
        return retainNothing()
}

/**
 * Randomly shuffles elements in this mutable list using the specified [random] instance as the source of randomness.
 */
private fun MutableList<T>.retainNothing(): Boolean {
    val result = isNotEmpty()
    clear()
    return result
}

/**
 * Returns a new list with the elements of this list randomly shuffled using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.3")
public fun <T> Iterable<T>.shuffled(random: Random): List<T> = toMutableList().apply { shuffle(random) }

...
MutableList<T> = ReversedList(this)

"/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")
@file:UseExperimental(
ExperimentalTypeInference::class)

package kotlin.sequences

import kotlin.coroutines.*
import kotlin.coroutines.intrinsics.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Builds a [Sequence] lazily yielding values one by one.
 */
@SinceKotlin("1.3")
public fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
iterator(block)
}

/**
 * Builds an [Iterator] lazily yielding values one by one.
 */
@SinceKotlin("1.3")
@Deprecated("Use 'sequence { }' function instead.",
ReplaceWith("sequence(builderAction)"), level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline fun <T> buildSequence(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
iterator(builderAction)
}

/**
 * The scope for yielding values of a [Sequence] or an [Iterator],
 * provides [yield] and [yieldAll] suspension functions.
 */
@RestrictsSuspension
@SinceKotlin("1.3")
public abstract class SequenceScope<in T> internal constructor() {
    /**
     * Yields a value to the [Iterator] being built and suspends
     * until the next value is requested.
     */
    public abstract suspend fun yield(value: T)

    /**
     * Yields all values from the `iterator` to the [Iterator] being built
     * and suspends until all these values are iterated and the next one is requested.
     */
    public abstract suspend fun yieldAll(iterator: Iterator<T>)

    /**
     * Yields potentially infinite sequence of values to the [Iterator]
     * being built and suspends until all these values are iterated and the next one is requested.
     */
    public suspend fun yieldAll(sequence: Sequence<T>) = yieldAll(sequence.iterator())
}

@Deprecated("Use SequenceScope class instead.",
ReplaceWith("SequenceScope<T>"), level = DeprecationLevel.ERROR)
public typealias SequenceBuilder<T> = SequenceScope<T>

private typealias State = Int

private const val State_NotReady: State = 0
private const val State_ManyNotReady: State = 1
private const val State_ManyReady: State = 2
private const val State_Done: State = 3
private const val State_Failed: State = 4

private class

Open Source Used In DNAC Platform Arica

* Buffer overflow is not allowed so [add] doesn't overwrite tail but raises an exception.

```kotlin
    override val size: Int get() = _size
}

/**
 * Provides ring buffer

    }

    override fun get(index: Int): E {
        checkElementIndex(index, _size)

        return
```

```
internal class MovingSubList<out E>(private val list: List<E>) : AbstractList<E>(), RandomAccess {

    fun move(fromIndex: Int, toIndex: Int) {

        buffer.removeFirst(step)
                }
                if (buffer.isNotEmpty()) yield(buffer)
            }
        }
        while (buffer.size > step) {
                    yield(if (reuseBuffer) buffer else ArrayList(buffer))
                    buffer.removeFirst(step)
                }
            }
            if (partialWindows) {

                    yield(if (reuseBuffer) buffer else 

                    buffer.add(e)
                if (buffer.isFull()) {
                    if (buffer.size < size) { buffer = 

                    buffer.add(e)
                if (buffer.isFull()) {
                    if (buffer.size < size) { buffer = 

                    buffer.add(e)
                if (buffer.isFull()) {
                    if (buffer.size < size) { buffer = 

                    buffer.add(e)
                if (buffer.isFull()) {
                    if (buffer.size < size) { buffer = 

                    buffer.add(e)
                if (buffer.isFull()) {
                    if (buffer.size < size) { buffer = 

                    buffer.add(e)
                if (buffer.isFull()) {
                    if (buffer.size < size) { buffer = 

                    buffer.add(e)
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                if (buffer.isFull()) {
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                    buffer.add(e)
                if (buffer.isFull()) {
                    if (buffer.size < size) { buffer = 

                    buffer.add(e)
                if (buffer.isFull()) {
                    if (buffer.size < size) { buffer = 

                    buffer.add(e)
                if (buffer.isFull()) {
```

```
```
```
```kotlin
private class RingBuffer<T>(private val buffer: Array<*>?, filledSize: Int) : AbstractList<T>(), RandomAccess {
    private val defaultCapacity = capacity
    private val defaultCapacity = capacity

    private val defaultCapacity = capacity
    private val defaultCapacity = capacity

    override fun get(index: Int): T {
        checkElementIndex(index, size)
        return buffer[index] as T
    }

    override fun set(index: Int, element: T) {
        checkElementIndex(index, size)
        buffer[index] = element
    }

    override fun removeAt(index: Int) {
        checkElementIndex(index, size)
        val element = buffer[index]
        buffer[index] = buffer[--index] as T
        size--
    }

    override fun add(element: T) {
        if (isFull()) {
            throw IllegalStateException("ring buffer is full")
        } else {
            buffer[++index] = element
            size++
        }
    }

    override fun iterator(): Iterator<T> = object : AbstractIterator<T>() {
        private var index = startIndex

        override fun computeNext() {
            if (count == 0) {
                index = indexBit + 1
                count--
            } else {
                index = indexBit + 1
                count--
            }
        }
    }

    fun isFull() = size == capacity

    override fun emptyIterator(): AbstractIterator<T> = object : AbstractIterator<T>() {
        override fun computeNext() {
            if (count == 0) {
                return done()
            } else {
                setNext(buffer[index] as T)
                index = index + 1
                count--
            }
        }
    }

    fun expand(n: Int): RingBuffer<T> {
        val newCapacity = (capacity + (capacity shr 1)) + 1).coerceAtMost(maxCapacity)
        val newBuffer = if (startIndex == 0)
            buffer.copyOf(newCapacity) else ArrayNullsOf(newCapacity)
        return RingBuffer(newBuffer, size)
    }

    fun expanded(maxCapacity: Int): RingBuffer<T> {
        val newCapacity = (capacity + (capacity shr 1)) + 1).coerceAtMost(maxCapacity)
        val newBuffer = if (startIndex == 0)
            buffer.copyOf(newCapacity) else ArrayNullsOf(newCapacity)
        return RingBuffer(newBuffer, size)
    }

    fun resize(n: Int) {
        require(n >= 0) { "n shouldn't be negative but it is $n" }
        require(n <= size) {
            val size = n
            giveForward(n)
            size = n
        }
    }

    fun giveForward(n: Int) {
        require(n >= 0) { "n shouldn't be negative but it is $n" }
        require(n <= size) { "n shouldn't be greater than the buffer size: n = $n, size = $size" }
        if (n > 0) {
            val start = startIndex
            val end = start.forward(n)
            if (start < end) {
                buffer.fill(null, start, end)
                size = end - startIndex
                size = end - startIndex
            }
        }
    }

    fun isNull(): Boolean = size == 0

    fun nonNull(): Array<T> = buffer.copyOf(n) as Array<T>

    fun null(): Array<T> = buffer.copyOfNulls(n) as Array<T>

    fun nulls(): Array<T> = buffer.copyOfNulls(n) as Array<T>

    fun copyOf(n: Int): Array<T> = buffer.copyOf(n) as Array<T>

    fun copyOfNulls(n: Int): Array<T> = buffer.copyOfNulls(n) as Array<T>

    fun copyOfNulls(size: Int): Array<T> = buffer.copyOfNulls(size) as Array<T>

    fun copyOfNulls(maxCapacity: Int): Array<T> = buffer.copyOfNulls(maxCapacity) as Array<T>

    fun copyOfNulls(size: Int): Array<T> = buffer.copyOfNulls(size) as Array<T>

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    fun copyOfNulls(size: Int): Array<T> = buffer.copyOfNulls(size) as Array<T>

    fun copyOfNulls(maxCapacity: Int): Array<T> = buffer.copyo
```kotlin
index - 1)\n    quickSort(array, left, index - 1)\n    if (index < right)\n        quickSort(array, index, right)\n\nUIntArray

@ExperimentalUnsignedTypes\nprivate fun partition(array: UIntArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot) i++
        while (array[j] > pivot) j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes\nprivate fun quickSort(array: UIntArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

ULongArray

@ExperimentalUnsignedTypes\nprivate fun partition(array: ULongArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot) i++
        while (array[j] > pivot) j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes\nprivate fun quickSort(array: ULongArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// Interfaces

/**
 * Sorts the given array using qsort algorithm.
 */
@ExperimentalUnsignedTypes\ninternal fun sortArray(array: UByteArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes\ninternal fun sortArray(array: UShortArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes\ninternal fun sortArray(array: UIntArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes\ninternal fun sortArray(array: ULongArray) = quickSort(array, 0, array.size - 1)

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * LICENSE.txt file.
 */

package kotlin.contracts

import kotlin.internal.ContractsDsl
import kotlin.internal.InlineOnly

/**
 * This marker distinguishes the experimental contract declaration API and is used to opt-in
 * for that feature when declaring contracts of user functions.
 * Any usage of a declaration annotated with `@ExperimentalContracts` must be accepted either
 * by `@UseExperimental` annotation, e.g.
 */
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@Experimental
@MustBeDocumented
public annotation class ExperimentalContracts

/**
 * Provides a scope, where the functions of the contract DSL, such as `returns`,
 * `callsInPlace`, etc., can be used to describe the contract of a function.
 * This type is used as a receiver type of the lambda function passed to the `contract`
 * function.
 */
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public interface ContractBuilder {
    /**
     * Describes a situation when a function returns normally, without any exceptions thrown.
     */
    @sample samples.contracts.returnsContract
    @ContractsDsl public fun returns(): Returns

    /**
     * Describes a situation when a function returns normally with the specified return value.
     */
    @sample samples.contracts.returnsTrueContract
    @sample samples.contracts.returnsFalseContract
    @sample samples.contracts.returnsNullContract
    @ContractsDsl fun returns(value: Any?): Returns

    /**
     * Describes a situation when a function returns normally with any value that is not null.
     */
    @sample samples.contracts.returnsNotNullContract
    @ContractsDsl fun returnsNotNull(): Returns

    /**
     * Describes a situation when a function returns normally with the specified return value.
     */
    @sample samples.contracts.returnsFalseContract
    @ContractsDsl public fun returnsNullContract()

    /**
     * Describes a situation when a function returns normally with any value that is not null.
     */
    @sample samples.contracts.returnsNotNullContract
    @ContractsDsl public fun returnsNotNull():
/**
 * Specifies that the function parameter \[\lambda\] is invoked in place.
 *
 * This contract specifies that
 * 1. the function \[\lambda\] can only be invoked during the call of the owner function,
 * and it won’t be invoked after that owner function call is completed;
 * 2. (optionally) the function \[\lambda\] is invoked the amount of times specified by the \[kind\] parameter,
 * see the \[InvocationKind\] enum for possible values.
 *
 * A function declaring the `callsInPlace` effect must be _inline_.
 */
@ContractsDsl public fun <R> callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace
}

/**
 * Specifies how many times a function invokes its function parameter in place.
 *
 * See \[ContractBuilder.callsInPlace\] for the details of the call-in-place function contract.
 */
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public enum class InvocationKind {
    /**
     * A function parameter will be invoked one time or not invoked at all.
     */
    AT_MOST_ONCE,

    /**
     * A function parameter will be invoked one or more times.
     */
    AT_LEAST_ONCE,

    /**
     * A function parameter will be invoked exactly one time.
     */
    EXACTLY_ONCE,

    /**
     * A function parameter is called in place, but it's unknown how many times it can be called.
     */
    UNKNOWN
}

/**
 * Specifies the contract of a function.
 *
 * The contract description must be at the beginning of a function and have at least one effect.
 * Only the top-level functions can have a contract for now.
 *
 * A function parameter will be invoked one time or not invoked at all.
 * A function parameter will be invoked exactly one time.
 * A function parameter will be invoked one or more times.
 * The contract description must be at the beginning of a function and have at least one effect.
 */
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public interface ContinuationInterceptor : CoroutineContext.Element {
    /**
     * The key that defines *the* context interceptor.
     */
    companion object Key:

    /**
     * Returns continuation that wraps the original
     * continuation instance returned by \[interceptContinuation\] when the original
     * continuation completes and will not be used anymore. This function is invoked only if \[interceptContinuation\] had returned a different
     * continuation.
     */
    public fun <T>

    /**
     * Invoked for the continuation instance returned by \[interceptContinuation\] when the original
     * continuation completes and will not be used anymore. This function is invoked only if \[interceptContinuation\] had returned a different
     * continuation.
     */

continuation instance from the one it was invoked with.
*\n* Default implementation does nothing.
*\n* @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.
*\npublic fun releaseInterceptedContinuation(continuation: Continuation<*>) { /* do nothing by default
    // Performance optimization for a singleton Key
    @Suppress("UNCHECKED_CAST")
        if (key === Key) this as E else null
    // Performance optimization to a singleton Key
    public override fun minusKey(key: CoroutineContext.Key<*>) =
        if (key === Key) EmptyCoroutineContext else this
    // Performance optimization to a singleton Key
    public override fun plus(context: CoroutineContext): CoroutineContext =
        if (context === EmptyCoroutineContext) this else // fast path -- avoid lambda creation
            context.fold(this) { acc, element ->
                val removed = acc.minusKey(element.key)
                if (removed === EmptyCoroutineContext) element else {
                    // make sure interceptor is always last in the context (and thus is fast to get when present)
                    val interceptor = removed[ContinuationInterceptor]
                    if (interceptor == null) CombinedContext(removed, element) else {
                        val left = removed.minusKey(ContinuationInterceptor)
                        if (left === EmptyCoroutineContext)
                            CombinedContext(element, interceptor) else
                                CombinedContext(CombinedContext(left, element),
                                    interceptor)
                    }
                }
            }
    // Performance optimization to a singleton Key
    public override fun hashCode(): Int = 0
    public override fun toString(): String = "EmptyCoroutineContext"
}

//--------------------- internal impl ---------------------

// this class is not exposed, but is hidden inside implementations
// this is a left-biased list, so that `plus` works
naturally\n@SinceKotlin("1.3")\ninternal class CombinedContext\n    private val left: CoroutineContext,\n    private val element: Element\n    : CoroutineContext, Serializable \n    override fun <E : Element> get(key: Key<E>): E? \n    if (next is CombinedContext) \n        return if (next is CombinedContext) \n            next \n        else \n            return\n    operation(left.fold(initial, operation), element) \n    public override fun minusKey(key: Key<E>): CoroutineContext \n    get(key) \n    if (next is CombinedContext) \n        return next \n    else \n        return\n    private fun size(): Int \n        while (true) \n            cur = cur.left as? CombinedContext ?: return size \n        var size = 2 \n        while (true) \n            cur = cur.left as? CombinedContext ?: this \n            var size = 2 \n            while (true) \n                cur = cur.left as? CombinedContext ?: this \n                var size = 2 \n                while (true) \n                    cur = cur.left as? CombinedContext ?: this \n                    var size = 2 \n                    while (true) \n                        cur = cur.left as? CombinedContext ?: this \n                        var size = 2 \n                        while (true) \n                            cur = cur.left as? CombinedContext ?: this \n                            var size = 2
private fun contains(element: Element): Boolean = \n    get(element.key) == element
private fun containsAll(context: CombinedContext): Boolean = \n    contains(context.element)
override fun equals(other: Any?): Boolean = \n    this === other || other is CombinedContext && other.size() == size() &&
    other.containsAll(this)
override fun hashCode(): Int = left.hashCode() + element.hashCode()
override fun toString(): String = \n    "[" + fold("") { acc, element ->
        if (acc.isEmpty()) element.toString() else
            "$acc, $element"
    } + "]"
private fun writeReplace(): Any {\n    val n = size()
    val elements = arrayOfNulls<CoroutineContext>(n)
    var index = 0
    fold(Unit) { _, element -> elements
        if (acc.isEmpty()) element.toString() else
            "$acc, $element"
    }
    check(index == n)
    return
}
private fun readResolve(): Any = elements.fold(EmptyCoroutineContext, CoroutineContext::plus)

package kotlin.coroutines.intrinsics
import kotlin.coroutines.*
import kotlin.internal.InlineOnly
/**
 * Obtains the current continuation instance inside suspend functions and either suspends the execution
 * or returns the result immediately without suspension. If the [block] returns the special
 * COROUTINE_SUSPENDED value, it means that suspend function did suspend the execution and will not return
 * any result immediately. In this case, the [Continuation] provided to the [block] shall
 * be resumed by invoking [Continuation.resumeWith] at some moment in the future when the result becomes available to resume the computation.
 * The return value of the [block] must have a type assignable to [T] and represents the result of this suspend function.
 * It means that the execution was not suspended and the [Continuation] provided to the [block] shall not be invoked.
 * As the result type of the [block] is declared as `Any` and cannot be correctly type-checked, its proper return type
 * remains on the conscience of the suspend function's author. In this case, the [Continuation.intercepted] method
 * resumes coroutine directly in the invoker's thread without going through the [Continuation] provided to the [block] that might be present in the coroutine's [CoroutineContext].
 * It is the invoker's responsibility to ensure that a proper invocation context is established.
 * [Continuation.intercepted] can be used to acquire the intercepted continuation.
 * Note that it is not recommended to call either [Continuation.resume] or [Continuation.resumeWith] that might be present in the coroutine's [CoroutineContext].
 * @since 1.3
 * [suspendCoroutine] as a safer way to obtain current \n * instantiation instance.
 * @throws NotImplementedError([Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic] is not implemented)
 * @suspendCoroutineUninterceptedOrReturn \n * suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T =\n *    throw NotImplementedError("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")
 * This value is used as a return value of [suspendCoroutineUninterceptedOrReturn] `block` argument to state that the execution was not suspened and will not return any result immediately.
 */
in general code.** Using it outside of the context of\n * `suspendCoroutineUninterceptedOrReturn` function return value (including, but not limited to,\n * storing this value in other properties, returning it from other functions, etc.)\n* can lead to unspecified behavior of the code.\n */ It is implemented as property with getter to avoid
ProGuard <clinit> problem with multifeile IntrinsicsKt class

@SinceKotlin("1.3")
public val

COROUTINE_SUSPENDED: Any get() = CoroutineSingletons.COROUTINE_SUSPENDED

// Using enum here ensures two important properties:
//  1. It makes SafeContinuation serializable with all kinds of serialization
//    frameworks (since all of them natively support enums)
//  2. It improves debugging experience, since you clearly
//    see toString() value of those objects and what package they come from
@SinceKotlin("1.3")
@PublishedApi // This class is Published API via serialized representation of SafeContinuation, don't rename/move\ninternal enum
class CoroutineSingletons { COROUTINE_SUSPENDED, UNDECIDED, RESUMED }

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 */

package

/** Performs a bitwise AND operation between the two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.and(other: Byte): Byte =
    (this.toInt() and other.toInt()).toByte()\n
/** Performs a bitwise OR operation between the two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.or(other: Byte): Byte =
    (this.toInt() or other.toInt()).toByte()\n
/** Performs a bitwise XOR operation between the two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.xor(other: Byte): Byte =
    (this.toInt() xor other.toInt()).toByte()\n
/** Inverts the bits in this value.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Byte.inv(): Byte =
    (this.toInt().inv()).toByte()\n
/*
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 */

package kotlin.experimental

/**
 * The experimental marker for type
 * inference augmenting annotations.
 *
 * Any usage of a declaration annotated with
 * `@ExperimentalTypeInference` must be accepted either by
 * annotating that usage with the [UseExperimental] annotation, e.g. `@UseExperimental(ExperimentalTypeInference::class)` \n * or by using the compiler argument `-Xuse-experimental=kotlin.experimental.ExperimentalTypeInference`.
 */
@Experimental(level = Experimental.Level.ERROR)
@MustBeDocumented
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.ANNOTATION_CLASS)
@SinceKotlin("1.3")
public annotation class

ExperimentalTypeInference

/**
 * Specifies that the constraint built for the type during type inference should be an equality one.
 */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
internal annotation class

NoInfer\n
/**
 * Specifies that a corresponding member has the lowest priority in overload resolution.
 */
@Target(AnnotationTarget.FUNCTION,
AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class

LowPriorityInOverloadResolution

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 */

package kotlin.internal

/**
 * Specifies that the corresponding type should be ignored during type inference.
 */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
\n
\n
Open Source Used In DNAC Platform Arica  12400
overload resolution. Effectively this means that an extension annotated with this annotation will win in overload resolution over a member with the same signature.

```kotlin
@Retention(AnnotationRetention.BINARY)
internal annotation class HidesMembers

/**
 * The value of this type parameter should be mentioned in input types (argument types, receiver type or expected type).
 */
@Retention(AnnotationRetention.BINARY)
internal annotation class OnlyInputTypes

/**
 * Specifies that this declaration can have dynamic receiver type.
 */
@Retention(AnnotationRetention.BINARY)
internal annotation class DynamicExtension

/**
 * The value of this parameter should be a property reference expression (`this::foo`), referencing a `lateinit` property.
 * *(the backing field of which is accessible at the point where the corresponding argument is passed.*
 */
@Retention(AnnotationRetention.BINARY)
internal annotation class AccessibleLateinitPropertyLiteral

/**
 * Specifies which version should be compared with the [version] value, when compiling the usage of the annotated declaration.
 * Note that prior to 1.2, only [RequireKotlinVersionKind.LANGUAGE_VERSION] was supported, so the Kotlin compiler before 1.2 is going to treat any [RequireKotlin] as if it requires the language version. Since 1.2, the Kotlin compiler supports
 * [RequireKotlinVersionKind.COMPILER_VERSION] and [RequireKotlinVersionKind.API_VERSION].
 * If the actual value of [versionKind] is something different (e.g. a new version kind, added in future versions of Kotlin),
 * Kotlin 1.2 is going to ignore this [RequireKotlin] altogether, where as Kotlin before 1.2 is going to treat this as a requirement
 * on the language version.
 * This annotation is erased at compile time; its arguments are stored in a more compact form in the Kotlin metadata.
 */
@Retention(AnnotationRetention.SOURCE)
@Repeatable
@SinceKotlin("1.2")
internal annotation class RequireKotlin(
    val version: String,
    val message: String = "",
    val level: DeprecationLevel = DeprecationLevel.ERROR,
    val versionKind: RequireKotlinVersionKind = RequireKotlinVersionKind.LANGUAGE_VERSION,
    val errorCode: Int = -1
)

/**
 * The kind of the version that is required by [RequireKotlin].
 */
@SinceKotlin("1.2")
internal enum class RequireKotlinVersionKind {
    LANGUAGE_VERSION,
    COMPILER_VERSION,
    API_VERSION,
}
```

```kotlin
Delegates {
    /**
     * Returns a property delegate for a read/write property with a non-`null` value that is initialized not during
     * object construction time but at a later time.
     *
     * Returns a property delegate for a read/write property with a non-`null` value that is initialized not during
     * object construction time but at a later time.
     * @sample samples.properties.Delegates.notNullDelegate
     */
    public fun <T : Any> notNull():
```
ReadWriteProperty<Any?, T> = NotNullVar()

/**
 * Returns a property delegate for a read/write property
 * that calls a specified callback function when changed.
 * @param initialValue the initial value of the property.
 * @param onChange the callback which is called after the change of the property is made.
 * The value of the property
 * has already been changed when this callback is invoked.
 * @sample samples.properties.Delegates.observableDelegate
 * @sample samples.properties.Delegates.throwVetoableDelegate
 */
public inline fun <T> observable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Unit):

    ReadWriteProperty<Any?, T> =
        object : ObservableProperty<T>(initialValue) {
            override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) = onChange(property, oldValue, newValue)
        }

/**
 * Returns a property delegate for a read/write property that calls a specified callback function when changed,
 * allowing the callback to veto the modification.
 * @param initialValue the initial value of the property.
 * @param onChange the callback which is called before a change to the property value is attempted.
 * The value of the property hasn't been changed yet, when this callback is invoked.
 * If the callback returns `true` the value of the property is being set to the new value,
 * and if the callback returns `false` the new value is discarded and the property remains its old value.
 * @sample samples.properties.Delegates.vetoableDelegate
 * @sample samples.properties.Delegates.throwVetoableDelegate
 */
public inline fun <T> vetoable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Boolean):

    ReadWriteProperty<Any?, T> =
        object : ObservableProperty<T>(initialValue) {
            override fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = onChange(property, oldValue, newValue)
        }

private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
    private var value: T? = null

    public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        this.value = value
    }
}

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 */

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Implements the core logic of a property delegate for a read/write property that calls callback functions when changed.
 * @param initialValue the initial value of the property.
 */
public abstract class ObservableProperty<T>(initialValue: T) :
    ReadWriteProperty<Any?, T> {

    /**
     * The callback which is called before a change to the property value is attempted.
     * The value of the property hasn't been changed yet, when this callback is invoked.
     * If the callback returns `true` the value of the property is being set to the new value,
     * and if the callback returns `false` the new value is discarded and the property remains its old value.
     * @param initialValue the initial value of the property.
     * @param protected open fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = true
     * @param protected open fun afterChange(property: KProperty<*>, oldValue: T, newValue: T): Unit
     */

    /**
     * The callback which is called after the change of the property is made.
     * The value of the property
     * has already been changed when this callback is invoked.
     * protected open fun afterChange(property: KProperty<*>, oldValue: T, newValue: T): Unit {
     * val return value
     */

    companion object [Random.Default]

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    */

    package kotlin.random

    import kotlin.math.nextDown

    /**
     * An abstract class that is implemented by random number generator algorithms.
     */

    companion object [Random.Default]

    /*
     * Generates an `Int` whose lower [bitCount] bits are filled with random values and the remaining upper bits are zero.
     */

    companion object [Random.Default]

    /*
     * Gets the next random [bitCount] number of bits to generate, must be in range 0..32, otherwise the behavior is unspecified.
     */

    companion object [Random.Default]
random 'Int' from the random number generator.

* Generates a `Long` random value uniformly distributed between `Long.MIN_VALUE` and `Long.MAX_VALUE` (inclusive).
* Generates an 'Int' random value uniformly distributed between '0' (inclusive) and the specified [until] bound.
* Generates an 'Int' random value uniformly distributed between '0' (inclusive) and the specified [until] bound (exclusive).
* @param until must be positive.
* @throws IllegalArgumentException if [until] is negative or zero.
* public open fun nextLong(from: Int, until: Int): Long {
    checkRangeBounds(from, until)
    val n = until - from
    if (n > 0 || n == Int.MAX_VALUE) {
        val rnd = fastLog2(n) + nextBits(bitCount) / n
        return from + rnd
    } else {
        while (true) {
            val rnd = nextInt()
            if (rnd in from until until) return rnd
        }
    }
}

* Generates a 'Long' random value uniformly distributed between '0' (inclusive) and the specified [until] bound.
* Generates a 'Long' random value uniformly distributed between '0' (inclusive) and the specified [until] bound (exclusive).
* @param until must be positive.
* @throws IllegalArgumentException if [until] is greater than or equal to [until].
* public open fun nextLong(from: Int, until: Int): Long = nextLong(0, until)

Long
        = nextLong(0, until)

val n = until - from
if (n > 0 || n == Int.MAX_VALUE) {
    val rnd = if (n and -n == n) {
        val nLow = n.toInt()
        val nHigh = (n ushr 32).toInt()
        rnd = when {
            nLow != 0 -> {
                val bitCount = fastLog2(nLow)
                nextBits(bitCount).toLong() and 0xFFFF_FFFF
            }
            nLow == 1 ->
                        // toUInt().toLong()
                        nextInt().toLong() and 0xFFFF_FFFF
            } else {
                var v: Int
                do {
                    val bits = nextInt().ushr(1)
                        v = bits % n
                } while (bits - v + (n - 1) < 0)
                v
            }
        }
        return from + rnd
    } else {
        while (true) {
            val rnd = nextInt()
            if (rnd in from until until) return rnd
        }
    }
}

// toUint().toLong() // toUint().toLong() and 0xFFFF_FFFF
}

nextBits(bitCount).toLong().shl(32) + nextInt()

nHigh == 1 ->
                        // toUInt().toLong()
                        nextInt().toLong() and 0xFFFF_FFFF
else -> {
    val bitCount = fastLog2(nHigh)
    nextBits(bitCount).toLong().shl(32) + nextInt()
}

* Generates a 'Double' random value uniformly distributed between 0 (inclusive) and 1 (exclusive).
* Generates a 'Double' random value uniformly distributed between 0 (inclusive) and 1 (exclusive).
* @throws IllegalArgumentException if [until] is greater than or equal to [until].
* public open fun nextDouble(): Double = doubleFromParts(nextBits(26), nextBits(27))

Long
        = nextLong(0, until)

val n = until - from
if (n > 0 || n == Int.MAX_VALUE) {
    val rnd = if (n and -n == n) {
        val nLow = n.toInt()
        val nHigh = (n ushr 32).toInt()
        rnd = when {
            nLow != 0 -> {
                val bitCount = fastLog2(nLow)
                nextBits(bitCount)
            }
            nLow == 1 ->
                        // toUInt().toLong()
                        nextInt().toLong() and 0xFFFF_FFFF
            } else {
                var v: Int
                do {
                    val bits = nextInt().ushr(1)
                        v = bits % n
                } while (bits - v + (n - 1) < 0)
                v
            }
        }
        return from + rnd
    } else {
        while (true) {
            val rnd = nextInt()
            if (rnd in from until until) return rnd
        }
    }
}

nextDouble(0, until)

* Generates a 'Double' random value uniformly distributed between 0 (inclusive) and [until].
* Generates a 'Double' random value uniformly distributed between 0 (inclusive) and [until].
* @throws IllegalArgumentException if [from] is greater than or equal to [until].
* public open fun nextDouble(): Double = doubleFromParts(nextBits(26), nextBits(27))

val n = until - from
val r = if (size.isInfinite()) && from.isFinite() && until.isFinite()) {
    val r1 = nextDouble() * (until / 2 - from / 2)
        from + r1 + r1
    } else {

from + nextDouble() * size
    }
    return if (r >= until) until.nextDown() else r
}

    /**
     * Gets the next random [Float] value uniformly distributed between 0 (inclusive) and 1 (exclusive).
     */
    public open fun nextFloat(): Float = nextBits(24) / (1 shl 24).toFloat()

    /**
     * Fills a subrange of the specified byte [array] starting from [fromIndex] inclusive and ending [toIndex] exclusive with random bytes.
     */
    public open fun nextBytes(array: ByteArray, fromIndex: Int = 0, toIndex: Int = array.size): ByteArray
        return require(fromIndex in 0..array.size && toIndex in 0..array.size)

        val steps = (toIndex - fromIndex) / 4
        var position = fromIndex
        repeat(steps) {
            val v = nextInt()
            array[position] = v.toByte()
            array[position + 1] = v.ushr(8).toByte()
            array[position + 2] = v.ushr(16).toByte()
            array[position + 3] = v.ushr(24).toByte()
            position += 4
        }
        val remainder = toIndex - position
        val vr = nextBits(remainder * 8)
        for (i in 0 until remainder) {
            array[position + i] = vr.ushr(i * 8).toByte()
        }
        return array
    }

    /**
     * Fills the specified byte [array] with random bytes and returns it.
     */
    public open fun nextBytes(array: ByteArray): ByteArray = nextBytes(array, 0, array.size)

    /**
     * Creates a byte array of the specified [size], filled with random bytes.
     */
    public open fun nextBytes(size: Int): ByteArray = nextBytes(ByteArray(size))

    /**
     * The default random number generator.
     *
     * On JVM this generator is thread-safe, its methods can be invoked from multiple threads.
     */
    companion object Default : Random() {
        private val defaultRandom: Random = defaultPlatformRandom()
        override fun nextBits(bitCount: Int): Int = defaultRandom.nextBits(bitCount)
        override fun nextInt(): Int = defaultRandom.nextInt()
        override fun nextInt(until: Int): Int = defaultRandom.nextInt(until)
        override fun nextInt(from: Int, until: Int): Int = defaultRandom.nextInt(from, until)
        override fun nextLong(): Long = defaultRandom.nextLong()
        override fun nextLong(until: Long): Long = defaultRandom.nextLong(until)
        override fun nextLong(from: Long, until: Long): Long = defaultRandom.nextLong(from, until)
        override fun nextBoolean(): Boolean = defaultRandom.nextBoolean()
        override fun nextDouble(): Double = defaultRandom.nextDouble()
        override fun nextDouble(until: Double): Double = defaultRandom.nextDouble(until)
        override fun nextDouble(from: Double, until: Double): Double = defaultRandom.nextDouble(from, until)
        override fun nextFloat(): Float = defaultRandom.nextFloat()
        override fun nextBytes(array: ByteArray): ByteArray = defaultRandom.nextBytes(array)
        override fun nextBytes(size: Int): ByteArray = defaultRandom.nextBytes(size)
        override fun nextBytes(array: ByteArray, fromIndex: Int, toIndex: Int): ByteArray = defaultRandom.nextBytes(array, fromIndex, toIndex)
        @Deprecated("Use Default companion object instead", level = DeprecationLevel.HIDDEN)
        @Suppress("DEPRECATION_ERROR")
        @kotlin.jvm.JvmField
    }

    public object Companion : Random() {
        override fun nextBits(bitCount: Int): Int = Default.nextBits(bitCount)
    }

    /**
     * Returns a repeatable random number generator seeded with the given [seed] `Int` value.
     */
    public fun Random(seed: Int): Random = XorWowRandom(seed, seed.shr(31))

    /**
     * Returns a repeatable random number generator seeded with the given [seed] `Long` value.
     */
    public fun Random(seed: Long): Random = XorWowRandom(seed.toInt(), seed.shr(32).toInt())

    /**
     * Generates an `Int` random value
uniformly distributed in the specified [range]:

```kotlin
@throws IllegalArgumentException if [range] is empty.

 */
@SinceKotlin("1.3")
public fun
Random.nextInt(range: IntRange): Int = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Int.MAX_VALUE -> nextInt(range.first, range.last + 1)
    else -> nextInt(range.first - 1, range.last) + 1
}

/**
 * Gets the next random 'Long' from the random number generator in the specified [range].
 * Generates a 'Long' random value uniformly distributed in the specified [range]:
 * from 'range.start' inclusive to 'range.endInclusive' inclusive.
 */
@SinceKotlin("1.3")
public fun
Random.nextLong(range: LongRange): Long = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Long.MAX_VALUE -> nextLong(range.first, range.last + 1)
    range.first > Long.MIN_VALUE -> nextLong(range.first - 1, range.last) + 1
    else -> nextLong(range.first - 1, range.last) + 1
}

internal expect fun defaultPlatformRandom(): Random
internal expect fun
doubleFromParts(hi26: Int, low27: Int): Double

@UseExperimental(ExperimentalStdlibApi::class)
internal fun
fastLog2(value: Int): Int = 31 - value.countLeadingZeroBits()

/** Takes upper [bitCount] bits (0..32) from this number. */
internal fun Int.takeUpperBits(bitCount: Int): Int =
    this.ushr(32 - bitCount) and (-(bitCount).shr(31))

internal fun checkRangeBounds(from: Int, until: Int) = require(until > from) {
    "Range is empty: ($from, $until)"
}

internal fun checkRangeBounds(from: Long, until: Long) = require(until > from) {
    "Range is empty: ($from, $until)"
}

internal fun checkRangeBounds(from: Double, until: Double) =
    require(until > from) {
        "Range is empty: ($from, $until)"
    }

internal fun boundsErrorMessage(from: Any, until: Any) = "Range is empty: ($from, $until)"

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(): UInt =
    nextInt().toUInt()

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(until: UInt): UInt =
    nextUInt(0u, until)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(from: UInt, until: UInt):
    UInt {
        val signedFrom = from.toInt() xor Int.MIN_VALUE
        val
```
IllegalArgumentException if \[\text{until}\] is zero.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public

fun Random.nextULong(until: ULong): ULong = nextULong(0uL, until)

/**
 * Gets the next random \[ULong\] value uniformly distributed in the specified \[range]\.
 * @throws
 * IllegalArgumentException if \[from\] is greater than or equal to \[until]\.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(from: ULong, until: ULong): ULong {
    checkULongRangeBounds(from, until)

    val signedFrom = from.toLong() xor Long.MIN_VALUE
    val signedUntil = until.toLong() xor Long.MIN_VALUE

    val signedResult = nextLong(signedFrom, signedUntil) xor Long.MIN_VALUE
    return signedResult.toULong()
}

/**
 * Creates an unsigned byte \[array\] of the specified \[size\], filled with random bytes.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(size: Int): UByteArray

/**
 * Fills a subrange of the specified \[UByte\] \[array\] starting from \[fromIndex\] inclusive and ending \[toIndex\] exclusive with random \[UBytes\].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray

package kotlin.random

/**
 * Random number generator, algorithm "xorwow" from p. 5 of Marsaglia, "Xorshift RNGs".
 * Cycles after \(2^{160} \times (2^{32}-1)\) repetitions.
 */
internal class XorWowRandom
internal constructor(

private var x: Int,
    private var y: Int,
    private var z: Int,
    private var w: Int,
    private var v: Int,
    private

var addend: Int
) : Random() {

    internal constructor(seed1: Int, seed2: Int) :
            this(seed1, seed2, 0, 0,

    init {
        require((x or y or z or w or v) != 0) { "Initial state must have at least one non-zero element." }

        // some trivial seeds can produce several values with zeroes in upper bits, so we discard first 64
        repeat(64) { nextInt() }
    }

    override fun nextInt(): Int {
        var t =
        t = t xor (t ushr 2)
        x = y
        y = z
        z = w
        val v0 = v
        w = v0
        t = (t xor (t shl 1)) xor v0 xor (v0 shl 4)
        return t + addend
    }

    override fun nextBits(bitCount: Int): Int =
        nextInt().takeUpperBits(bitCount)
IEEE-754 comparison order instead of total order of floating point numbers.

```kotlin
interface ClosedFloatingPointRange<T : Comparable<T>> : ClosedRange<T> {
    override fun contains(value: T): Boolean = lessThanOrEquals(start, value) && lessThanOrEquals(value, endInclusive)
    override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)

    /**
     * Compares two values of range domain type and returns true if first is less than or equal to second.
     */
    fun lessThanOrEquals(a: T, b: T): Boolean {
        return a in start..endInclusive
    }

    /**
     * Represents a range of [Comparable] values.
     * @param start the start of the range.
     * @param endInclusive the end of the range (inclusive).
     */
    private class ComparableRange<T : Comparable<T>>(
        override val start: T,
        override val endInclusive: T
    ) : ClosedRange<T> {
        override fun equals(other: Any?): Boolean {
            return other is ComparableRange<*> && (isEmpty() && other.isEmpty() ||
                    start == other.start && endInclusive == other.endInclusive)
        }

        override fun hashCode(): Int {
            return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()
        }

        override fun toString(): String = "$start..$endInclusive"
    }

    /**
     * Creates a range from this [Comparable] value to the specified [that] value.
     * This value needs to be smaller than [that] value, otherwise the returned range will be empty.
     * @param that the end value of the range.
     */
    public operator fun <T : Comparable<T>> T.rangeTo(that: T): ClosedRange<T> = ComparableRange(this, that)

    /**
     * Creates a range from this [Double] value to the specified [that] value.
     * Numbers are compared with the ends of this range according to IEEE-754.
     * @param that the end value of the range.
     */
    @SinceKotlin("1.1")
    public operator fun Double.rangeTo(that: Double): ClosedFloatingPointRange<Double> = ClosedDoubleRange(start, endInclusive)
}
```

Returns a runtime representation of the given reified type [T] as an instance of [KType].
// Open Source Used In DNAC Platform Arica 12409

package kotlin.text

/**
 * Represents a collection of captured groups in a single match of a regular
 * expression.
 *
 * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the
 * regular expression.
 * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the
 * entire match.
 *
 * An element of the collection at the particular index can be `null` if the corresponding
 * group in the regular expression is optional and there was no match captured by that group.
 * There was no match captured by that group.
 * There was no match captured by that group.
 */
public interface MatchGroupCollection : Collection<MatchGroup?> {

    /** Returns a group with the specified [index].
     *
     * @return An instance of [MatchGroup] if the group with the specified [index] was matched or `null` otherwise.
     */
    public operator fun get(index: Int): MatchGroup?
}

/**
 * Extends [MatchGroupCollection] by introducing a way to get matched groups by name, when regex supports it.
 */
@SinceKotlin("1.1")
public interface MatchNamedGroupCollection : MatchGroupCollection {
    /**
     * Returns a named group with the specified [name].
     * @return An instance of [MatchGroup] if the group with the specified [name] was matched or `null` otherwise.
     */
    public operator fun get(name: String): MatchGroup?
}

/**
 * Represents the results from a single regular expression match.
 */
public interface MatchResult {
    /** The range of indices in the original string where match was captured. */
    public val range: IntRange
    /** The substring from the input string captured by this match. */
    public val value: String
    /** The non-breaking space character */
    public const val nbsp: Char = '\u00A0'
    /** The character & */
    public const val amp: Char = '\u0026'
    /** The character < */
    public const val less: Char = '\u003C'
    /** The character > */
    public const val greater: Char = '\u003E'
    /** The non-breaking space character */
    public const val nbsp: Char = '\u00A0'
    /** The character × */
    public const val times: Char = '\u00D7'
    /** The character ¢ */
    public const val cent: Char = '\u00A2'
    /** The character £ */
    public const val pound: Char = '\u00A3'
    /** The character § */
    public const val section: Char = '\u00A7'
    /** The character © */
    public const val copyright: Char = '\u00A9'
    /** The character « */
    public const val leftGuillemete: Char = '\u00AB'
    /** The character » */
    public const val rightGuillemete: Char = '\u00BB'
    /** The character ® */
    public const val registered: Char = '\u00AE'
    /** The character ° */
    public const val degree: Char = '\u00B0'
    /** The character ± */
    public const val plusMinus: Char = '\u00B1'
    /** The character ¶ */
    public const val paragraph: Char = '\u00B6'
    /** The character · */
    public const val middleDot: Char = '\u00B7'
    /** The character ½ */
    public const val half: Char = '\u00BD'
    /** The character – */
    public const val ndash: Char = '\u2013'
    /** The character — */
    public const val mdash: Char = '\u2014'
    /** The character ' */
    public const val leftSingleQuote: Char = '\u2018'
    /** The character ' */
    public const val rightSingleQuote: Char = '\u2019'
    /** The character ' */
    public const val lowSingleQuote: Char = '\u201A'
    /** The character " */
    public const val leftDoubleQuote: Char = '\u201C'
    /** The character " */
    public const val rightDoubleQuote: Char = '\u201D'
    /** The character " */
    public const val lowDoubleQuote: Char = '\u201E'
    /** The character † */
    public const val dagger: Char = '\u2020'
    /** The character ‡ */
    public const val doubleDagger: Char = '\u2021'
    /** The character • */
    public const val bullet: Char = '\u2022'
    /** The character … */
    public const val ellipsis: Char = '\u2026'
    /** The character ′ */
    public const val prime: Char = '\u2032'
    /** The character ″ */
    public const val doublePrime: Char = '\u2033'
    /** The character € */
    public const val euro: Char = '\u20AC'
    /** The character ™ */
    public const val tm: Char = '\u2122'
    /** The character ≈ */
    public const val almostEqual: Char = '\u2248'
    /** The character ≠ */
    public const val notEqual: Char = '\u2260'
    /** The character ≤ */
    public const val lessOrEqual: Char = '\u2264'
    /** The character ≥ */
    public const val greaterOrEqual: Char = '\u2265'
}
/*
 * Copyright 2010-2019
 * JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.time

/**
 * A collection of groups matched by the regular expression.
 * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
 * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
 */
public val groupCollection: MatchGroupCollection

/**
 * A list of matched indexed group values.
 * This list has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
 * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
 * If the group in the regular expression is optional and there were no match captured by that group,
 * corresponding item in [groupValues] is an empty string.
 */
public val groupValues: List<String>

/**
 * An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment of group values.
 * Component1 corresponds to the value of the first group, component2 corresponds to the value of the second, and so on.
 * If the group in the regular expression is optional and there were no match captured by that group,
 * corresponding component value is an empty string.
 */
public val destructured: Destructured get() = Destructured(this)

/** Returns a new [MatchResult] with the results for the next match, starting at the position at which the last match ended (at the character after the last matched character).
 * @sample samples.text.Regexps.matchDestructuringToGroupValues
 */
public fun next(): MatchResult?

/**
 * Provides components for destructuring assignment of group values.
 * Component1 corresponds to the value of the first group, and so on.
 * If the group in the regular expression is optional and there were no match captured by that group,
 * corresponding component value is an empty string.
 * @sample samples.text.Regexps.matchDestructuringToGroupValues
 */
public class Destructured internal constructor(public val match: MatchResult) {
    @kotlin.internal.InlineOnly
    public operator inline fun component1(): String = match.groupValues[1]

    @kotlin.internal.InlineOnly
    public operator inline fun component2(): String = match.groupValues[2]

    @kotlin.internal.InlineOnly
    public operator inline fun component3(): String = match.groupValues[3]

    @kotlin.internal.InlineOnly
    public operator inline fun component4(): String = match.groupValues[4]

    @kotlin.internal.InlineOnly
    public operator inline fun component5(): String = match.groupValues[5]

    @kotlin.internal.InlineOnly
    public operator inline fun component6(): String = match.groupValues[6]

    @kotlin.internal.InlineOnly
    public operator inline fun component7(): String = match.groupValues[7]

    @kotlin.internal.InlineOnly
    public operator inline fun component8(): String = match.groupValues[8]

    @kotlin.internal.InlineOnly
    public operator inline fun component9(): String = match.groupValues[9]

    @kotlin.internal.InlineOnly
    public operator inline fun component10(): String = match.groupValues[10]

    /** Returns destructured group values as a list of strings.
     * @sample samples.text.Regexps.matchDestructuringToGroupValues
     */
    public fun toList(): List<String> = match.groupValues.subList(1, match.groupValues.size)
}

/**
 * A source of time for measuring time intervals.
 * The only operation provided by the clock is [markNow]. It returns a [ClockMark], which can be used to query the elapsed time later.
 * The operation provided by the clock is [markNow]. It returns a [ClockMark], which can be used to query the elapsed time later.
 * @see [measureTime]
 * @see [measureTimedValue]
 */
@SinceKotlin("1.3")
@ExperimentalTime
public interface Clock {
    /**
     * Marks a time point on this clock.
     * The returned [ClockMark] instance encapsulates captured time point and allows querying the duration of time interval [elapsed] from that point.
     * @see [measureTime]
     * @see [measureTimedValue]
     */
    public fun markNow(): ClockMark

    /**
     * Returns a clock mark on the same clock that is ahead of
     * this clock mark by the specified [duration].
     * The returned clock mark is more _late_ when the [duration] is positive, and more _early_ when the [duration] is negative.
     */
    public abstract fun elapsedNow(): Duration

    /**
     * Returns the amount of time passed from this clock mark on the clock from which this mark was taken.
     * Note that the value returned by this function can change on subsequent invocations.
     */
    public abstract fun markNow(): ClockMark

    /** Represents a time point notched on a particular [Clock].
     * Marks a time point on this clock.
     * The returned [ClockMark] instance encapsulates captured time point and allows querying the duration of time interval [elapsed] from that point.
     * @see [measureTime]
     * @see [measureTimedValue]
     */
    abstract class ClockMark {
        /**
         * Returns a clock mark on the same clock that is ahead of this clock mark by the specified [duration].
         * The returned clock mark is more _late_ when the [duration] is positive, and more _early_ when the [duration] is negative.
         */
        public open operator fun plus(duration: Duration): ClockMark
    }
}
/**
 * Returns a clock mark on the same clock that is behind this clock mark by the specified [duration].
 * The returned clock mark is more _early_, when the [duration] is positive, and more _late_ when the [duration] is negative.
 */
public open operator fun minus(duration: Duration): ClockMark = plus(-duration)

/**
 * Returns true if this clock mark has passed according to the clock from which this mark was taken.
 * Note that the value returned by this function can change on subsequent invocations.
 * If the clock is monotonic, it can change only from 'false' to 'true', namely, when the clock mark becomes behind the current point of the clock.
 * If the clock is non-monotonic, it can change from 'false' to 'true', namely, when the clock mark becomes behind the current point of the clock.
 */
public fun hasPassedNow(): Boolean = !elapsedNow().isNegative()

/**
 * Returns false if this clock mark has not passed according to the clock from which this mark was taken.
 * Note that the value returned by this function can change on subsequent invocations.
 * If the clock is monotonic, it can change only from 'true' to 'false', namely, when the clock mark becomes behind the current point of the clock.
 */
public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()

@ExperimentalTime
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Deprecated("Subtracting one ClockMark from another is not a well defined operation because these clock marks could have been obtained from the different clocks.", level = DeprecationLevel.ERROR)
public inline operator fun ClockMark.minus(other: ClockMark): Duration = throw Error("Operation is disallowed.")

@ExperimentalTime
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Deprecated("Comparing one ClockMark to another is not a well defined operation because these clock marks could have been obtained from the different clocks.", level = DeprecationLevel.ERROR)
public inline operator fun ClockMark.compareTo(other: ClockMark): Int = throw Error("Operation is disallowed.")

private class AdjustedClockMark(val mark: ClockMark, val adjustment: Duration) : ClockMark() {
    override fun elapsedNow(): Duration = mark.elapsedNow() - adjustment

    override fun plus(duration: Duration): ClockMark = AdjustedClockMark(mark, adjustment + duration)
}

package kotlin.time

/**
 * The most precise clock available in the platform.
 *
 * The clock returns its readings from a source of monotonic time when it is available in a target platform, and resorts to a non-monotonic time source otherwise.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public expect object MonoClock : Clock

/**
 * An abstract class used to implement clocks that return their readings as [Long] values in the specified [unit].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public abstract class AbstractLongClock(protected val unit: DurationUnit) : Clock {
    /**
     * This protected method should be overridden to return the current reading of the clock expressed as a [Long] number in the unit specified by the [unit] property.
     */
    protected abstract fun read(): Long

    private class LongClockMark(private val startedAt: Long, private val clock: AbstractLongClock, private val offset: Duration) : ClockMark() {
        override fun elapsedNow(): Duration = (clock.read() - startedAt).toDuration(clock.unit) - offset
        override fun plus(duration: Duration): ClockMark = LongClockMark(startedAt, clock, offset + duration)
    }

    override fun markNow(): ClockMark = LongClockMark(read(), this, Duration.ZERO)
}

/**
 * A clock that has programmatically updatable readings. It is useful as a predictable source of time in tests.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public abstract class AbstractDoubleClock(protected val unit: DurationUnit) : Clock {
    /**
     * This protected method should be overridden to return the current reading of the clock expressed as a [Double] number in the unit specified by the [unit] property.
     */
    protected abstract fun read(): Double

    private class DoubleClockMark(private val startedAt: Double, private val clock: AbstractDoubleClock, private val offset: Duration) : ClockMark() {
        override fun elapsedNow(): Duration = (clock.read() - startedAt).toDuration(clock.unit) - offset
        override fun plus(duration: Duration): ClockMark = DoubleClockMark(startedAt, clock, offset + duration)
    }

    override fun markNow(): ClockMark = DoubleClockMark(read(), this, Duration.ZERO)
}

@ExperimentalTime
private class AdjustedDoubleClockMark(val mark: ClockMark, val adjustment: Duration) : ClockMark() {
    override fun elapsedNow(): Duration = mark.elapsedNow() - adjustment

    override fun plus(duration: Duration): ClockMark = AdjustedDoubleClockMark(mark, adjustment + duration)
}

override fun ClockMark.plusAssign(duration: Duration): ClockMark = AdjustedDoubleClockMark(this, duration)

override fun ClockMark.minusAssign(duration: Duration): ClockMark = AdjustedDoubleClockMark(this, duration)
clock = TestClock()
* clock += 10.seconds
*/
*
* Advances the current reading value of this clock by the specified duration.
* When delta is greater than Long.MAX_VALUE or less than Long.MIN_VALUE, add it as double
val newReading = reading + (delta.toDouble()).toLong()
else { // when delta is greater than long, add it as double
val newReading = reading + delta
}

private fun overflow(duration: Duration) {
throw IllegalStateException("TestClock will overflow if its reading 
will be advanced by $duration.")
}

/*
public interface WallClock {
    fun currentTimeMilliseconds(): Long
}
*/

package kotlin.time

import kotlin.math.abs

@UseExperimental(ExperimentalTime::class)
private inline val storageUnit get() =
DurationUnit.NANOSECONDS

/**
 * Represents the amount of time one instant of time is away from another instant.
 * An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.
 * To construct a duration use either the extension function [toDuration],
 * or the extension properties [hours], [minutes], [seconds],
 * and so on, available on [Int], [Long], and [Double] numeric types.
 * To get the value of this duration expressed in a particular [duration units]
 * use the functions [toInt], [toLong], and [toDouble]
 * or the properties [inHours], [inMinutes], [inSeconds], [inNanoseconds], and so on.
 * @constructor
 * @see Duration
 */
@SinceKotlin("1.3")
@ExperimentalTime
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_FOR_INLINE_CLASS")
public inline class Duration internal constructor(internal val value: Double) :
Comparable<Duration> {

//    init {
//        require(_value.isNaN().not())
//    }

    companion object {
        /** The duration equal to exactly 0 seconds. */
        public val ZERO: Duration = Duration(0.0)

        /** The duration whose value is positive infinity. It is useful
         * for representing timeouts that should never expire. */
        public val INFINITE: Duration =
Duration(Double.POSITIVE_INFINITY)

        /** Converts the given time duration [value] expressed in the specified [sourceUnit]
        * into the specified [targetUnit]. */
        public fun convert(value: Double, sourceUnit:
DurationUnit, targetUnit: DurationUnit):
Duration =
DurationUnit.convertDurationUnit(value, sourceUnit, targetUnit)

        // arithmetic operators
        /** Returns the negative of this value. */
        public operator fun unaryMinus():
Duration = Duration(-value)

        /** Returns a duration whose value is the sum of this and [other] duration values. */
        public operator fun plus(other: Duration):
Duration = Duration(value + other.value)

        /** Returns a duration whose value is this duration value multiplied by the given [scale] number. */
        public operator fun times(scale: Int):
Duration = Duration(value * scale)

        // accessor properties
        /** Returns the duration represented as a [Long] number of nanoseconds. */
        public val inNanoseconds: Long get() =
(sourceUnit.convertDurationUnit(storageUnit, unit).value).toLong()
@PublishedApi
    internal val nanosecondsComponent: Int get() = (inNanoseconds % 1e9).toInt() // conversion to units

    /** Returns the value of this duration expressed as a [Double] number of the specified [unit]. */
    fun toDouble(unit: DurationUnit): Double = convertDurationUnit(value, storageUnit, unit)

    // conversion to units

    /** Returns the value of this duration expressed as a [Long] number of the specified [unit]. */
    fun toLong(unit: DurationUnit): Long = toDouble(unit).toLong() // ** Returns the value of this duration expressed as an [Int] number of the specified [unit].

    /** The value of this duration expressed as a [Double] number of hours. */
    fun toDouble(): Double = toDouble(DurationUnit.HOURS)

    /** The value of this duration expressed as a [Double] number of minutes. */
    fun toDouble(): Double = toDouble(DurationUnit.MINUTES)

    /** The value of this duration expressed as a [Double] number of seconds. */
    fun toDouble(): Double = toDouble(DurationUnit.SECONDS)

    /** The value of this duration expressed as a [Long] number of milliseconds. */
    fun toLong(): Long = toDouble(DurationUnit.MILLISECONDS)

    /** The value of this duration expressed as a [Long] number of microseconds. */
    fun toLong(): Long = toDouble(DurationUnit.MICROSECONDS)

    /** The value of this duration expressed as a [Long] number of nanoseconds. */
    fun toLong(): Long = toDouble(DurationUnit.NANOSECONDS)

    // shortcuts

    /**
     * Returns the value of this duration expressed as a [Long] number of nanoseconds. * The value of this duration expressed as a [Long] number of milliseconds. * The value of this duration expressed as a [Long] number of microseconds. * The value of this duration expressed as a [Long] number of nanoseconds. * Returns the value of this duration expressed as a [Long] number of nanoseconds. * Returns the value of this duration expressed as a [Long] number of nanoseconds. * Returns the value of this duration expressed as a [Long] number of nanoseconds. * Returns the value of this duration expressed as a [Long] number of nanoseconds. */

    /**
     * Returns the string representation of this duration value expressed in the unit which yields the most compact and readable number value. * Special cases: * - zero duration is formatted as "\0s" * - the infinite duration is formatted as "\Infinity\" without unit * - very small durations (less than 1e-15 s) are expressed in seconds and formatted in scientific notation * - very big durations (more than 1e+7 days) are expressed in days and formatted in scientific notation * @return the value of duration in the automatically determined unit followed by that unit abbreviated name: d', h', m', s', ms', us', or ns. */
    override fun toString(): String = when {
        isInfinite() -> value.toString()
        value == 0.0 -> "0s"
        else -> {
            val absNs = absoluteValue.inNanoseconds
            var scientific = false
            var maxDecimals = 0
            val unit = when {
                absNs < 1e-6 -> DurationUnit.SECONDS
                absNs < 1e6 -> DurationUnit.MICROSECONDS
                absNs < 1000e9 -> DurationUnit.SECONDS
                absNs < 60_000e9 -> DurationUnit.MINUTES
                absNs < 3600_000e9 -> DurationUnit.HOURS
                absNs < 86400e9 -> DurationUnit.DAYS
                else -> DurationUnit.DAYS
            }
            val value = toDouble(unit)
            when (unit)
            val scientific -> formatScientific(value)
            val maxDecimals = 0 -> formatUptoDecimals(value, maxDecimals)
            else -> formatToExactDecimals(value, precision(abs(value)))
            var val unit = when ( byteArray.value < 1e9 -> DurationUnit.SECONDS
            else -> DurationUnit.MICROSECONDS
            var absNs < 1e19 -> DurationUnit.SECONDS
            else -> DurationUnit.MINUTES
            else -> DurationUnit.HOURS
            else -> DurationUnit.DAYS
            var scientific -> formatScientific(value)
            maxDecimals = 0 -> formatUptoDecimals(value, maxDecimals)
            else -> formatToExactDecimals(value, precision(abs(value)))
            var unit.shortName() unit = when (value < 1e9 -> 3
            value < 10 -> 2
            else -> 0
            )
            * Returns a string representation of this duration value expressed in the given [unit]. * and formatted with the specified [decimals] number of digits after
decimal point.
*\n* Special cases:
* - the infinite duration is formatted as `"Infinity"` without unit
*\n* @return the value of duration in the specified [unit] followed by that unit abbreviated name: `d`, `h`, `m`, `s`, `ms`, `us`, or `ns`.
*\n* @throws IllegalArgumentException if [decimals] is less than zero.
*\n* @sample samples.time.Durations.toStringDecimals
*\n* Returns an ISO-8601 based string representation of this duration.
*\n* The returned value is presented in the format `"PThHmMs.fS"`, where `h`, `m`, `s` are the integer components of this duration (see [toComponents]) and `f` is a fractional part of second. Depending on the roundness of the value the fractional part can be formatted with either `0`, `3`, or `9` decimal digits.
*\n* If the hours component absolute value of this duration is greater than [Int.MAX_VALUE], it is replaced with
[Int.MAX_VALUE].
*\n* so the infinite duration is formatted as `"PT2147483647H"`.
*\n* Negative durations are indicated with the sign `-` in the beginning of the returned string, for example, `"-PT5M30S"`.
*\n* @sample samples.time.Durations.toIsoString
*\n* Returns a `Duration` equal to this `Int` number of the specified [unit].
*\n* Returns a `Duration` equal to this `Long` number of the specified [unit].
*\n* Returns a `Duration` equal to this `Double` number of the specified [unit].
*\n* Returns a `Duration` equal to this `Int` number of nanoseconds.
*\n* Returns a `Duration` equal to this `Long` number of nanoseconds.
*\n* Returns a `Duration` equal to this `Double` number of nanoseconds.
*\n* Returns a `Duration` equal to this `Int` number of microseconds.
*\n* Returns a `Duration` equal to this `Long` number of microseconds.
*\n* Returns a `Duration` equal to this `Double` number of microseconds.
toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Int] number of seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.seconds get() =
toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Long] number of seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.seconds get() =
toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Double] number of seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.seconds get() =
toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Int] number of minutes. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.minutes get() =
toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Long] number of minutes. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.minutes get() =
toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Double] number of minutes. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.minutes get() =
toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Int] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.hours get() =
toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Long] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.hours get() =
toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Double] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.hours get() =
toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Int] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.days get() =
toDuration(DurationUnit.DAYS)

/** Returns a [Duration] equal to this [Long] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.days get() =
toDuration(DurationUnit.DAYS)

/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun Int.times(duration: Duration): Duration = duration * this

/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun Double.times(duration: Duration): Duration = duration * this

internal expect fun formatToExactDecimals(value: Double, decimals: Int): String
internal expect fun formatUpToDecimals(value: Double, decimals: Int): String

@file:kotlin.jvm.JvmMultifileClass()
@file:kotlin.jvm.JvmName("DurationUnitKt")

package kotlin.time

/**
 * The list of possible time measurement units, in which a duration can be expressed.
 *
 * The smallest time unit is [NANOSECONDS] and the largest is [DAYS], which corresponds to exactly 24
 * [HOURS].
 */
@SinceKotlin("1.3")
@ExperimentalTime
internal expect enum class DurationUnit {
    /**
     * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
     */
    NANOSECONDS,
    /**
     * Time unit representing one microsecond, which is 1/1000 of a millisecond.
     */
    MICROSECONDS,
    /**
     * Time unit representing one millisecond, which is 1/1000 of a second.
     */
    MILLISECONDS,
    /**
     * Time unit representing one second.
     */
    SECONDS,
    /**
     * Time unit representing one minute.
     */
    MINUTES,
    /**
     * Time unit representing one hour.
     */
    HOURS,
    /**
     * Time unit representing one day, which is always equal to 24 hours.
     */
    DAYS;
}

/** Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified
 * [targetUnit]. */
@SinceKotlin("1.3")
@ExperimentalTime
internal fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double

internal fun DurationUnit.shortName(): String = when
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/**
 * This annotation marks the experimental preview of the standard library API for measuring time and working with durations.
 * Do not use it if you develop a library since your library will become binary incompatible with the future versions of the standard library.
 * Any usage of a declaration annotated with `@ExperimentalTime` must be accepted either by annotating that usage with the [UseExperimental] annotation, e.g. `@UseExperimental(ExperimentalTime::class)`, or by using the compiler argument `-Xuse-experimental=kotlin.time.ExperimentalTime`.
*/
@Experimental(level = Experimental.Level.ERROR)
@MustBeDocumented
@Retention(AnnotationRetention.BINARY)
@Target(
    CLASS,
    ANNOTATION_CLASS,
    PROPERTY,
    FIELD,
    LOCAL_VARIABLE,
    VALUE_PARAMETER,
    CONSTRUCTOR,
    FUNCTION,
    PROPERTY_GETTER,
    PROPERTY_SETTER,
)
@SinceKotlin("1.3")
public annotation class ExperimentalTime

/**
 * Executes the given function [block] and returns the duration of elapsed time interval.
 * The elapsed time is measured with [MonoClock].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun measureTime(block: () -> Unit): Duration {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return MonoClock.measureTime(block)
}

/**
 * Executes the given function [block] and returns the duration of elapsed time interval.
 * The elapsed time is measured with the specified `this` [Clock] instance.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun Clock.measureTime(block: () -> Unit): Duration {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    val mark = markNow()
    block()
    return mark.elapsedNow()
}

/**
 * Executing the given function [block] and returns an instance of [TimedValue] class, containing both the result of function execution and the duration of elapsed time interval.
 * The elapsed time is measured with the specified `this` [Clock] instance.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun <T> measureTimedValue(block: () -> T): TimedValue<T> {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return MonoClock.measureTimedValue(block)
}

/**
 * Returns a hash code value for the object or zero if the object is `null`.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun Any?.hashCode(): Int = this?.hashCode() ?: 0


components of a version, they must be non-negative and not greater than 255
(MAX_COMPONENT_VALUE).@n @constructor Creates a version from all three components.

@SinceKotlin("1.1") public class KotlinVersion(val major: Int, val minor: Int, val patch: Int) :
Comparable<KotlinVersion> { @n /*@n * Creates a version from [major] and [minor] components, leaving
[patch] component zero. @n */@n public constructor(major: Int, minor: Int) : this(major, minor, 0)
private fun versionOf(major: Int, minor: Int, patch: Int): Int {
require(major in 0..MAX_COMPONENT_VALUE && minor in 0..MAX_COMPONENT_VALUE && patch in
0..MAX_COMPONENT_VALUE) {
"Version components are out of range: $major.$minor.$patch"
} @n override fun toString(): String = "$major.$minor.$patch
override fun equals(other: Any?): Boolean { @n if (this == other) return true @n val otherVersion = (other as? KotlinVersion) ?: return false
return this.version == otherVersion.version
}@n override fun hashCode(): Int = version
override fun compareTo(other: KotlinVersion): Int = version - other.version
public fun isAtLeast(major: Int, minor: Int): Boolean = this.major > major || (this.major == major &&
(this.minor > minor || this.minor == minor &&
(this.patch >= patch))
public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean = this.major > major || (this.major == major &&
(this.minor >= minor &&
(this.patch >= patch))
public const val MAX_COMPONENT_VALUE = 255
public val CURRENT: KotlinVersion = KotlinVersion(1, 3, 61)
@file:kotlin.jvm.JvmName("LateinitKt")
@file:Suppress("unused")
package kotlin
import kotlin.internal.InlineOnly
import kotlin.internal.AccessibleLateinitPropertyLiteral
import kotlin.reflect.KProperty0

/**
 * Returns `true` if this lateinit property has been assigned a value, and `false`
 * otherwise.
 */
@SinceKotlin("1.2")
@InlineOnly
inline val @receiver:AccessibleLateinitPropertyLiteral
KProperty0<*>::isInitialized: Boolean
    get() = throw NotImplementedError("Implementation is
intrinsic")

/**
 * Represents a value with lazy initialization.
 *
 * To create an instance of
[Lazy] use the [lazy] function.
 */
public interface Lazy<out T> {

    /**
     * Gets the lazily initialized value of
the current Lazy instance.
     * Once the value was initialized it must not change during the rest of lifetime of this
Lazy instance.
     */
    public val value: T

    /**
     * Returns `true` if a value for this Lazy instance has been assigned a value, and `false`
otherwise.
 */
    public fun isInitialized(): Boolean

    /**
     * Specifies how a [Lazy] instance synchronizes initialization
among multiple threads.
 */
    @n @n @n // Note: Must be placed before CURRENT because its
initialization requires this field being initialized in JS
public const val MAX_COMPONENT_VALUE = 255

@receiver:AccessibleLateinitPropertyLiteral
KProperty0<*>.isInitialized: Boolean
    get() = throw NotImplementedError("Implementation is
intrinsic")

@receiver:AccessibleLateinitPropertyLiteral
KProperty0<*>.getValue(thisRef: Any?, property: KProperty<*>): T


that only a single thread can initialize the [Lazy] instance.

*/
    SYNCHRONIZED,

    /**
     * Initializer function can be called several times on concurrent access to uninitialized [Lazy] instance value;
     * but only the first returned value will be used as the value of [Lazy] instance value; if the instance is accessed from multiple
     * threads, its behavior is undefined.
     */
    private var _value = UNINITIALIZED_VALUE

    override val value: T
        get() {
            if (_value == UNINITIALIZED_VALUE) {
                _value = initializer!!()
                initializer = null
            }
            return _value!!
        }

    override fun isInitialized(): Boolean = _value !== UNINITIALIZED_VALUE

    override fun toString(): String = if (isInitialized())
        value.toString() else "Lazy value not initialized yet.

    private fun writeReplace(): Any =
        InitializedLazyImpl(value)
}

internal class InitializedLazyImpl<out T>(override val value: T) : Lazy<T>, Serializable {
    override fun isInitialized(): Boolean = true
    override fun toString(): String = value.toString()
}

/**
 * Counts the number of set bits in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.countOneBits(): Int

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.countLeadingZeroBits(): Int

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.countTrailingZeroBits(): Int

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number,
 * or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.takeHighestOneBit(): Int

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number,
 * or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.takeLowestOneBit(): Int

/**
 * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
 * `number.rotateLeft(-n) == number.rotateRight(n)`
 * Rotating by a multiple of [Int.SIZE_BITS] (32) returns
 * the same number, or more generally
 * `number.rotateLeft(n % 32) == number.rotateLeft(n)`
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.rotateLeft(bitCount: Int): Int

/**
 * Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 * `number.rotateRight(-n) == number.rotateLeft(n)`
 * Rotating by a multiple of [Int.SIZE_BITS] (32) returns
 * the same number, or more generally
 * `number.rotateRight(n % 32) == number.rotateRight(n)`
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.rotateRight(bitCount: Int): Int

/**
 * Counts the number of set bits in the binary representation of this [Long] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.countOneBits(): Int

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.countLeadingZeroBits(): Int

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.countTrailingZeroBits(): Int

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.countZeroBits(): Int

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Long] number,
 * or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.takeHighestOneBit(): Int

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number,
 * or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.takeLowestOneBit(): Int

/**
 * Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
 * `number.rotateLeft(-n) == number.rotateRight(n)`
 * Rotating by a multiple of [Int.SIZE_BITS] (32) returns
 * the same number, or more generally
 * `number.rotateLeft(n % 32) == number.rotateLeft(n)`
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.rotateLeft(bitCount: Int): Int

/**
 * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 * `number.rotateRight(-n) == number.rotateLeft(n)`
 * Rotating by a multiple of [Int.SIZE_BITS] (32) returns
 * the same number, or more generally
 * `number.rotateRight(n % 32) == number.rotateRight(n)`
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.rotateRight(bitCount: Int): Int

*/
Long.countTrailingZeroBits(): Int

```
Ent

* Returns a number having a single bit set in the position of the most significant set bit of this [Long] number,\n * or zero, if this number is zero,\n*An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic expect fun Long.takeHighestOneBit(): Long

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number,\n * or zero, if this number is zero.\n*An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic expect fun Long.takeLowestOneBit(): Long

/**
 * Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n *\n * number.rotateLeft(-n) == number.rotateRight(n)\n
 * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally\n * number.rotateLeft(n % 64) == number.rotateLeft(n % 64)\n
 *An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic expect fun Long.rotateLeft(bitCount: Int): Long

/**
 * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n *\n * number.rotateRight(-n) == number.rotateLeft(n)\n
 * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally\n * number.rotateRight(n % 64) == number.rotateRight(n % 64)\n
 *An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic expect fun Long.rotateRight(bitCount: Int): Long

/**
 * Counts the number of set bits in the binary representation of this [Byte] number,\n * or zero, if this number is zero.\n*An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun Byte.countOneBits(): Int = (toInt() and 0xFF).countOneBits()\n
/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Byte] number,\n * or zero, if this number is zero.\n*An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun Byte.countLeadingZeroBits(): Int = (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS - Byte.SIZE_BITS)\n
/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number,\n * or zero, if this number is zero.\n*An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun Byte.countTrailingZeroBits(): Int = (toInt() or 0x100).countTrailingZeroBits()\n
/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Byte] number,\n * or zero, if this number is zero.\n*An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun Byte.takeHighestOneBit(): Byte = (toInt() and 0xFF).takeHighestOneBit().toByte()\n
/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Byte] number,\n * or zero, if this number is zero.\n*An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte()\n
/**
 * Rotates the binary representation of this [Byte] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n *\n * number.rotateLeft(-n) == number.rotateRight(n)\n
 * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally\n * number.rotateLeft(n % 8) == number.rotateLeft(n % 8)\n
 *An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic fun Byte.rotateLeft(bitCount: Int): Byte =\n
} (toInt() and 0xFF).ushr(8 - (bitCount and 7)).toByte()\n
/**
 * Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n *\n * number.rotateRight(-n) == number.rotateLeft(n)\n
 * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally\n * number.rotateRight(n % 8) == number.rotateRight(n % 8)\n
 *An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic fun Byte.rotateRight(bitCount: Int): Byte =\n
} (toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()\n```
package kotlin

@file:kotlin.jvm.JvmName("TuplesKt")

import kotlin.

public data class Pair<out A, out B>(
    public val first: A,
    public val second: B
) : Serializable {

    public override fun toString(): String = "($first, $second)"
}

public infix fun <A, B>
A.to(that: B): Pair<A, B> = Pair(this, that)

/**
 * Converts this pair into a list.
 * @sample
 */
public fun <T> Pair<T, T>.toList(): List<T> = listOf(first, second)

/**
 * Represents a triad of values
 *
 * There is no meaning attached to values in this class, it can be used for any
 * purpose.
 * Triple exhibits value semantics, i.e. two triples are equal if all three components are equal.
 * An example of decomposing it into values:
 */
public data class Triple<out A, out B, out C>(
    public val first: A,
    public val second: B,
    public val third: C
) : Serializable

    /**
     * Returns string representation of the [Triple] including its [first], [second] and [third] values.
     */
    public override fun toString(): String = "($first, $second, $third)"

    companion object {
        /**
         * An empty range of values of type UInt. */
        public val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE, UInt.MIN_VALUE)
    }

/**
 * A progression of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class UIntProgression
internal constructor(
    start: UInt,
    endInclusive: UInt,
    step: Int
) : Iterable<UInt>{
    init {
        if (step == 0.toInt()) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to avoid overflow on negation.")
    }

    /**
     * The first element in the progression.
     */
    public val first: UInt = start

    /**
     * The last element in the progression.
     */
    public val last: UInt = getProgressionLastElement(start, endInclusive, step)

    /**
     * The step of the progression.
     */
    public val step: Int = step

    override fun iterator(): UIntIterator = UIntProgressionIterator(first, last, step)

    /**
     * Checks if the progression is empty.
     */
    public open fun isEmpty(): Boolean = if (step > 0) first <= last else first >= last

    override fun equals(other: Any?): Boolean =
        other is UIntProgression && (isEmpty() && other.isEmpty() ||
            first == other.first && last == other.last && step == other.step)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (31 * first.toInt() + last.toInt()) + step.toInt())

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion object {
        /**
         * Creates UIntProgression within the specified bounds of a closed range.
         *
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the
         * specified [step].
         */
        public fun fromClosedRange(rangeStart: UInt, rangeEnd: UInt, step: Int): UIntProgression = UIntProgression(rangeStart, rangeEnd, step)
    }

/**
 * An iterator over a progression of values of type `UInt`.
 * @property step the number by which the value is incremented on each step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class UIntProgressionIterator(first: UInt, last: UInt, step: Int) : UIntIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private val step = step.toUInt() // use 2-complement math for negative steps

    override fun hasNext(): Boolean = hasNext

    override fun nextUInt(): UInt {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        }
else {
    next += step
} return value
}

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 */

// Auto-generated file. DO NOT EDIT!

package kotlin.collections

/** An iterator over a sequence of values of type `UByte`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UByteIterator : Iterator<UByte> {
    override final fun next() = nextUByte()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUByte(): UByte
}

/** An iterator over a sequence of values of type `UShort`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UShortIterator : Iterator<UShort> {
    override final fun next() = nextUShort()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUShort(): UShort
}

/** An iterator over a sequence of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UIntIterator : Iterator<UInt> {
    override final fun next() = nextUInt()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUInt(): UInt
}

/** An iterator over a sequence of values of type `ULong`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class ULongIterator : Iterator<ULong> {
    override final fun next() = nextULong()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextULong(): ULong
}

/*
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 */

// Auto-generated file. DO NOT EDIT!

package kotlin.ranges

import kotlin.internal.*

/**
 * A range of values of type `ULong`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1), ClosedRange<ULong> {
    override val start: ULong get() = first
    override val endInclusive: ULong get() = last

    override fun contains(value: ULong): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is ULongRange && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt())

    override fun toString(): String = "$first..$last"

    companion object {
        /**
         * An empty range of values of type ULong.
         */
        public val EMPTY: ULongRange = ULongRange(ULong.MAX_VALUE, ULong.MIN_VALUE)
    }
}

/**
 * An iterator over a progression of values of type `ULong`.
 * @property step the number by which
the value is incremented on each step.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class
ULongProgressionIterator(first: ULong, last: ULong, step: Long) : ULongIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private var next = if (hasNext) first else finalElement
    override fun hasNext(): Boolean = hasNext
    override fun nextULong(): ULong {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}

/*
 * Copyright
 */

package kotlin.math

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: UInt, b: UInt): UInt {
    return minOf(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: ULong, b: ULong): ULong {
    return minOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: UInt, b: UInt): UInt {
    return maxOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: ULong, b: ULong): ULong {
    return maxOf(a, b)
}

/*
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 * by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */

@file:kotlin.jvm.JvmName("UNumbersKt")
package kotlin

/**
 * Counts the number of set bits in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countOneBits(): Int = toInt().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countLeadingZeroBits(): Int = toInt().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countTrailingZeroBits(): Int = toInt().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [UInt] number,\n * or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.takeHighestOneBit(): UInt = toInt().takeHighestOneBit().toUInt()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [UInt] number,\n * or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.takeLowestOneBit(): UInt = toInt().takeLowestOneBit().toUInt()

/**
 * Rotates the binary representation of this [UInt] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count.\n */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.rotateLeft(bitCount: Int): UInt = rotateLeft(bitCount).toUInt()

/**
 * Rotates the binary representation of this [UInt] number right by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.rotateRight(bitCount: Int): UInt = rotateRight(bitCount).toUInt()
the same number, or more generally
* `number.rotateRight(n) == number.rotateRight(n % 32)`
* `number.rotateRight(n % 32)`

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UInt.rotateRight(bitCount: Int): UInt = toInt().rotateRight(bitCount).toUInt()

```

```kotlin
/**
 * Counts the number of set bits in the binary representation of this [ULong] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun ULong.countOneBits(): Int = toLong().countOneBits().toInt()\n
```

```kotlin
/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [ULong] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun ULong.countLeadingZeroBits(): Int = toLong().countLeadingZeroBits().toInt()\n
```

```kotlin
/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun ULong.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits().toInt()\n
```

```kotlin
/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [ULong] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun ULong.takeHighestOneBit(): ULong = toLong().takeHighestOneBit().toULong()\n
```

```kotlin
/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [ULong] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun ULong.takeLowestOneBit(): ULong = toLong().takeLowestOneBit().toULong()\n
```

```kotlin
/**
 * Rotates the binary representation of this [ULong] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun ULong.rotateLeft(bitCount: Int): ULong = toInt().rotateLeft(bitCount).toInt()\n
```

```kotlin
/**
 * Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun ULong.rotateRight(bitCount: Int): ULong = toInt().rotateRight(bitCount).toInt()\n
```

```kotlin
/**
 * Counts the number of set bits in the binary representation of this [UByte] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UByte.countOneBits(): Int = toInt().countOneBits().toInt()\n
```

```kotlin
/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UByte] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UByte.countLeadingZeroBits(): Int = toByte().countLeadingZeroBits()\n
```

```kotlin
/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UByte] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UByte.countTrailingZeroBits(): Int = toByte().countTrailingZeroBits()\n
```

```kotlin
/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [UByte] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UByte.takeHighestOneBit(): UByte = toInt().takeHighestOneBit().toUByte()\n
```

```kotlin
/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [UByte] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UByte.takeLowestOneBit(): UByte = toInt().takeLowestOneBit().toUByte()\n
```
this number is zero.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UByte.takeLowestOneBit(): UByte = toInt().takeLowestOneBit().toUByte()

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UByte.takeLowestOneBit(): UByte = toInt().takeLowestOneBit().toUByte()

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UByte.takeLowestOneBit(): UByte = toInt().takeLowestOneBit().toUByte()

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UByte.takeLowestOneBit(): UByte = toInt().takeLowestOneBit().toUByte()

```
@file:UseExperimental(ExperimentalUnsignedTypes::class)
package kotlin.internal

// (a - b) mod c
private fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

private fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range\n* from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative\n* [step].\n* @param param end ending bound for the progression\n* @param param step increment, or difference of successive elements in the progression\n* @return the final element of the progression\n*/
@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: UByte, end: UByte, step: Byte): UByte = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toInt())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toInt())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/**
 * Parses the string as a signed\n* number and returns the result\n* @throws IllegalFormatException if the string is not a valid
 * value for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(): UByte = toUByteOrNull() ?: numberFormatError(this)
representation of a number.
* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)

* @throws NumberFormatException when the string is not a valid representation of a number.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toUShort(radix: Int): UShort = toUShortOrNull(radix) ?: numberFormatError(this)

* @throws NumberFormatException when the string is not a valid representation of a number.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toUInt(radix: Int): UInt = toUIntOrNull(radix) ?: numberFormatError(this)

* @throws NumberFormatException when the string is not a valid representation of a number.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toULong(radix: Int): ULong = toULongOrNull(radix) ?: numberFormatError(this)

* @throws NumberFormatException when the string is not a valid representation of a number.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toUByteOrNull(): UByte? = toUByteOrNull(radix = 10)

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toUShortOrNull(): UShort? = toUShortOrNull(radix = 10)

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toUIntOrNull(): UInt? = toUIntOrNull(radix = 10)

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toULongOrNull(): ULong? = toULongOrNull(radix = 10)

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toUByteOrNull(radix: Int): UByte? = toUByteOrNull(radix = 10)

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toUShortOrNull(radix: Int): UShort? = toUShortOrNull(radix = 10)

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toUIntOrNull(radix: Int): UInt? = toUIntOrNull(radix = 10)

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toULongOrNull(radix: Int): ULong? = toULongOrNull(radix = 10)

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toUByteOrNull(radix: Int): UByte? = toUByteOrNull(radix = 10)

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toUShortOrNull(radix: Int): UShort? = toUShortOrNull(radix = 10)

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toUIntOrNull(radix: Int): UInt? = toUIntOrNull(radix = 10)

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toULongOrNull(radix: Int): ULong? = toULongOrNull(radix = 10)

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toUByteOrNull(radix: Int): UByte? = toUByteOrNull(radix = 10)

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toUShortOrNull(radix: Int): UShort? = toUShortOrNull(radix = 10)

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toUIntOrNull(radix: Int): UInt? = toUIntOrNull(radix = 10)

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @noThrows @since Kotlin("1.3") fun @ExperimentalUnsignedTypes public fun String.toULongOrNull(radix: Int): ULong? = toULongOrNull(radix = 10)
(digit < 0) return null
\n        if (result > limitBeforeMul) \n            \n            if (limitBeforeMul == limitForMaxRadix) \n                \n                result += digit.toUInt() \n                if (result > limitBeforeMul) \n                    \n                    return null
            \n        \n        result *= uradix

        val beforeAdding = result
        result += digit.toUInt() \n        if (result > limitBeforeMul) \n            \n            if (limitBeforeMul == limitForMaxRadix) \n                \n                result += digit.toUInt() \n                if (result > limitBeforeMul) \n                    \n                    return null

        return result
    }

/**
 * Parses the string as an [ULong] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(): ULong? = toULongOrNull(radix = 10)

/**
 * Parses the string as an [ULong] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws
 * IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(radix: Int): ULong?

{    checkRadix(radix)\n        val length = this.length \n        if (length == 0) return null \n        val limit = ULong.MAX_VALUE \n        \n        var limitBeforeMul = limit \n        val uradix = radix.toULong() \n        var result = 0uL \n        for (i in start until length) \n            \n            val digit = digitOf(this[i], radix)

            if (digit < 0) return null
            if (result > limitBeforeMul) {
                \n                if (limitBeforeMul == limitForMaxRadix) {
                    \n                    limitBeforeMul = limit / uradix

                } else {
                    \n                    return null
                }
            }

            result *= uradix

            val beforeAdding = result
            result += digit.toUInt() \n            if (result < beforeAdding) return null // overflow has happened
    }

    return result
}
Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond to the rectangular coordinates `(x, y)` by computing the arc tangent of the value `y` / `x`; the returned value is an angle in the range from `-PI` to `PI` radians. The returned value is `NaN` when `abs(x)` > `1` or `x` is `NaN`. `atan2(y, 0.0)` is `-PI/2` for `y > 0` and `+PI/2` for `y < 0`. 

The `atan2()` function computes the `atan2()` function for special cases:

- `atan2(0.0, 0.0)` is `0.0`
- `atan2(0.0, x)` is `0.0` for `x > 0` and `-PI` for `x < 0`
- `atan2(y, +Inf)` is `0.0` for `y < 0` and `-PI` for `y > 0`
- `atan2(y, -Inf)` is `-0.0` for `-PI` radians.

Special cases:

- `atan2(NaN, x)` is `NaN` when `x` is `NaN`.
- `atan2(xy)` is `NaN` when `y` is `NaN`.
- `atan2(Inf, 0.0)` is `PI/2` for `y > 0` and `-PI/2` for `y < 0`
- `atan2(Inf, x)` is `PI/2` for finite `x` and `-atan2(-Inf, x)` is `-PI/2` for finite `x`

`atan2(y, 0.0)` is `-atan2(0, y)` and `(atan2(0, y), 0)` is `NaN`.

The `atan2()` function is used in the DNAC Platform for calculating angles in various geometric computations, such as determining the direction of linear features, and for performing certain algebraic operations involving angles. Its implementation must handle special cases, such as when one or both of the input values are `NaN` or infinite, to ensure accurate results across a wide range of input values.
Computes the binary logarithm (base 2) of the value \[x\].\n
\*\An@SinceKotlin("1.2")\publicn expect fun log2(x: Double): Double\n
** Computes \(\ln(x + 1)\).\n
\*\n
This function can be implemented to produce more precise result for \([x]\) near zero.\n
\*\n
* Special cases:\n
- \(\ln1p(NaN)\) is \(NaN\)\n- \(\ln1p(x)\) is \(NaN\) where \(x < -1.0\)\n- \(\ln1p(-1.0)\) is \(-Inf\)\n- \(\ln1p(+Inf)\) is \(+Inf\)\n
* @see \([ln] function\) * @see \([expn] function\) * @\An@SinceKotlin("1.2")\publicn expect fun \(ln1p(x: Double): Double\n
\*\n
Rounds the given value \([x]\) to an integer towards positive infinity.\n
* @return the smallest double value that is greater than or equal to the given value \([x]\) and is a mathematical integer.\n
\*\n
* Special cases:\n
- `cei(x)` is \(x\) where \(x\) is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n
\*\n
\*\n
Returns the sign of the given value \([x]\):\n
- `-1.0` if the value is negative,\n- zero if the value is zero,\n- `-1.0` if the value is positive,\n- `NaN` if `NaN` is `NaN`\n
\*\n
\*\n
Returns the ulp (unit in the last place) of this value.\n
\*\n
\*\n
Returns the value nearest to this value in direction from this value towards the value \([to]\).\n
\*\n
* @return the value nearest to this value in direction from this value towards the value \([to]\).
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*/
@SinceKotlin("1.2")
public expect fun Double.nextTowards(to: Double): Double

/**
 * Rounds this [Double] value to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.
 * Rounds this [Double] value to the nearest integer and converts the result to [Long].
 * Ties are rounded towards positive infinity.
 */
@SinceKotlin("1.2")
public expect fun Double.roundToLong(): Long

/**
 * Computes the sine of the angle [x] given in radians.
 * Special cases:
 * - `sin(NaN) = NaN`
 * - `sin(+Inf)` and `-Inf)` is `0`
 */
@SinceKotlin("1.2")
public expect fun sin(x: Float): Float

/**
 * Computes the cosine of the angle [x] given in radians.
 * Special cases:
 * - `cos(NaN) = NaN`
 */
@SinceKotlin("1.2")
public expect fun cos(x: Float): Float

/**
 * Computes the tangent of the angle [x] given in radians.
 * Special cases:
 * - `tan(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
public expect fun tan(x: Float): Float

/**
 * Computes the arc sine of the value [x];
 * the returned value is an angle in the range from `-PI/2` to `PI` radians.
 * Special cases:
 * - `asin(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
public expect fun asin(x: Float): Float

/**
 * Computes the arc cosine of the value [x];
 * the returned value is an angle in the range from `0.0` to `PI` radians.
 * Special cases:
 * - `acos(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
public expect fun acos(x: Float): Float

/**
 * Computes the arc tangent of the value [x];
 * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 * - `atan(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
public expect fun atan(x: Float): Float

/**
 * Computes the arc tangent of the value [y] / [x];
 * the returned value is an angle in the range from `-PI` to `PI` radians.
 * Special cases:
 * - `atan2(0.0, 0.0)` is `0.0`
 */
@SinceKotlin("1.2")
public expect fun atan2(y: Float, x: Float): Float

/**
 * Computes the hyperbolic sine of the value [x].
 * Special cases:
 * - `sinh(NaN) = NaN`
 */
@SinceKotlin("1.2")
public expect fun sinh(x: Float): Float

/**
 * Computes the hyperbolic cosine of the value [x].
 * Special cases:
 * - `cosh(NaN) = NaN`
 */
@SinceKotlin("1.2")
public expect fun cosh(x: Float): Float

/**
 * Computes the hyperbolic tangent of the value [x].
 * Special cases:
 * - `tanh(NaN) = NaN`
 */
@SinceKotlin("1.2")
public expect fun tanh(x: Float): Float

/**
 * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.
 * Special cases:
 * - `sqrt(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
public expect fun sqrt(x: Float): Float


```kotlin
@SinceKotlin("1.2")
public expect val Float.absoluteValue: Float

/**
 * Returns the absolute value of this value:
 *   - `0` if the value is zero,
 *   - `-1.0` if the value is negative,
 *   - `1.0` if the value is positive
 *
 * Special cases:
 *   - `NaN.sign` is `NaN`
 */
@SinceKotlin("1.2")
public expect val Float.sign: Float

/**
 * Returns this value with the sign bit same as of the [sign] value:
 *   - `NaN.sign` is `NaN`
 */
@SinceKotlin("1.2")
public expect fun Float.withSign(sign: Float): Float

/**
 * Returns this value with the sign bit same as of the [sign] value:
 *   - `NaN.sign` is `NaN`
 */
@SinceKotlin("1.2")
public expect fun Float.withSign(sign: Int): Float

/**
 * Rounds this [Float] value to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.
 *   - `x.roundToInt()` == `Int.MAX_VALUE` when `x > Int.MAX_VALUE`
 *   - `x.roundToInt()` == `Int.MIN_VALUE` when `x < Int.MIN_VALUE`
 */
@SinceKotlin("1.2")
public expect fun Float.roundToInt(): Int

/**
 * Rounds this [Float] value to the nearest integer and converts the result to [Long].
 * Ties are rounded towards positive infinity.
 *   - `x.roundToLong()` == `Long.MAX_VALUE` when `x > Long.MAX_VALUE`
 *   - `x.roundToLong()` == `Long.MIN_VALUE` when `x < Long.MIN_VALUE`
 */
@SinceKotlin("1.2")
public expect fun Float.roundToLong(): Long

 commentaire Integer Math
```

```kotlin
@SinceKotlin("1.2")
public expect fun abs(n: Int): Int

/**
 * Returns the absolute value of the given value 
 *   - `abs(n)` is `n` if `n` is positive,
 *   - `abs(n)` is `-n` if `n` is negative
 */
@SinceKotlin("1.2")
public expect fun abs(n: Long): Long

/**
 * Returns the absolute value of the given value 
 *   - `abs(n)` is `n` if `n` is positive,
 *   - `abs(n)` is `-n` if `n` is negative
 */
@SinceKotlin("1.2")
public expect fun abs(n: Double): Double

```
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BhzZjB,C:MBibZZ,WAwA,iBAaA,iAAhB,C:MACX,aaAUU,CAAV,MAaKB,IAAIB,M;QACI,IAAK,WxAhIqB,GA
wP,UAaK,CAAL,CaxIO,EAnB,KawqB,CAAM,CAAN,CaxIF,CAwInB,C;:MAxIT,OA0IO,I;K1AvIX,iC;:MA
kI,WAkwB0ZO,MAAK,KBgbIZK,gKBb0ZL,ElBqzZD,KA2I3B,0kBh0ZjB,C:MBib0ZZ,WAwA,iBAaA,iAAhB,C;
MACX,aAAU,CAAV,MAaKB,IAAIB,M;QACI,IAAK,Wx9qB,GA8P,sBAaK,CAAL,EA9I0,EAaA,KB8IqB,
CAAM,CAAN,CaxIF,CaIrB,C;:MA9I0,OAgJ0,I;K8E716X,yBAAA,GE;MBk/IZA,IB;MBb+ZZ,8C;QAQI,
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AAU,CAAV,MAaKB,IAAIB,M;UACIL,AIhB,M;UACIL,IAAK,WAAU,AUAU,CAAV,EAaA,MAAAM,CAAN,CAAN
b,C:QAET,OA0AO,I;OKAbX,C;EAgBa,yB;MAAA,gE;MBk/sZ,A,IB;MBb+ZZ,8C;QAQI,WKBh0ZO,MAAK,KBgb
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AIhB,M;UACIL,IAAK,WAAU,AUAU,CAAV,EAaA,MAAAM,CAAN,CAAN,b,C:QAET,OA0AO,I;OKAbX,C;EAg
Ba,yB;MAAA,gE;MBk/sZ,A,IB;MBb+ZZ,8C;QAQI,WKBh0ZO,MAAK,KBgbZK,gKBh0ZL,ElBgqZZ,KAAM,OkBh0ZjB,
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Open Source Used In DNAC Platform Arica 12495
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Open Source Used In DNAC Platform Arica
Open Source Used In DNAC Platform Arica 12594
Open Source Used In DNAC Platform

Arca 12601

QA/QC,

S;UAAA,W;YAAwB,oBAAR,YAAQ,Ef44ChC,0flxCa,K8B1HgC,C;;Uf44ChC,OflxCA,K8B1HgC,C;;Uf44ChC,IAAI,OAAJ,C;YAAyB,aA

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1.2620 @babel/plugin-transform-new-target
7.16.0
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1.2621 locate-path 2.0.0

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1.2624 global-modules 1.0.0 1.0.0

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1.2625 commons-dbcp 2.6.0

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org.eclipse.jetty.toolchain:jetty-schemas

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

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

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<tr>
<th>Directory</th>
<th>File</th>
</tr>
</thead>
<tbody>
<tr>
<td>hadoop-hdfs-project/hadoop-hdfs/src/main/webapps/static</td>
<td>dataTables.bootstrap.js</td>
</tr>
<tr>
<td>hadoop-hdfs-project/hadoop-hdfs/src/main/webapps/static</td>
<td>dataTables.bootstrap.css</td>
</tr>
<tr>
<td>hadoop-hdfs-project/hadoop-hdfs/src/main/webapps/static</td>
<td>jquery.dataTables.min.js</td>
</tr>
<tr>
<td>hadoop-yarn-project/hadoop-yarn/hadoop-yarn-common/src/main/resources/webapps/static</td>
<td>dt-1.10.7/</td>
</tr>
</tbody>
</table>
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</tr>
</thead>
<tbody>
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</tr>
<tr>
<td>hadoop-hdfs-project/hadoop-hdfs/src/main/webapps/static</td>
<td>dust-helpers-1.1.1.min.js</td>
</tr>
</tbody>
</table>
```

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hadoop-tools/hadoop-sls/src/main/html/js/thirdparty/bootstrap.min.js
hadoop-tools/hadoop-sls/src/main/html/css/bootstrap.min.css
hadoop-tools/hadoop-sls/src/main/html/css/bootstrap-responsive.min.css
bootstrap v3.3.6
broccoli-asset-rev v2.4.2
broccoli-funnel v1.0.1
datatables v1.10.8
e姆-helpers v0.5.13
e姆-table v0.1.6
ember v2.2.0
ember-array-contains-helper v1.0.2
ember-bootstrap v0.5.1
ember-cli v1.13.13
ember-cli-app-version v1.0.0
ember-cli-babel v5.1.6
ember-cli-content-security-policy v0.4.0
ember-cli-dependency-checker v1.2.0
ember-cli-htmlbars v1.0.2
ember-cli-htmlbars-inline-precompile v0.3.1
ember-cli-ic-ajax v0.2.1
ember-cli-inject-live-reload v1.4.0
ember-cli-jquery-ui v0.0.20
ember-cli-qunit v1.2.1
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ember-cli-shims v0.0.6
ember-cli-sri v1.2.1
ember-cli-test-loader v0.2.1
ember-cli-uglify v1.2.0
ember-d3 v0.1.0
ember-data v2.1.0
ember-disable-proxy-controllers v1.0.1
ember-export-application-global v1.0.5
ember-load-initializers v0.1.7
ember-qunit v0.4.16
ember-qunit-notifications v0.1.0
ember-resolver v2.0.3
ember-spin-spinner v0.2.3
ember-truth-helpers v1.2.0
jquery v2.1.4
jquery-ui v1.11.4
loader.js v3.3.0
momentjs v2.10.6
qunit v1.19.0
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- hadoop-yarn-project/hadoop-yarn/hadoop-yarn-common/src/main/resources/webapps/static/jquery

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

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* /opt/cola/permits/1114600224_1607534234.11/0/jline-reader-3-12-1-sources-jar/org/jline/reader/Expander.java
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* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/AbstractMetadataProvider.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/Marker.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/AbstractRefinableView.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/UnknownFormatException.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/MarkerRange.java
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* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/filesystem/FileSystemPartitionIterator.java
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* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/PartitionStrategyParser.java
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* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/filesystem/FileSystemViewKeyInputFormat.java
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* /opt/cola/permits/120246882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources.jar/com/mongodb/client/ClientSession.java
* /opt/cola/permits/120246882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources.jar/com/mongodb/client/internal/package-info.java
* /opt/cola/permits/120246882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources.jar/com/mongodb/client/TransactionBody.java
* /opt/cola/permits/120246882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources.jar/com/mongodb/client/internal/ClientSessionClock.java
* /opt/cola/permits/120246882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources.jar/com/mongodb/client/internal/ClientSessionImpl.java

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1.2643 https-proxy-agent 3.0.1 3.0.1

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https-proxy-agent
================
### An HTTP(s) proxy `http.Agent` implementation for HTTPS

This module provides an `http.Agent` implementation that connects to a specified
HTTP or HTTPS proxy server, and can be used with the built-in `https` module.

Specifically, this `Agent` implementation connects to an intermediary "proxy"
server and issues the [CONNECT HTTP method][CONNECT], which tells the proxy to
open a direct TCP connection to the destination server.

Since this agent implements the CONNECT HTTP method, it also works with other
protocols that use this method when connecting over proxies (i.e. WebSockets).
See the "Examples" section below for more.

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

Install with `npm`:

```
```bash
$ npm install https-proxy-agent
```

Examples
--------
### `https` module example

```js
```
var url = require('url');
var https = require('https');
var HttpsProxyAgent = require('https-proxy-agent');

// HTTP/HTTPS proxy to connect to
var proxy = process.env.http_proxy || 'http://168.63.76.32:3128';
console.log('using proxy server %j', proxy);

// HTTPS endpoint for the proxy to connect to
console.log('attempting to GET %j', endpoint);
var options = url.parse(endpoint);

// create an instance of the `HttpsProxyAgent` class with the proxy server information
var agent = new HttpsProxyAgent(proxy);
options.agent = agent;

https.get(options, function (res) {
  console.log("response" event!, res.headers);
  res.pipe(process.stdout);
});
```
var socket = new WebSocket(endpoint, { agent: agent });

socket.on('open', function () {
  console.log("open" event!);
  socket.send('hello world');
});

socket.on('message', function (data, flags) {
  console.log("message" event! %j %j", data, flags);
  socket.close();
});
```

API
---

### new HttpsProxyAgent(Object options)

The `HttpsProxyAgent` class implements an `http.Agent` subclass that connects to the specified "HTTP(s) proxy server" in order to proxy HTTPS and/or WebSocket requests. This is achieved by using the [HTTP `CONNECT` method][CONNECT].

The `options` argument may either be a string URI of the proxy server to use, or an "options" object with more specific properties:

- *host* - String - Proxy host to connect to (may use `hostname` as well). Required.
- *port* - Number - Proxy port to connect to. Required.
- *protocol* - String - If `https:`, then use TLS to connect to the proxy.
- *headers* - Object - Additional HTTP headers to be sent on the HTTP CONNECT method.
- Any other options given are passed to the `net.connect()`/`tls.connect()` functions.

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[CONNECT]: http://en.wikipedia.org/wiki/HTTP_tunnel#HTTP_CONNECT_Tunneling

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* /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-jar/org/apache/twill/zookeeper/AbstractZKClient.java
* /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-jar/org/apache/twill/zookeeper/ACLData.java
* /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-
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jar/org/apache/twill/internal/zookeeper/BasicNodeChildren.java
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jar/org/apache/twill/zookeeper/OperationFuture.java
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jar/org/apache/twill/internal/zookeeper/SettableOperationFuture.java
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jar/org/apache/twill/zookeeper/NamespaceZKClient.java
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jar/org/apache/twill/zookeeper/ZKClients.java
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jar/org/apache/twill/internal/zookeeper/InMemoryZKServer.java
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jar/org/apache/twill/zookeeper/ZKClient.java
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jar/org/apache/twill/zookeeper/package-info.java
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jar/org/apache/twill/internal/zookeeper/BasicNodeData.java
* /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-jar/org/apache/twill/internal/zookeeper/KillZKSession.java
* /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-jar/org/apache/twill/internal/zookeeper/LeaderElection.java
* /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-jar/org/apache/twill/zookeeper/NodeData.java
* /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-jar/org/apache/twill/internal/zookeeper/RetryUtils.java
* /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-jar/org/apache/twill/zookeeper/package-info.java
* /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-jar/org/apache/twill/internal/zookeeper/RewatchOnExpireWatcher.java
* /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-jar/org/apache/twill/zookeeper/RewatchOnExpireWatcher.java
* /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-jar/org/apache/twill/internal/zookeeper/FailureRetryZKClient.java
* /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-jar/org/apache/twill/zookeeper/RetryStrategies.java
* /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-jar/org/apache/twill/zookeeper/NodeChildren.java
* /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-jar/org/apache/twill/zookeeper/ZKClientService.java
* /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-jar/org/apache/twill/zookeeper/ZKOperations.java
* /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-jar/org/apache/twill/internal/zookeeper/RewatchOnExpireZKClient.java
* /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-jar/org/apache/twill/zookeeper/RetryStrategy.java

1.2645 jsreport-templates 2.4.0 2.4.0
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1.2650 browserslist 3.2.8 3.2.8

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org.eclipse.jetty.toolchain:jetty-schemas

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hadoop-hdfs-project/hadoop-hdfs/src/main/webapps/static/jquery.dataTables.min.js
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bootstrap v3.3.6
broccoli-asset-rev v2.4.2
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datatables v1.10.8
et-helpers v0.5.13
em-table v0.1.6
ember v2.2.0
ember-array-contains-helper v1.0.2
ember-bootstrap v0.5.1
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jamon-runtime 2.4.1
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    analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java
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    analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java
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Kuromoji Japanese Morphological Analyzer - Apache Lucene Integration
===========================================================================

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mecab-ipadic-2.7.0-20070801

which can be obtained from

http://atilika.com/releases/mecab-ipadic/mecab-ipadic-2.7.0-20070801.tar.gz

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http://jaist.dl.sourceforge.net/project/mecab/mecab-ipadic/2.7.0-20070801/mecab-ipadic-2.7.0-20070801.tar.gz

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mecab-ko-dic-2.0.3-20170922

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1.2665 drill-jdbc-all 1.18.0
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apr 1.6.5

passport 0.4.0 0.4.0

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jar/org/jline/utils/NonBlockingPumpInputStream.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
jar/org/jline/terminal/impl/AbstractWindowsConsoleWriter.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
jar/org/jline/utils/WriterOutputStream.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
jar/org/jline/utils/NonBlockingPumpReader.java
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auto_right_margin, am, am
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ceol_standout_glitch, xhp, xs
col_addr_glitch, xhpa, YA
cpi_changes_res, cpix, YF
cr_cancels_micro_mode, crxm, YB
dest_tabs_magic_smso, xt, xt
eat_newline_glitch, xenl, xn
erase_overstrike, eo, eo
generic_type, gn, gn
hard_copy, hc, hc
hard_cursor, chts, HC
has_meta_key, km, km
has_print_wheel, daisy, YC
has_status_line, hs, hs
hue_lightness_saturation, hls, hl
insert_null_glitch, in, in
lpi_changes_res, lpix, YG
memory_above, da, da
memory_below, db, db
move_insert_mode, mir, mi
move_standout_mode, msgr, ms
needs_xon_xoff, nxon, nx
no_esc_ctlc, xsb, xb
no_pad_char, npc, NP
non_dest_scroll_region, ndscr, ND
non_rev_rmcup, nrmc, NR
over_strike, os, os
prtr_silent, mc5i, 5i
row_addr_glitch, xvpa, YD
semi_auto_right_margin, sam, YE
status_line_esc_ok, eslok, es
tilde_glitch, hz, hz
transparent_underline, ul, ul
xon_xoff, xon, xo
columns, cols, co
init_tabs, it, it
label_height, lh, lh
label_width, lw, lw
lines, lines, li
lines_of_memory, lm, lm
magic_cookie_glitch, xmc, sg
max_attributes, ma, ma
max_colors, colors, Co
max_pairs, pairs, pa
maximum_windows, wnum, MW
no_color_video, ncv, NC
num_labels, nlab, Nl
padding_baud_rate, pb, pb
virtual_terminal, vt, vt
width_status_line, wsl, ws
delete_character, dch1, dc
delete_line, dl1, dl
dial_phone, dial, DI
dis_status_line, dsl, ds
display_clock, dclk, DK
down_half_line, hd, hd
en_a_cs, enacs, eA
enter_alt_charset_mode, smacs, as
enter_am_mode, smam, SA
enter_blink_mode, blink, mb
enter_bold_mode, bold, md
enter_ca_mode, smcup, ti
enter_delete_mode, smdc, dm
enter_dim_mode, dim, mh
enter_doublewide_mode, swidm, ZF
enter_draft_quality, sdrfq, ZG
enter_insert_mode, smir, im
enter_italics_mode, sitm, ZH
enter_leftward_mode, slm, ZI
enter_micro_mode, smicm, ZJ
enter_near_letter_quality, snlq, ZK
enter_normal_quality, snrmq, ZL
enter_protected_mode, prot, mp
enter_reverse_mode, rev, mr
enter_secure_mode, invis, mk
enter_shadow_mode, sshm, ZM
enter_standout_mode, smso, so
enter_subscript_mode, ssubm, ZN
enter_superscript_mode, ssupm, ZO
enter_underline_mode, smul, us
enter_upward_mode, sum, ZP
enter_xon_mode, smxon, SX
erase_chars, ech, ec
exit_alt_charset_mode, rmacs, ae
exit_am_mode, rmam, RA
exit_attribute_mode, sgr0, me
exit_ca_mode, rmcup, te
exit_delete_mode, rmdc, ed
exit_doublewide_mode, rwidm, ZQ
exit_insert_mode, rmir, ei
exit_italics_mode, ritm, ZR
exit_leftward_mode, rlm, ZS
exit_micro_mode, rmicm, ZT
exit_shadow_mode, rshm, ZU
exit_standout_mode, rmso, se
exit_subscript_mode, rsubm, ZV
exit_superscript_mode, rsupm, ZW
exit_underline_mode, rmul, ue
exit_upward_mode, rum, ZX
exit_xon_mode, rmxon, RX
fixed_pause, pause, PA
flash_hook, hook, fh
flash_screen, flash, vb
form_feed, ff, ff
from_status_line, fsl, fs
goto_window, wingo, WG
hangup, hup, HU
init_1string, is1, i1
init_2string, is2, is
init_3string, is3, i3
init_file, if, if
init_prog, iprog, iP
initialize_color, initc, Ic
initialize_pair, initp, Ip
insert_character, ich1, ic
insert_line, il1, al
insert_padding, ip, ip
key_a1, ka1, K1
key_a3, ka3, K3
key_b2, kb2, K2
key_backspace, kbs, kb
key_beg, kbeg, @1
key_btab, kcbt, kB
key_c1, kc1, K4
key_c3, kc3, K5
key_cancel, kcan, @2
key_catab, ktbc, ka
key_clear, kclr, kC
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key_dc, kdch1, kD
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key_down, kcud1, kd
key_eic, krmir, kM
key_end, kend, @7
key_enter, kent, @8
key_eol, kel, kE
key_eos, ked, kS
key_exit, kext, @9
key_f0, kf0, k0
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key_f56, kf56, Fk
key_f57, kf57, Fl
key_f58, kf58, Fm
key_f59, kf59, Fn
key_f6, kf6, k6
key_f60, kf60, Fo
key_f61, kf61, Fp
key_f62, kf62, Fq
key_f63, kf63, Fr
key_f7, kf7, k7
key_f8, kf8, k8
key_f9, kf9, k9
key_find, kfnd, @0
key_help, khlp, %1
key_home, khome, kh
key_ic, kich1, kl
key_il, kil1, kA
key_left, kcub1, kl
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key_mark, kmrk, %2
key_message, kmsg, %3
key_move, kmov, %4
key_next, knxt, %5
key_npage, knp, kN
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key_ppage, kpp, kP
key_previous, kprv, %8
key_print, kprt, %9
key_redo, krdo, %0
key_reference, kref, &1
key_refresh, krfr, &2
key_replace, krpl, &3
key_restart, krst, &4
key_resume, kres, &5
key_right, kcuf1, kr
key_save, ksav, &6
key_sbeg, kBEG, &9
key_scancel, kCAN, &0
key_scommand, kCMD, *1
key_scopy, kCPY, *2
key_screate, kCRT, *3
key_sdc, kDC, *4
key sdl, kDL, *5
key_select, kslt, *6
key_send, kEND, *7
key_seol, kEOL, *8
key_sexit, kEXT, *9
key_sf, kind, kF
key_sfind, kFND, *0
key_shelp, kHLP, #1
key_shome, kHOM, #2
key_sic, kIC, #3
key_sleft, kLFT, #4
key_smessage, kMSG, %a
key_smov, kMOV, %b
key_snxt, kNXT, %c
key_sopt, kOPT, %d
key_sprevious, kPRV, %e
key_sprint, kPRT, %f
key_sr, kri, kR
key_sredo, kRDO, %g
key_srsplace, kRPL, %h
key_sright, kRIT, %i
key_srssume, kRES, %j
key_ssave, kSAV, !1
key_sssuspend, kSPD, !2
key_stab, khts, kT
key_sundo, kUND, !3
key_suspen, kspd, &7
key undo, kund, &8
key_up, kcuu1, ku
keypad_local, rmkx, ke
keypad_xmit, smkx, ks
lab_f0, lf0, l0
lab_f1, lf1, 11
lab_f10, lf10, la
lab_f2, lf2, 12
lab_f3, lf3, 13
lab_f4, lf4, 14
lab_f5, lf5, 15
lab_f6, lf6, 16
lab_f7, lf7, 17
lab_f8, lf8, 18
lab_f9, lf9, 19
label_format, fln, Lf
label_off, rmln, LF
label_on, smln, LO
meta_off, rmm, mo
meta_on, smm, mm
micro_column_address, mhpa, ZY
micro_down, mcud1, ZZ
micro_left, mcub1, Za
micro_right, mcuf1, Zb
micro_row_address, mvpa, Zc
micro_up, mcuu1, Zd
set_foreground, setf, Sf
set_left_margin, smgl, ML
set_left_margin_parm, smglp, Zm
set_right_margin, smgr, MR
set_right_margin_parm, smgrp, Zn
set_tab, hts, st
set_top_margin, smgt, Zo
set_top_margin_parm, smgtp, Zp
set_window, wind, wi
start_bit_image, sbim, Zq
start_char_set_def, scsd, Zr
stop_bit_image, rbim, Zs
stop_char_set_def, rcsd, Zt
subscript_characters, subcs, Zu
superscript_characters, supcs, Zv
tab, ht, ta
tone, tone, TO
underline_char, uc, uc
up_half_line, hu, hu
user0, u0, u0
user1, u1, u1
user2, u2, u2
user3, u3, u3
user4, u4, u4
user5, u5, u5
user6, u6, u6
user7, u7, u7
user8, u8, u8
user9, u9, u9
wait_tone, wait, WA
xon_character, xonc, XN
define_bit_image_region, defbi, Yx
device_type, devt, dv
display_pc_char, dispc, S1
define_bit_image_region, defbi, Yx
display_pc_charset_mode, smpch, S2
define_scancode_mode, smsc, S4
exit_pc_charset_mode, rmpch, S3
exit_scancode_mode, rmsc, S5
get_mouse, getm, Gm
key_mouse, kmous, Km
mouse_info, minfo, Mi
pc_term_options, pctrm, S6
pkey_plab, pxl, xl
req_mouse_pos, reqmp, RQ
scancode_escape, scesc, S7
set0_des_seq, s0ds, s0
set1_des_seq, s1ds, s1
set2_des_seq, s2ds, s2
set3_des_seq, s3ds, s3
set_a_background, setab, AB
set_a_foreground, setaf, AF
set_color_band, setcolor, Yz
set_lr_margin, smglr, ML
set_page_length, slines, YZ
set_tb_margin, smgtb, MT
enter_horizontal_hl_mode, ehhlm, Xh
enter_left_hl_mode, elhlm, Xl
enter_low_hl_mode, elohlm, Xo
enter_right_hl_mode, erhlm, Xr
enter_top_hl_mode, ethlm, Xt
enter_vertical_hl_mode, evhlm, Xv
set_a_attributes, sgr1, sA
set_pglen_inch, slength, sL

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black
maroon
green
olive
navy
purple
teal
silver
grey
red
lime
yellow
blue
fuchsia
aqua
white
grey0
navyblue
darkblue
blue3
blue3a
blue1
darkgreen
deepskyblue4
deepskyblue4a
palegreen1
aquamarine1a
darkslategray1
red3
deeppink4b
mediumvioletred
magenta3
darkvioleta
purpleb
darkorange3
indianred
hotpink3
mediumorcid3
mediumorcid
mediumpurple2
darkgoldenrod
lightsalmon3
rosybrown
grey63
mediumpurple2a
mediumpurple1
gold3
darkkhaki
navajowhite3
grey69
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lightsteelblue
yellow3
darkolivegreen3b
darkseagreen3a
darkseagreen2
lightcyan3
lightskyblue1
greenyellow
darkolivegreen2
palegreen1a
darkseagreen2a
darkseagreen1
paleturquoise1
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magenta3a
magenta3b
magenta2
darkorange3a
indianreda
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hotpink2
orchid
mediumorchid1
orange3
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lightpink3
pink3
plum3
violet
gold3a
lightgoldenrod3
tan
mistyrose3
thistle3
plum2
yellow3a
khaki3
lightgoldenrod2
lightyellow3
grey84
lightsteelblue1
yellow2
darkolivegreen1
darkolivegreen1a
darkseagreen1a
honeydew2
lightcyan1
red1
deeppink2
deeppink1
deeppink1a
magenta2a
magenta1
orangered1
indianred1
indianred1a
hotpink
hotpinka
mediumorchid1a
darkorange
salmon1
lightcoral
palevioletred1
orchid2
orchid1
orange1
sandybrown
lightsalmon1
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* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/DumbTerminal.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/NonBlocking.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/Size.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/NonBlockingInputStream.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/PosixPtyTerminal.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/Curses.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/StyleResolver.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/AbstractTerminal.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/AttributedStyle.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/NonBlockingReaderImpl.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/PosixSysTerminal.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/Terminal.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/Status.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar
jar/org/jline/utils/NonBlockingReader.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/LineDisciplineTerminal.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/jline-terminal-3-12-1-sources-jar/org/jline/utils/Display.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/LineDisciplineTerminal.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/jline-terminal-3-12-1-sources-jar/org/jline/utils/AttributedStringBuilder.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/jline-terminal-3-12-1-sources-jar/org/jline/utils/NonBlockingInputStreamImpl.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/jline-terminal-3-12-1-sources-jar/org/jline/terminal/spi/JansiSupport.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/jline-terminal-3-12-1-sources-jar/org/jline/terminal/TerminalBuilder.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/AbstractWindowsTerminal.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/jline-terminal-3-12-1-sources-jar/org/jline/utils/InfoCmp.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/jline-terminal-3-12-1-sources-jar/org/jline/utils/AttributedCharSequence.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/jline-terminal-3-12-1-sources-jar/org/jline/terminal/spi/JnaSupport.java

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* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/jline-terminal-3-12-1-sources-jar/org/jline/terminal/TerminalBuilder.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/AbstractWindowsTerminal.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/jline-terminal-3-12-1-sources-jar/org/jline/utils/InfoCmp.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/jline-terminal-3-12-1-sources-jar/org/jline/utils/AttributedCharSequence.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/AbstractPty.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/jline-terminal-3-12-1-sources-jar/org/jline/terminal/spi/JnaSupport.java

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* /opt/cola/permits/1202447017_1631568351.65/0/jcodings-1-0-55-sources-jar/org/jcodings/unicode/UnicodeEncoding.java
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arj/org/jcodings/specific/NonStrictSJISEncoding.java
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1.2680 url-parse 1.4.7 1.4.7

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1.2682 test-exclude 6.0.0
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1.2687 on-headers 1.0.2 1.0.2

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1.2698 libx11 1.6.3-1ubuntu2.1

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1.2711 decode-uri-component 0.2.0 0.2.0

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JGraphT wouldn't be the library it is today without the source contributions and suggestions made by the authors:

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<td>* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources-</td>
<td>jar/org/antlr/v4/runtime/atn/AmbiguityInfo.java</td>
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<td>* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources-</td>
<td>jar/org/antlr/v4/runtime/tree/pattern/TokenTagToken.java</td>
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<td>* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources-</td>
<td>jar/org/antlr/v4/runtime/RecognitionException.java</td>
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<td>* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources-</td>
<td>jar/org/antlr/v4/runtime/LexerNoViableAltException.java</td>
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<td>* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources-</td>
<td>jar/org/antlr/v4/runtime/atn/StarLoopbackState.java</td>
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<td>* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources-</td>
<td>jar/org/antlr/v4/runtime/IntStream.java</td>
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1.2728 archiver-utils 2.1.0 2.1.0

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1.2732 libxext 1.3.3-1
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1.2734 bluebird 3.4.7 3.4.7

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1.2735 jersey-container-jetty-servlet 2.25.1

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1.2737 electron-to-chromium 1.3.55 1.3.55
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1.2738 @babel/plugin-transform-computed-properties 7.16.0

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1.2739 pcre 8.38-3.1

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

Kotlin.identityHashCode = getObjectHashCode;

/*
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/**
 * Constructs a 64-bit two's-complement integer, given its low and high 32-bit
 * values as signed integers. See the from* functions below for more
 * convenient ways of constructing Longs.
 */
Kotlin.Long = function(low, high) {
  this.low_ = low | 0;  // force into 32 signed bits.

  this.high_ = high | 0;  // force into 32 signed bits.
};

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

NOTE: Common constant values

// NOTE: Common constant values

ZERO, ONE, NEG_ONE, etc. are defined below the
// from* methods on which they depend.

/**
 * A cache
 * of the Long representations of small integer values.
 * @type {!Object}
 * @private
 */
Kotlin.Long.IntCache_ = {};

/**
 * Returns a Long representing the given (32-bit) integer value.
 * The fractional part, if any, is rounded down towards zero.
 * Returns zero if this `Double` value is `NaN`, `Long.MIN_VALUE`
 * if it's less than `Long.MIN_VALUE`, `Long.MAX_VALUE`
 * if it's bigger than `Long.MAX_VALUE`. 
 * The number in question.
 */
Kotlin.Long.fromNumber = function(value) {
  if (isNaN(value)) {
    return Kotlin.Long.ZERO;
  } else if (value <= -Kotlin.Long.TWO_PWR_63_DBL_) {
    return Kotlin.Long.MIN_VALUE;
  } else if (value + 1 >= Kotlin.Long.TWO_PWR_63_DBL_) {
    return Kotlin.Long.MAX_VALUE;
  } else if (value < 0) {
    return Kotlin.Long.fromNumber(-value).negate();
  } else {
    return new Kotlin.Long((value % Kotlin.Long.TWO_PWR_32_DBL_) | 0);
  }
};

/**
 * Returns a Long representation of the given string, written using the given
 * radix. The textual representation of the Long.
 */
Kotlin.Long.fromString = function(str, opt_radix) {
  if (str.length == 0) {
    throw Error('number format error: empty string');
  }

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

  var matchedRadix = str.match(/^[0-9a-fA-F]+$/);
  if (!matchedRadix) {
    return null;
  }

  var radixValue = parseInt(str.replace(/([0-9a-fA-F]+)/, '16'), 16);
  return new Kotlin.Long((radixValue % Kotlin.Long.TWO_PWR_32_DBL_) | 0);
};
Kotlin.Long.fromString(str.substring(1), radix).negate();
  } else if (str.indexOf('-') >= 0) {
    throw Error('number format error: interior "-" character: ' + str);
  }

  // Do several (8) digits each time through the loop, so to minimize the calls to the very expensive emulated div.
  var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 8));
  if (size < 8) {
    var result = result.add(Kotlin.Long.fromNumber(value));
  } else {
    var result = result.multiply(radixToPower);
  }
  return result;

// NOTE: the compiler should inline these constant values below and then remove/un// these variables, so there should be no runtime penalty for these.

/**
 * Number used repeated below in calculations. This must appear before the first call to any from* function below.
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_16_DBL_ = 1 << 16;

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

/**
 * @type {number}
 * @private
 */

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

/**
 * @type {number}
 * @private
 */

/**
 * @type {number}
 * @private
 */

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

/** @type {!Kotlin.Long} */
Kotlin.Long.ZERO = Kotlin.Long.fromInt(0);

/** @type {!Kotlin.Long} */
Kotlin.Long.ONE = Kotlin.Long.fromInt(1);

/** @type {!Kotlin.Long} */
Kotlin.Long.MAX_VALUE = Kotlin.Long.fromBits(0xFFFFFFFF | 0, 0x7FFFFFFF | 0);

/** @type {!Kotlin.Long} */
Kotlin.Long.MIN_VALUE = Kotlin.Long.fromBits(0, 0x80000000 | 0);

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

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

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

/** @return {number} The 32-bit hashCode of this value. */
Kotlin.Long.prototype.hashCode = function() {
  return this.high_ ^ this.low_;
};

/**
 * @param {number=} opt_radix The radix in which the text should be written.
 * @return {string} The textual representation of this value.
 * @override
 */
Kotlin.Long.prototype.toString = function(opt_radix) {
  var radix = opt_radix || 10;
  if (radix < 2 || 36 < radix) {
    throw Error('radix out of range: ' + radix);
  }

  if (this.isZero()) {
    return '0';
  }

  if (this.isNegative()) {
    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
      // We need to change the Long value before it can be negated, so we remove the bottom-most digit in this base and then recurse to do the rest.
      var radixLong = Kotlin.Long.fromInt(0);
      var result = this.toString(radix);
      return '-' + result;
    }
  }

  // Do several (6) digits each time through the loop, so as to minimize the calls to the very expensive emulated div.
  var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 6));
  if (digits.length < 6) {
    var digits = 0 + digits;
    var result = 0 + digits + result;
  }

  var result = result.multiply(radixToPower);
  return result.add(Kotlin.Long.fromNumber(value));

  // Do several (8) digits each time through the loop, so as to minimize the calls to the very expensive emulated div.
  var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 8));
  if (size < 8) {
    var result = result.add(Kotlin.Long.fromNumber(value));
  } else {
    var result = result.multiply(radixToPower);
  }
  return result;
32-bits as an unsigned value. */

Kotlin.Long.prototype.getLowBitsUnsigned = function() {
    return (this.low_ >= 0) ?
      this.low_ : Kotlin.Long.TWO_PWR_32_DBL_ + this.low_;
};


/**
 * @return {number} Returns the number of bits needed to represent the absolute
 *     value of this Long.
 */
Kotlin.Long.prototype.getNumBitsAbs = function() {
  if (this.isNegative()) {
    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return 64;
    } else {
      var val = this.high_ != 0 ? this.high_ : this.low_;
      for (var bit = 31; bit > 0; bit--) {
        if ((val & (1 << bit)) != 0) {
          break;
        }
      }
      return this.high_ != 0 ? bit + 33:
        bit + 1;
    }
  } else {
    return this.high_ == 0 ? 0:
      this.high_ != 0 ? bit + 33:
        bit + 1;
  }
};


/** @return {boolean} Whether this value is zero. */
Kotlin.Long.prototype.isZero = function() {
  return this.high_ == 0 && this.low_ == 0;
};


/** @return {boolean} Whether this value is negative. */
Kotlin.Long.prototype.isNegative = function() {
  return this.high_ < 0;
};


/** @return {boolean} Whether this value is odd. */
Kotlin.Long.prototype.isOdd = function() {
  return (this.low_ & 1) == 1;
};


/** @return {boolean} Whether this value is greater than the other.
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long does not equal the other.
 */
Kotlin.Long.prototype.notEqualsLong = function(other) {
    return (this.high_ != other.high_ || (this.low_ !=
      other.low_));
};


/** @return {!Kotlin.Long} The negation of this value. */
Kotlin.Long.prototype.negate = function() {
    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return Kotlin.Long.MIN_VALUE;
    } else {
      return this.not().add(Kotlin.Long.ONE);
    }
};


/**
 * Returns the sum of this and the given Long.
 * @param {Kotlin.Long} other Long to add to this one.
 * @return {!Kotlin.Long} The sum of this and the given
 *     Long.
 */
Kotlin.Long.prototype.add = function(other) {
  // Divide each number into 4 chunks of 16 bits, and
  // then sum the chunks.
  var a48 = this.high_ >>> 16;
  var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >>> 16;
  var a00 = this.low_ & 0xFFFF;
  var b48 = other.high_ >>> 16;
  var b32 = other.high_ & 0xFFFF;
  var b16 = other.low_ >>> 16;
  var b00 = other.low_ & 0xFFFF;

  var c48 = 0, c32 = 0, c16 = 0, c00 = 0;
  var d48 = 0, d32 = 0, d16 = 0, d00 = 0;

  c48 += a48 + b48;
  c32 += a32 + b32;
  c16 += a16 + b16;
  c00 += a00 + b00;

  d48 += a48 + b48;
  d32 += a32 + b32;
  d16 += a16 + b16;
  d00 += a00 + b00;

  return Kotlin.Long.fromBits(d16, d00, c16, c00, b16, b00, a16, a00);
};


/**
 * Returns the difference of this and the given Long.
 * @param {Kotlin.Long} other Long to subtract from this.
 * @return {!Kotlin.Long} The difference of this and the given
 *     Long.
 */
Kotlin.Long.prototype.subtract = function(other) {
  return this.add(other.negate());
};


/**
 * Returns the product of this and the given Long.
 * @param {Kotlin.Long} other Long to multiply with this.
 * @return {!Kotlin.Long} The product of this and the given
 *     Long.
 */
Kotlin.Long.prototype.multiply = function(other) {
  if (this.isZero()) {
    return Kotlin.Long.ZERO;
  } else if (other.isZero()) {
    return Kotlin.Long.ZERO;
  } else {
    return this.add(this.multiply(other));
  }
};


/**
 * Compares this Long with the given one.
 * @param {Kotlin.Long} other Long to compare against.
 * @return {number} 0 if they are the same, 1 if the this is greater, and -1
 *     if
 *     the given one is greater. */
Kotlin.Long.prototype.compare = function(other) {
  if (this.equalsLong(other)) {
    return 0;
  }

  var thisNeg = this.isNegative();
  var otherNeg = other.isNegative();
  if (thisNeg && !otherNeg) {
    return -1;
  }
  if (!thisNeg && otherNeg) {
    return 1;
  }

  // at this point, the signs are the
  // same, so subtraction will not overflow
  if (this.subtract(other).isNegative()) {
    return -1;
  } else {
    return 1;
  }
};
return other.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;
  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return this.negate().multiply(other.negate());
  } else if (other.isNegative()) {
    return this.multiply(other.negate()).negate();
  } else // If both longs are small, use float multiplication
  if (this.lessThan(Kotlin.Long.TWO_PWR_24_)) {
    return Kotlin.Long.fromNumber(this.toNumber() * other.toNumber());
  } // Divide each long into 4 chunks of 16 bits, and then add up 4x4 products.
  // We can skip products that would overflow.
  var a48 = this.high_ >>> 16;
  var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >>> 16;
  var a00 = this.low_ & 0xFFFF;
  var b48 = other.high_ >>> 16;
  var b32 = other.high_ & 0xFFFF;
  var b16 = other.low_ >>> 16;
  var b00 = other.low_ & 0xFFFF;
  var c48 = 0;
  var c32 = 0;
  var c16 = 0;
  var c00 = 0;
  var d48 = 0;
  var d32 = 0;
  var d16 = 0;
  var d00 = 0;
  c00 += a00 * b00;
  c16 += c00 >>> 16;
  c00 &= 0xFFFF;
  c16 += a16 * b00;
  c32 += c16 >>> 16;
  c16 &= 0xFFFF;
  c16 += a00 * b16;
  c32 += c16 >>> 16;
  c16 &= 0xFFFF;
  c16 += a32 * b00;
  c48 += c32 >>> 16;
  c32 &= 0xFFFF;
  c48 += a48 * b00 + a32 * b16 + a16 * b32 + a00 * b48;
  c48 &= 0xFFFF;
  return Kotlin.Long.fromBits((c16 << 16) | c00, (c48 << 16) | c32);
}

/**
 * Returns this Long divided by the given one.
 * @param {Kotlin.Long} other Long by which to divide.
 * @return {!Kotlin.Long} This Long divided by the given one.
 */
Kotlin.Long.prototype.div = function(other) {
  if (other.isZero()) {
    throw Error('division by zero');
  } else if (this.isZero()) {
    return Kotlin.Long.ZERO;
  } else if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    if (other.equalsLong(Kotlin.Long.ONE) || other.equalsLong(Kotlin.Long.NEG_ONE)) {
      return Kotlin.Long.MIN_VALUE;  // recall that -MIN_VALUE == MIN_VALUE
    } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return Kotlin.Long.ZERO;
    } else // At this point, we have |other| >= 2, so |this/other| < |MIN_VALUE|.
      var halfThis = this.shiftRight(1);
      var approx = halfThis.div(other).shiftLeft(1);
      if (approx.equalsLong(Kotlin.Long.ZERO)) {
        return other.isNegative() ? Kotlin.Long.ONE : Kotlin.Long.NEG_ONE;
      } else {
        var rem = this.subtract(other.multiply(approx));
        var result = approx.add(rem.div(other));
        return result;
      }
  } else if (other.isNegative()) {
    return this.negate().div(other.negate());
  } else if (other.isNegative()) {
    return this.div(other.negate()).negate();
  }

  // Repeat the following until the remainder is less than other:  find a
  // floating-point that approximates remainder / other *from below*, add this
  // into the result, and subtract it from the remainder.  It is critical that
  // the approximate value is less than or equal to the real value so that the
  // remainder never becomes negative.
  var res = Kotlin.Long.ZERO;
  var rem = this;
  while (rem.greaterThanOrEqual(other)) {
    // Approximate the result of division. This may be a little greater or
    // smaller than the actual value.
    var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));
    // We will tweak the approximate result by changing it in the 48-th digit or
    // the smallest non-fractional digit, whichever is larger.
    var log2 = Math.ceil(Math.log(approx) / Math.LN2);
    var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);
    // Decrease the approximation until it is smaller than the remainder.
    Note
    // that if it is too large, the product overflows and is negative.
    var approxRem = rem.multiply(other);
    var approxRem = approxRem.multiply(other);
    var approxRem = approxRem.multiply(other);
    while (rem.isNegative()) { approxRem = approxRem.multiply(other);
      while (approxRem.isNegative() || approxRem.greaterThan(rem)) {
        approxRem = approxRem.multiply(other);
        approxRem = approxRem.multiply(other);
        approxRem = approxRem.multiply(other);
      }
    }
    // Approximate the result of division. This may be a little greater or
    // smaller than the actual value.
    var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));
    // We will tweak the approximate result by changing it in the 48-th digit or
    // the smallest non-fractional digit, whichever is larger.
    var log2 = Math.ceil(Math.log(approx) / Math.LN2);
    var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);
    // Decrease the approximation until it is smaller than the remainder.
    Note
    // that if it is too large, the product overflows and is negative.
    var approxRem = rem.multiply(other);
    var approxRem = approxRem.multiply(other);
    var approxRem = approxRem.multiply(other);
    while (rem.isNegative()) { approxRem = approxRem.multiply(other);
      while (approxRem.isNegative() || approxRem.greaterThan(rem)) {
        approxRem = approxRem.multiply(other);
        approxRem = approxRem.multiply(other);
        approxRem = approxRem.multiply(other);
      }
    }
    // Approximate the result of division. This may be a little greater or
    // smaller than the actual value.
    var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));
    // We will tweak the approximate result by changing it in the 48-th digit or
    // the smallest non-fractional digit, whichever is larger.
    var log2 = Math.ceil(Math.log(approx) / Math.LN2);
    var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);
    // Decrease the approximation until it is smaller than the remainder.
    Note
    // that if it is too large, the product overflows and is negative.
    var approxRem = rem.multiply(other);
    var approxRem = approxRem.multiply(other);
    var approxRem = approxRem.multiply(other);
    while (rem.isNegative()) { approxRem = approxRem.multiply(other);
      while (approxRem.isNegative() || approxRem.greaterThan(rem)) {
        approxRem = approxRem.multiply(other);
        approxRem = approxRem.multiply(other);
        approxRem = approxRem.multiply(other);
      }
    }
bitwise-NOT of this value. */

Kotlin.Long.prototype.not = function() {
  return Kotlin.Long.fromBits(~this.low_,
    ~this.high_);
};

Kotlin.Long.prototype.or = function(other) {
  return Kotlin.Long.fromBits(this.low_ +
    other.low_,
    this.high_ + other.high_);
};

Kotlin.Long.prototype.xor = function(other) {
  return Kotlin.Long.fromBits(this.low_ ^
    other.low_,
    this.high_ ^ other.high_);
};

Kotlin.Long.prototype.shl = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var low = this.low_;
    if (numBits < 32) {
      var high = this.high_;
      return Kotlin.Long.fromBits(
        low << numBits,
        (high << numBits) | (low >>> (32 - numBits)));
    } else {
      return Kotlin.Long.fromBits(0,
        low << (numBits - 32));
    }
  }
};

Kotlin.Long.prototype.shr = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(
        (low >>> numBits) | (high << (32 - numBits)),
        high >> numBits);
    } else if (numBits == 32) {
      return Kotlin.Long.fromBits(high, 0);
    } else {
      return Kotlin.Long.fromBits(high >>
        (numBits - 32), 0);
    }
  }
};

Kotlin.Long.prototype.shru = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(
        (low >>> numBits) | (high << (32 - numBits)),
        high >>> numBits);
    } else if (numBits == 32) {
      return Kotlin.Long.fromBits(high, 0);
    } else {
      return Kotlin.Long.fromBits(high >>
        (numBits - 32), 0);
    }
  }
};

Kotlin.defineModule = function(id, declaration) {
};

Kotlin.defineInlineFunction = function(tag, fun) {
  return fun;
};

Kotlin.wrapFunction = function(fun) {
    var f = function() {
        f = fun();
        return f.apply(this, arguments);
    };
    return function() {
        return f.apply(this, arguments);
    };
};

Kotlin.orNull = function(fn) {
    return function(object) {
        return object || fn(object);
    };
};

Kotlin.isTypeOf = function(type) {
    return function(object) {
        return typeof object === type;
    };
};
value) { 
    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);
    if (propertyDescriptor !== null && propertyDescriptor.set !== null) { 
        propertyDescriptor.set.call(thisObject, value);
        return;
    }

    propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject, propertyName);
    if (propertyDescriptor !== null && "value" in propertyDescriptor) { 
        thisObject[propertyName] = value;
        return;
    }

    Kotlin.callSetter(thisObject, Object.getPrototypeOf(klass), propertyName, value);
}

function isInheritanceFromInterface(ctor, iface) {
    if (ctor === iface) return true;

    var metadata = ctor.$metadata$;
    if (metadata != null) {
        var interfaces = metadata.interfaces;
        for (var i = 0; i < interfaces.length; i++) { 
            if (isInheritanceFromInterface(interfaces[i], iface)) { 
                return true;
            }
        }
    }

    var superPrototype = ctor.prototype != null ? Object.getPrototypeOf(ctor.prototype) : null;
    var superConstructor = superPrototype != null ? superPrototype.constructor : null;
    return superConstructor != null && isInheritanceFromInterface(superConstructor, iface);
}

/**
 * @param {*} object
 * @param {Function|Object} klass
 * @returns {Boolean}
 */
Kotlin.isType = function (object, klass) {
    if (klass === Object) {
        switch (typeof object) {
            case "string":
            case "number":
            case "boolean":
            case "function":
                return true;
            default:
                return object instanceof Object;
        }
    }

    if (object == null || klass == null || (typeof object !== 'object' && typeof object !== 'function')) {
        return false;
    }

    if (typeof klass === "function" && object instanceof klass) {
        return true;
    }

    var proto = Object.getPrototypeOf(klass);
    var constructor = proto != null ? proto.constructor : null;
    if (constructor != null && "$metadata$" in constructor) {
        var klassMetadata = constructor.$metadata$;
        if (klassMetadata.kind === Kotlin.Kind.OBJECT) {
            return object === klass;
        }
    }

    var klassMetadata = klass.$metadata$;

    // In WebKit (JavaScriptCore) for some interfaces from DOM typeof returns "object", nevertheless they can be used in RHS of instanceof
    if (klassMetadata == null) {
        return object instanceof klass;
    }

    if (klassMetadata.kind === Kotlin.Kind.INTERFACE && object.constructor != null) {
        return isInheritanceFromInterface(object.constructor, klass);
    }

    return false;
}

Kotlin.isNumber = function (a) {
    return typeof a == "number" || a instanceof Kotlin.Long;
};

Kotlin.isChar = function (value) {
    return value instanceof Kotlin.BoxedChar;
};

Kotlin.isComparable = function (value) {
    var type = typeof value;
    return type === "string" || type === "boolean" || Kotlin.isNumber(value) || Kotlin.isType(value, Kotlin.kotlin.Comparable);
};

Kotlin.isCharSequence = function (value) {
    return typeof value === "string" || Kotlin.isType(value, Kotlin.kotlin.CharSequence);
};

private var _ordinal: Int = 0

override fun compareTo(other: Enum<T>) = ordinal.compareTo(other.ordinal)

override fun equals(other: Any?) = this === other

override fun toString() = String("\n    \n  @JsName("\nprivate var _name: String = "\n
var private _name: String = "\n
override fun get() = _name

override fun compare(other: Enum<T>) = ordinal.compareTo(other.ordinal)

override fun equals(other: Any?) = this === other

override fun hashCode() = js("Kotlin.identityHashCode")

override fun companionObject() = "\n
override fun companionObject() = "\n
private var _name: String = "\n
private var _name: String = "\n
private var _name: String = "\n
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get(0)

* Returns 1st *element* from the array.

* If the size of this array is less than 1, throws an
  [IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component1(): Short {
  return
  get(0)
}

* Returns 1st *element* from the array.
* If the size of this array is less than 1, throws an
  [IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component1(): Int {
  return
  get(0)
}

* Returns 1st *element* from the array.
* If the size of this array is less than 1, throws an
  [IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component1(): Long {
  return
  get(0)
}

* Returns 1st *element* from the array.
* If the size of this array is less than 1, throws an
  [IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component1(): Float {
  return
  get(0)
}

* Returns 1st *element* from the array.
* If the size of this array is less than 1, throws an
  [IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component1(): Double {
  return
  get(0)
}

* Returns 1st *element* from the array.
* If the size of this array is less than 1, throws an
  [IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component1(): Boolean {
  return
  get(0)
}

* Returns 1st *element* from the array.
* If the size of this array is less than 1, throws an
  [IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component1(): Char {
  return
  get(0)
}

* Returns 1st *element* from the array.
* If the size of this array is less than 1, throws an
  [IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component2(): Byte {
  return
  get(1)
}

* Returns 2nd *element* from the array.
* If the size of this array is less than 2, throws an
  [IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component2(): Short {
  return
  get(1)
}

* Returns 2nd *element* from the array.
* If the size of this array is less than 2, throws an
  [IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component2(): Int {
  return
  get(1)
}

* Returns 2nd *element* from the array.
* If the size of this array is less than 2, throws an
  [IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component2(): Long {
  return
  get(1)
}

* Returns 2nd *element* from the array.
* If the size of this array is less than 2, throws an
  [IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component2(): Float {
  return
  get(1)
}

* Returns 2nd *element* from the array.
* If the size of this array is less than 2, throws an
  [IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component2(): Double {
  return
  get(1)
}

* Returns 2nd *element* from the array.
* If the size of this array is less than 2, throws an
  [IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component2(): Boolean {
  return
  get(1)
}

* Returns 2nd *element* from the array.
* If the size of this array is less than 2, throws an
  [IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component2(): Char {
  return
  get(1)
}
get(1) // Returns 3rd *element* from the array. *If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS* *where the behavior is unspecified.*

//@kotlin.internal.InlineOnly//public inline operator fun <T> Array<T>.component3(): T { return
get(2) // Returns 3rd *element* from the array. *If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS* *where the behavior is unspecified.*

//@kotlin.internal.InlineOnly//public inline operator fun ByteArray.component3(): Byte { return
get(2) // Returns 3rd *element* from the array. *If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS* *where the behavior is unspecified.*

//@kotlin.internal.InlineOnly//public inline operator fun ShortArray.component3(): Short { return
get(2) // Returns 3rd *element* from the array. *If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS* *where the behavior is unspecified.*

//@kotlin.internal.InlineOnly//public inline operator fun IntArray.component3(): Int { return
get(2) // Returns 3rd *element* from the array. *If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS* *where the behavior is unspecified.*

//@kotlin.internal.InlineOnly//public inline operator fun LongArray.component3(): Long { return
get(2) // Returns 3rd *element* from the array. *If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS* *where the behavior is unspecified.*

//@kotlin.internal.InlineOnly//public inline operator fun FloatArray.component3(): Float { return
get(2) // Returns 3rd *element* from the array. *If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS* *where the behavior is unspecified.*

//@kotlin.internal.InlineOnly//public inline operator fun DoubleArray.component3(): Double { return
get(2) // Returns 3rd *element* from the array. *If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS* *where the behavior is unspecified.*

//@kotlin.internal.InlineOnly//public inline operator fun BooleanArray.component3(): Boolean { return
get(2) // Returns 3rd *element* from the array. *If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS* *where the behavior is unspecified.*

//@kotlin.internal.InlineOnly//public inline operator fun CharArray.component3(): Char { return
get(2) // Returns 3rd *element* from the array. *If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS* *where the behavior is unspecified.*

//@kotlin.internal.InlineOnly//public inline operator fun ByteArray.component4(): Byte { return
get(3) // Returns 4th *element* from the array. *If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS* *where the behavior is unspecified.*

//@kotlin.internal.InlineOnly//public inline operator fun ShortArray.component4(): Short { return
get(3) // Returns 4th *element* from the array. *If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS* *where the behavior is unspecified.*

//@kotlin.internal.InlineOnly//public inline operator fun IntArray.component4(): Int { return
get(3) // Returns 4th *element* from the array. *If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS* *where the behavior is unspecified.*

//@kotlin.internal.InlineOnly//public inline operator fun LongArray.component4(): Long { return
get(3) // Returns 4th *element* from the array. *If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS* *where the behavior is unspecified.*

//@kotlin.internal.InlineOnly//public inline operator fun FloatArray.component4(): Float { return
get(3) // Returns 4th *element* from the array. *If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS* *where the behavior is unspecified.*

//@kotlin.internal.InlineOnly//public inline operator fun DoubleArray.component4(): Double { return
get(3) * Returns 4th *element* from the array.

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get(3) * Returns 4th *element* from the array.
[IndexOutOfBoundsException] if the [index] is out of bounds of this array.

*Public fun <T> Array-out T>.elementAt(index: Int): T

- Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

*Public fun ByteArray.elementAt(index: Int): Byte

- Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

*Public fun ShortArray.elementAt(index: Int): Short

- Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

*Public fun IntArray.elementAt(index: Int): Int

- Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

*Public fun LongArray.elementAt(index: Int): Long

- Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

*Public fun FloatArray.elementAt(index: Int): Float

- Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

*Public fun DoubleArray.elementAt(index: Int): Double

- Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

*Public fun BooleanArray.elementAt(index: Int): Boolean

- Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

*Public fun CharArray.elementAt(index: Int): Char

- Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

*Public inline fun <T> Array-out T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T

- Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*Public inline fun ByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Byte): Byte

- Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*Public inline fun ShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Short): Short

- Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*Public inline fun IntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Int): Int

- Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*Public inline fun LongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long

- Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*Public inline fun FloatArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Float): Float

- Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*Public inline fun DoubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double

- Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*Public inline fun BooleanArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean

- Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*Public inline fun CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char

- Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
samples.collections.Collections.Elements.elementAtOrElse
*/
@kotlin.internal.InlineOnly
public inline fun
DoubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the
 * result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun
BooleanArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun
CharArray.elementAtOrNull(index: Int): Char? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun
ByteArray.elementAtOrNull(index: Int): Byte? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun
ShortArray.elementAtOrNull(index: Int): Short? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun
IntArray.elementAtOrNull(index: Int): Int? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun
LongArray.elementAtOrNull(index: Int): Long? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun
FloatArray.elementAtOrNull(index: Int): Float? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun
DoubleArray.elementAtOrNull(index: Int): Double? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun
BooleanArray.elementAtOrNull(index: Int): Boolean? {
    return this.getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
ByteArray.find(predicate: (Byte) -> Boolean): Byte? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
ShortArray.find(predicate: (Short) -> Boolean): Short? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
IntArray.find(predicate: (Int) -> Boolean): Int? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
LongArray.find(predicate: (Long) -> Boolean): Long? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
FloatArray.find(predicate: (Float) -> Boolean): Float? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
DoubleArray.find(predicate: (Double) -> Boolean): Double? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun
CharArray.find(predicate: (Char) -> Boolean): Char? {
    return firstOrNull(predicate)
}
element was found.
*/
@kotlin.internal.InlineOnly
public inline fun LongArray.find(predicate: (Long) -> Boolean): Long? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or ‘null’ if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.find(predicate: (Double) -> Boolean): Double? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or ‘null’ if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun StringArray.find(predicate: (String) -> Boolean): String? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or ‘null’ if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.find(predicate: (Char) -> Boolean): Char? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or ‘null’ if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.findLast(predicate: (Short) -> Boolean): Short? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or ‘null’ if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.findLast(predicate: (Int) -> Boolean): Int? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or ‘null’ if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.findLast(predicate: (Long) -> Boolean): Long? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or ‘null’ if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.findLast(predicate: (Float) -> Boolean): Float? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or ‘null’ if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or ‘null’ if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun StringArray.findLast(predicate: (String) -> Boolean): String? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or ‘null’ if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.findLast(predicate: (Char) -> Boolean): Char? {
    return lastOrNull(predicate)
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun <T> Array<out T>.first(): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ByteArray.first(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ShortArray.first(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun IntArray.first(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun LongArray.first(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun FloatArray.first(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun DoubleArray.first(): Double {
    if (isEmpty())
        throwNoSuchElementException("Array is empty.")
    return this[0]
}
public fun BooleanArray.first(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun charArray.first(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun <T> Array<out T>.first(predicate: (T) -> Boolean): T {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun ByteArray.first(predicate: (Byte) -> Boolean): Byte {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun ShortArray.first(predicate: (Short) -> Boolean): Short {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun IntArray.first(predicate: (Int) -> Boolean): Int {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun LongArray.first(predicate: (Long) -> Boolean): Long {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun FloatArray.first(predicate: (Float) -> Boolean): Float {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun CharArray.first(predicate: (Char) -> Boolean): Char {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

// Additional code for Array.firstOrNull() and other similar methods
matching the given [predicate], or 'null' if element was not found.

 */
public inline fun <T> Array<out T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or 'null' if element was not found.
 */
public inline fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or 'null' if element was not found.
 */
public inline fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or 'null' if element was not found.
 */
public inline fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or 'null' if element was not found.
 */
public inline fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or 'null' if element was not found.
 */
public inline fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or 'null' if element was not found.
 */
public inline fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or 'null' if element was not found.
 */
public inline fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or 'null' if element was not found.
 */
public inline fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
element matching the given [predicate], or -1 if the array does not contain such element.

*`public inline fun`* 

**ByteArray.indexOfFirst(predicate: (Byte) -> Boolean): Int**

```java
for (index in indices) {
    if (predicate(this[index])) {
        return index
    } 
} 
return -1
```

*`public inline fun`* 

**ShortArray.indexOfFirst(predicate: (Short) -> Boolean): Int**

```java
for (index in indices) {
    if (predicate(this[index])) {
        return index
    } 
} 
return -1
```

*`public inline fun`* 

**IntArray.indexOfFirst(predicate: (Int) -> Boolean): Int**

```java
for (index in indices) {
    if (predicate(this[index])) {
        return index
    } 
} 
return -1
```

*`public inline fun`* 

**ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int**

```java
for (index in indices.reversed()) {
    if (predicate(this[index])) {
        return index
    } 
} 
return -1
```

*`public inline fun`* 

**DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int**

```java
for (index in indices.reversed()) {
    if (predicate(this[index])) {
        return index
    } 
} 
return -1
```

*`public inline fun`* 

**LongArray.indexOfLast(predicate: (Long) -> Boolean): Int**

```java
for (index in indices.reversed()) {
    if (predicate(this[index])) {
        return index
    } 
} 
return -1
```

*`public inline fun`* 

**FloatArray.indexOfLast(predicate: (Float) -> Boolean): Int**

```java
for (index in indices.reversed()) {
    if (predicate(this[index])) {
        return index
    } 
} 
return -1
```

*`public inline fun`* 

**CharArray.indexOfFirst(predicate: (Char) -> Boolean): Int**

```java
for (index in indices) {
    if (predicate(this[index])) {
        return index
    } 
} 
return -1
```

*`public inline fun`* 

**IntArray.indexOfFirst(predicate: (Int) -> Boolean): Int**

```java
for (index in indices) {
    if (predicate(this[index])) {
        return index
    } 
} 
return -1
```

*`public inline fun`* 

**CharArray.indexOfLast(predicate: (Char) -> Boolean): Int**

```java
for (index in indices) {
    if (predicate(this[index])) {
        return index
    } 
} 
return -1
```
element matching the given [predicate], or -1 if the array does not contain such element.\n*/
public inline fun CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index]))
            return index
    }
    return -1
}

//
public inline fun CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index]))
            return index
    }
    return -1
}

/**
 * Returns the last element.
 */
public inline fun CharArray.last(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]!!
}

/**
 * Returns the last element.
 */
public inline fun ByteArray.last(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]!!
}

/**
 * Returns the last element.
 */
public inline fun ShortArray.last(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]!!
}

/**
 * Returns the last element.
 */
public inline fun IntArray.last(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]!!
}

/**
 * Returns the last element.
 */
public inline fun LongArray.last(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]!!
}

/**
 * Returns the last element.
 */
public inline fun FloatArray.last(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]!!
}

/**
 * Returns the last element.
 */
public inline fun DoubleArray.last(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]!!
}

/**
 * Returns the last element.
 */
public inline fun BooleanArray.last(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]!!
}

/**
 * Returns the last element matching the given [predicate].
 */
public inline fun CharArray.last(predicate: (Char) -> Boolean): Char {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 */
public inline fun ByteArray.last(predicate: (Byte) -> Boolean): Byte {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 */
public inline fun ShortArray.last(predicate: (Short) -> Boolean): Short {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 */
public inline fun IntArray.last(predicate: (Int) -> Boolean): Int {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 */
public inline fun LongArray.last(predicate: (Long) -> Boolean): Long {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 */
public inline fun FloatArray.last(predicate: (Float) -> Boolean): Float {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 */
public inline fun DoubleArray.last(predicate: (Double) -> Boolean): Double {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 */
public inline fun BooleanArray.last(predicate: (Boolean) -> Boolean): Boolean {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
[NoSuchElementException] if no such element is found.

```kotlin
/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun Array<out T>.last(predicate: (T) -> Boolean): T? {
    if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.
"
)
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun <U> Array<out U>.lastOf(element: U): U? {
    if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.
"
)
}
```

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```kotlin
/*
 * Returns the last element matching the given [predicate], or 'null' if no such
 * element was found.
 */
@kotlin.internal.InlineOnly
public fun CharArray.lastOrNull(): Char? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such
 * element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.lastOrNull(predicate: (T) -> Boolean): T? {
    var lastElement = this[0]
    for (l in this.indices) {
        if (predicate(lastElement)) return lastElement
        lastElement = this[l]
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such
 * element was found.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.lastOrNull(predicate: (Byte) -> Boolean): Byte? {
    var lastElement = this[0]
    for (l in this.indices) {
        if (predicate(lastElement)) return lastElement
        lastElement = this[l]
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such
 * element was found.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.lastOrNull(predicate: (Short) -> Boolean): Short? {
    var lastElement = this[0]
    for (l in this.indices) {
        if (predicate(lastElement)) return lastElement
        lastElement = this[l]
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such
 * element was found.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.lastOrNull(predicate: (Int) -> Boolean): Int? {
    var lastElement = this[0]
    for (l in this.indices) {
        if (predicate(lastElement)) return lastElement
        lastElement = this[l]
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such
 * element was found.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.lastOrNull(predicate: (Long) -> Boolean): Long? {
    var lastElement = this[0]
    for (l in this.indices) {
        if (predicate(lastElement)) return lastElement
        lastElement = this[l]
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such
 * element was found.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.lastOrNull(predicate: (Float) -> Boolean): Float? {
    var lastElement = this[0]
    for (l in this.indices) {
        if (predicate(lastElement)) return lastElement
        lastElement = this[l]
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such
 * element was found.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.lastOrNull(predicate: (Double) -> Boolean): Double? {
    var lastElement = this[0]
    for (l in this.indices) {
        if (predicate(lastElement)) return lastElement
        lastElement = this[l]
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such
 * element was found.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.lastOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    var lastElement = this[0]
    for (l in this.indices) {
        if (predicate(lastElement)) return lastElement
        lastElement = this[l]
    }
    return null
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(): T? {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ByteArray.random(): Byte? {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ShortArray.random(): Short? {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntArray.random(): Int? {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongArray.random(): Long? {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun FloatArray.random(): Float? {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.random(): Double? {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.random(): Boolean? {
    return random(Random)
}
```
from this array.

```kotlin
@throws NoSuchElementException if this array is empty.

public inline fun CharArray.random(): Char {
    return random(Random)\n    @throws NoSuchElementException if this array is empty.
    return get(random.nextInt(size))\n}

public fun <T> Array<out T>.random(random: Random): T {
    \n    if (isEmpty()) \n    throw NoSuchElementException("Array is empty.")\n    return get(random.nextInt(size))\n}

public fun ShortArray.random(random: Random): Short {
    \n    if (isEmpty()) \n    throw NoSuchElementException("Array is empty.")\n    return get(random.nextInt(size))\n}

public fun IntArray.random(random: Random): Int {
    \n    if (isEmpty()) \n    throw NoSuchElementException("Array is empty.")\n    return get(random.nextInt(size))\n}

public fun LongArray.random(random: Random): Long {
    \n    if (isEmpty()) \n    throw NoSuchElementException("Array is empty.")\n    return get(random.nextInt(size))\n}

public fun FloatArray.random(random: Random): Float {
    \n    if (isEmpty()) \n    throw NoSuchElementException("Array is empty.")\n    return get(random.nextInt(size))\n}

public fun DoubleArray.random(random: Random): Double {
    \n    if (isEmpty()) \n    throw NoSuchElementException("Array is empty.")\n    return get(random.nextInt(size))\n}

public fun BooleanArray.random(random: Random): Boolean {
    \n    if (isEmpty()) \n    throw NoSuchElementException("Array is empty.")\n    return get(random.nextInt(size))\n}

public fun ByteArray.random(random: Random): Byte {
    \n    if (isEmpty()) \n    throw NoSuchElementException("Array is empty.")\n    return get(random.nextInt(size))\n}

public fun ByteArray.randomOrNull(): Byte? {
    \n    if (isEmpty()) \n    throw NoSuchElementException("Array is empty.")\n    return get(random.nextInt(size))\n}
```

---

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from this array, or ‘null’ if this array is empty.

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public inline fun FloatArray.randomOrNull(): Float? {\n    return randomOrNull(Random)\n}\n/**\n * Returns a random element from this array, or ‘null’ if this array is empty.

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public inline fun DoubleArray.randomOrNull(): Double? {\n    return randomOrNull(Random)\n}\n/**\n * Returns a random element from this array, or ‘null’ if this array is empty.

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public inline fun BooleanArray.randomOrNull(): Boolean? {\n    return randomOrNull(Random)\n}\n/**\n * Returns a random element from this array, or ‘null’ if this array is empty.

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public inline fun CharArray.randomOrNull(): Char? {\n    return randomOrNull(Random)\n}\n/**\n * Returns a random element from this array using the specified source of randomness, or ‘null’ if this array is empty.

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public fun \n<T> Array\out T>.randomOrNull(random: Random): T? {\n    if (isEmpty()) return null\n    return get(random.nextInt(size))\n}\n/**\n * Returns a random element from this array using the specified source of randomness, or ‘null’ if this array is empty.

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public fun ByteArray.randomOrNull(random: Random): Byte? {\n    if (isEmpty()) return null\n    return get(random.nextInt(size))\n}\n/**\n * Returns a random element from this array using the specified source of randomness, or ‘null’ if this array is empty.

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public fun ShortArray.randomOrNull(random: Random): Short? {\n    if (isEmpty()) return null\n    return get(random.nextInt(size))\n}\n/**\n * Returns a random element from this array using the specified source of randomness, or ‘null’ if this array is empty.

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public fun IntArray.randomOrNull(random: Random): Int? {\n    if (isEmpty()) return null\n    return get(random.nextInt(size))\n}\n/**\n * Returns a random element from this array using the specified source of randomness, or ‘null’ if this array is empty.

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public fun LongArray.randomOrNull(random: Random): Long? {\n    if (isEmpty()) return null\n    return get(random.nextInt(size))\n}\n/**\n * Returns a random element from this array using the specified source of randomness, or ‘null’ if this array is empty.

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public fun FloatArray.randomOrNull(random: Random): Float? {\n    if (isEmpty()) return null\n    return get(random.nextInt(size))\n}\n/**\n * Returns a random element from this array using the specified source of randomness, or ‘null’ if this array is empty.

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public fun DoubleArray.randomOrNull(random: Random): Double? {\n    if (isEmpty()) return null\n    return get(random.nextInt(size))\n}\n/**\n * Returns a random element from this array using the specified source of randomness, or ‘null’ if this array is empty.

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public fun BooleanArray.randomOrNull(random: Random): Boolean? {\n    if (isEmpty()) return null\n    return get(random.nextInt(size))\n}\n/**\n * Returns a random element from this array using the specified source of randomness, or ‘null’ if this array is empty.

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public fun CharArray.randomOrNull(random: Random): Char? {\n    if (isEmpty()) return null\n    return get(random.nextInt(size))\n}\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public fun ShortArray.randomOrNull(): Short? {\n    if (isEmpty()) return null\n    return get(random.nextInt(size))\n}\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.

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IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun IntArray.single(): Int {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single
 * element, or throws an exception if the array is empty or has more than one element.
 */
public fun LongArray.single(): Long {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun FloatArray.single(): Float {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun DoubleArray.single(): Double {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element
 * matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns the single element matching
 * the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Byte
}

/**
 * Returns the single element matching
 * the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Short
}

/**
 * Returns the single element matching
 * the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun IntArray.single(predicate: (Int) -> Boolean): Int {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Int
}

/**
 * Returns the single element matching
 * the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Long
}
contains more than one matching element.

```kotlin
open fun <T> Array<out T>.singleOrNull(): T? {
    return if (size == 1) this[0] else null
}

public inline fun ByteArray.singleOrNull(): Byte? {
    return if (size == 1) this[0] else null
}

public inline fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

public inline fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

public inline fun LongArray.singleOrNull(): Long? {
    return if (size == 1) this[0] else null
}

public inline fun FloatArray.singleOrNull(): Float? {
    return if (size == 1) this[0] else null
}

public inline fun DoubleArray.singleOrNull(): Double? {
    return if (size == 1) this[0] else null
}

public inline fun BooleanArray.singleOrNull(): Boolean? {
    return if (size == 1) this[0] else null
}

public inline fun CharArray.singleOrNull(): Char? {
    return if (size == 1) this[0] else null
}
```

}
ByteArray.singleOrNull(predicate: (Byte) -> Boolean): Byte? {
    var single = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short? {
    var single = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun IntArray.singleOrNull(predicate: (Int) -> Boolean): Int? {
    var single = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun LongArray.singleOrNull(predicate: (Long) -> Boolean): Long? {
    var single = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun FloatArray.singleOrNull(predicate: (Float) -> Boolean): Float? {
    var single = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double? {
    var single = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    var single = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Array<out T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ByteArray.drop(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ShortArray.drop(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun IntArray.drop(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun LongArray.drop(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun FloatArray.drop(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun DoubleArray.drop(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun BooleanArray.drop(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun CharArray.drop(n: Int): List<Character> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
n).coerceAtLeast(0))

// Returns a list containing all elements except last [n] elements.

public fun BooleanArray.dropLast(n: Int):
List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws
 * DiameterException if [n] is negative.
 * 
 * @sample
 * samples.collections.Collections.Transformations.drop
 */
public fun CharArray.dropLast(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample
 * samples.collections.Collections.Transformations.drop
 */
public inline fun <T> Array<out T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given
 * [predicate].
 * 
 * @sample
 * samples.collections.Collections.Transformations.drop
 */
public inline fun ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {
    var yielding = false
    val list = ArrayList<Byte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given
 * [predicate].
 * 
 * @sample
 * samples.collections.Collections.Transformations.drop
 */
public inline fun ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {
    var yielding = false
    val list = ArrayList<Short>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given
 * [predicate].
 * 
 * @sample
 * samples.collections.Collections.Transformations.drop
 */
public inline fun IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {
    var yielding = false
    val list = ArrayList<Int>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given
 * [predicate].
 * 
 * @sample
 * samples.collections.Collections.Transformations.drop
 */
public inline fun LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {
    var yielding = false
    val list = ArrayList<Long>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given
 * [predicate].
 * 
 * @sample
 * samples.collections.Collections.Transformations.drop
 */
public inline fun FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {
    var yielding = false
    val list = ArrayList<Float>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given
 * [predicate].
 * 
 * @sample
 * samples.collections.Collections.Transformations.drop
 */
public inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {
    var yielding = false
    val list = ArrayList<Double>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given
 * [predicate].
 * 
 * @sample
 * samples.collections.Collections.Transformations.drop
 */
public inline fun

// Returns a list containing all elements except last elements that satisfy the given
// [predicate].

public fun BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given
 * [predicate].
 * 
 * @sample
 * samples.collections.Collections.Transformations.drop
 */
public inline fun CharArray.dropLastWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given
 * [predicate].
 * 
 * @sample
 * samples.collections.Collections.Transformations.drop
 */
public inline fun

// Returns a list containing all elements except last elements that satisfy the given
// [predicate].

public fun BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given
 * [predicate].
 * 
 * @sample
 * samples.collections.Collections.Transformations.drop
 */
public inline fun CharArray.dropLastWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given
 * [predicate].
 * 
 * @sample
 * samples.collections.Collections.Transformations.drop
 */
public inline fun

// Returns a list containing all elements except last elements that satisfy the given
// [predicate].

public fun BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given
 * [predicate].
 * 
 * @sample
 * samples.collections.Collections.Transformations.drop
 */
public inline fun CharArray.dropLastWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
yielding = true
    return list
}

* Returns a list containing all elements except first elements that satisfy the given [predicate].

```kotlin
public inline fun ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {
    var yielding = false
    val list = ArrayList<Byte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
public inline fun CharArray.dropWhile(predicate: (Char) -> Boolean): List<Char> {
    var yielding = false
    val list = ArrayList<Char>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
public inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {
    var yielding = false
    val list = ArrayList<Double>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
public inline fun IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {
    var yielding = false
    val list = ArrayList<Int>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
public inline fun ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {
    var yielding = false
    val list = ArrayList<Short>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```
fun LongArray.filter(predicate: (Long) -> Boolean): List<Long> { return filterTo(ArrayList<Long>(), predicate) * Returns a list containing only elements matching the given [predicate].
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun LongArray.filter(predicate: (Long) -> Boolean): List<Long> { return filterTo(ArrayList<Long>(), predicate) * Returns a list containing only elements matching the given [predicate].
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun FloatArray.filter(predicate: (Float) -> Boolean): List<Float> { return filterTo(ArrayList<Float>(), predicate) * Returns a list containing only elements matching the given [predicate].
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun DoubleArray.filter(predicate: (Double) -> Boolean): List<Double> { return filterTo(ArrayList<Double>(), predicate) * Returns a list containing only elements matching the given [predicate].
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun BooleanArray.filter(predicate: (Boolean) -> Boolean): List<Boolean> { return filterTo(ArrayList<Boolean>(), predicate) * Returns a list containing only elements matching the given [predicate].
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun CharArray.filter(predicate: (Char) -> Boolean): List<Char> { return filterTo(ArrayList<Char>(), predicate) * Returns a list containing only elements matching the given [predicate].
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <T> Array<out T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> { return filterIndexedTo(ArrayList<T>(), predicate) * Returns a list containing only elements matching the given [predicate].
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun ByteArray.filterIndexed(predicate: (index: Int, Byte) -> Boolean): List<Byte> { return filterIndexedTo(ArrayList<Byte>(), predicate) * Returns a list containing only elements matching the given [predicate].
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun ShortArray.filterIndexed(predicate: (index: Int, Short) -> Boolean): List<Short> { return filterIndexedTo(ArrayList<Short>(), predicate) * Returns a list containing only elements matching the given [predicate].
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun IntArray.filterIndexed(predicate: (index: Int, Int) -> Boolean): List<Int> { return filterIndexedTo(ArrayList<Int>(), predicate) * Returns a list containing only elements matching the given [predicate].
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun LongArray.filterIndexed(predicate: (index: Int, Long) -> Boolean): List<Long> { return filterIndexedTo(ArrayList<Long>(), predicate) * Returns a list containing only elements matching the given [predicate].
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun FloatArray.filterIndexed(predicate: (index: Int, Float) -> Boolean): List<Float> { return filterIndexedTo(ArrayList<Float>(), predicate) * Returns a list containing only elements matching the given [predicate].
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun DoubleArray.filterIndexed(predicate: (index: Int, Double) -> Boolean): List<Double> { return filterIndexedTo(ArrayList<Double>(), predicate) * Returns a list containing only elements matching the given [predicate].
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Boolean> { return filterIndexedTo(ArrayList<Boolean>(), predicate) * Returns a list containing only elements matching the given [predicate].
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun CharArray.filterIndexed(predicate: (index: Int, Char) -> Boolean): List<Char> { return filterIndexedTo(ArrayList<Char>(), predicate) * Returns a list containing only elements matching the given [predicate].
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * 
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C { return filterIndexedTo(destination, predicate) * Appends all elements matching the given [predicate] to the given [destination].
}
index, element ->
if (predicate(index, element)) destination.add(element)
return destination

@public
@inline fun <C : Collection<in T>> T.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public fun <C : Collection<in T>> T.filterNotTo(destination: C): C {
    for (element in this)
        if (!element is R)
            destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 */
public fun <R> Array<out T>.filterIsInstanceTo(destination: List<R>): List<R> {
    return filterIsInstanceTo(ArrayList<R>())
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public fun <R, C : Collection<in R>> Array<out T>.filterIsInstanceTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    for (element in this)
        if (element is R)
            destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public fun <T> Array<out T>.filterNot(predicate: (T) -> Boolean): List<T> {
    return filterNotTo(ArrayList<T>())
}
predicate)

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample collections.Filters.Filtering.filter
 */
public inline fun ByteArray.filterNot(predicate: (Byte) -> Boolean): List<Byte> {
    return filterNotTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample collections.Filters.Filtering.filter
 */
public inline fun ShortArray.filterNot(predicate: (Short) -> Boolean): List<Short> {
    return filterNotTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample collections.Filters.Filtering.filter
 */
public inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {
    return filterNotTo(ArrayList<Int>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample collections.Filters.Filtering.filter
 */
public inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {
    return filterNotTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample collections.Filters.Filtering.filter
 */
public inline fun FloatArray.filterNot(predicate: (Float) -> Boolean): List<Float> {
    return filterNotTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample collections.Filters.Filtering.filter
 */
public inline fun DoubleArray.filterNot(predicate: (Double) -> Boolean): List<Double> {
    return filterNotTo(ArrayList<Double>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample collections.Filters.Filtering.filter
 */
public inline fun BooleanArray.filterNot(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterNotTo(ArrayList<Boolean>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample collections.Filters.Filtering.filter
 */
public inline fun CharArray.filterNot(predicate: (Char) -> Boolean): List<Char> {
    return filterNotTo(ArrayList<Char>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample collections.Filters.Filtering.filterNotNull
 */
public fun <T : Any> Array<out T?>.filterNotNull(): List<T> {
    return filterNotNullTo(ArrayList<T>())
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public fun <C : MutableCollection<in T>, T : Any> Array<out T?>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Byte>> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Short>> ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Int>> IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Long>> LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Float>> FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this)
    if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this)
    if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Byte>> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this)
    if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Short>> ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this)
    if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Int>> IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this)
    if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Long>> LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this)
    if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Float>> FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this)
    if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this)
    if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun <T> Array<out T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ByteArray.slice(indices: IntRange): List<Byte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ShortArray.slice(indices: IntRange): List<Short> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun IntArray.slice(indices: IntRange): List<Int> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun LongArray.slice(indices: IntRange): List<Long> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun FloatArray.slice(indices: IntRange): List<Float> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun DoubleArray.slice(indices: IntRange): List<Double> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in thespecified [indices] range.
 */
public fun BooleanArray.slice(indices: IntRange): List<Boolean> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}
indices in the specified [indices] range.

\*\n
//} if (indices.isEmpty()) return listOf(0)
  return copyOfRange(indices.start, indices.endInclusive + 1).asList().get(0)
//} * Returns a list containing elements at specified indices.
\*\n
fun BooleanArray.slice(indices: IntRange): List<Boolean> { //} if (indices.isEmpty()) return listOf(0)
  return copyOfRange(indices.start, indices.endInclusive + 1).asList().get(0)
//} * Returns a list containing elements at specified indices.
\*\n
fun DoubleArray.slice(indices: IntRange): List<Double> { //} if (indices.isEmpty()) return listOf(0)
  return copyOfRange(indices.start, indices.endInclusive + 1).asList().get(0)
//} * Returns a list containing elements at specified indices.
\*\n
fun ByteArray.slice(indices: IntRange): List<Byte> { //} if (indices.isEmpty()) return listOf(0)
  return copyOfRange(indices.start, indices.endInclusive + 1).asList().get(0)
//} * Returns a list containing elements at specified indices.
\*\n
fun CharArray.slice(indices: IntRange): List<Char> { //} if (indices.isEmpty()) return listOf(0)
  return copyOfRange(indices.start, indices.endInclusive + 1).asList().get(0)
//} * Returns a list containing elements at specified indices.
\*\n
fun ShortArray.slice(indices: IntRange): List<Short> { //} if (indices.isEmpty()) return listOf(0)
  return copyOfRange(indices.start, indices.endInclusive + 1).asList().get(0)
//} * Returns a list containing elements at specified indices.
\*\n
fun IntArray.slice(indices: IntRange): List<Int> { //} if (indices.isEmpty()) return listOf(0)
  return copyOfRange(indices.start, indices.endInclusive + 1).asList().get(0)
//} * Returns a list containing elements at specified indices.
\*\n
fun ArrayList<Char>(size)
  return ArrayList<Char>(size)
//} * Returns a list containing elements at specified indices.
\*\n
fun ArrayList<Boolean>(size)
  return ArrayList<Boolean>(size)
//} * Returns a list containing elements at specified indices.
\*\n
fun ArrayList<Double>(size)
  return ArrayList<Double>(size)
//} * Returns a list containing elements at specified indices.
\*\n
fun ArrayList<Long>(size)
  return ArrayList<Long>(size)
//} * Returns a list containing elements at specified indices.
\*\n
fun ArrayList<Int>(size)
  return ArrayList<Int>(size)
//} * Returns a list containing elements at specified indices.
\*\n
fun ArrayList<Short>(size)
  return ArrayList<Short>(size)
//} * Returns a list containing elements at specified indices.
\*\n
fun ArrayList<Byte>(size)
  return ArrayList<Byte>(size)
//} * Returns a list containing elements at specified indices.
\*\n
fun ArrayList<Byte>(size)
LongArray.sliceArray(indices: Collection<Int>): LongArray { val result = LongArray(indices.size) var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* @returns an array containing elements at indices in the specified [indices] range.

Array<T>.sliceArray(indices: IntRange): Array<T> {
    if (indices.isEmpty()) return copyOfRange(0, 0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

* @returns an array containing elements at indices in the specified [indices] range.

BooleanArray.sliceArray(indices: Collection<Int>): BooleanArray {
    val result = BooleanArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* @returns an array containing elements at indices in the specified [indices] range.

CharArray.sliceArray(indices: Collection<Int>): CharArray {
    val result = CharArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* @returns an array containing elements at indices in the specified [indices] range.

DoubleArray.sliceArray(indices: Collection<Int>): DoubleArray {
    val result = DoubleArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* @returns an array containing elements at indices in the specified [indices] range.

FloatArray.sliceArray(indices: Collection<Int>): FloatArray {
    val result = FloatArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* @returns an array containing elements at indices in the specified [indices] range.

IntArray.sliceArray(indices: Collection<Int>): IntArray {
    val result = IntArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* @returns an array containing elements at indices in the specified [indices] range.

LongArray.sliceArray(indices: Collection<Int>): LongArray {
    val result = LongArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* @returns a list containing first [n] elements.

* @throws IllegalArgumentException if [n] is negative.

Array<T> take(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    var count = 0
    val list = ArrayList<T>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

* @returns a list containing first [n] elements.

* @throws IllegalArgumentException if [n] is negative.

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samples.collections.Collections.Transformations.take\n *\n *\n
fun ShortArray.take(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    if (n > size) return toList()\n    if (n == 1) return listOf(this[0])\n    var count = 0\n    val list = ArrayList<Short>()\n    for (item in this) {
        list.add(item)\n        if (++count == n) break\n    }\n    return list
}

fun IntArray.take(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    if (n > size) return toList()\n    if (n == 1) return listOf(this[0])\n    var count = 0\n    val list = ArrayList<Int>()\n    for (item in this) {
        list.add(item)\n        if (++count == n) break\n    }\n    return list
}

fun ByteArray.take(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    if (n > size) return toList()\n    if (n == 1) return listOf(this[size - 1])\n    var count = 0\n    val list = ArrayList<Byte>()\n    for (item in this) {
        list.add(item)\n        if (++count == n) break\n    }\n    return list
}

fun CharArray.take(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    if (n > size) return toList()\n    if (n == 1) return listOf(this[0])\n    var count = 0\n    val list = ArrayList<Char>()\n    for (item in this) {
        list.add(item)\n        if (++count == n) break\n    }\n    return list
}

fun BooleanArray.take(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    if (n > size) return toList()\n    if (n == 1) return listOf(this[0])\n    var count = 0\n    val list = ArrayList<Boolean>()\n    for (item in this) {
        list.add(item)\n        if (++count == n) break\n    }\n    return list
}

fun DoubleArray.take(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    if (n > size) return toList()\n    if (n == 1) return listOf(this[0])\n    var count = 0\n    val list = ArrayList<Double>()\n    for (item in this) {
        list.add(item)\n        if (++count == n) break\n    }\n    return list
}

fun FloatArray.take(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    if (n > size) return toList()\n    if (n == 1) return listOf(this[0])\n    var count = 0\n    val list = ArrayList<Float>()\n    for (item in this) {
        list.add(item)\n        if (++count == n) break\n    }\n    return list
}

fun LongArray.take(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    if (n > size) return toList()\n    if (n == 1) return listOf(this[0])\n    var count = 0\n    val list = ArrayList<Long>()\n    for (item in this) {
        list.add(item)\n        if (++count == n) break\n    }\n    return list
}
size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list = ArrayList<Char>(n)\n for (index in size - n until size)\n    list.add(this[index])\n return list\n\n@sample samples.collections.Collections.Transformations.take

/*
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> takeLast(n: Int): List<T> {
    for (index in size - n until size)\n        list.add(this[index])\n    return list\n}\n
@sample samples.collections.Collections.Transformations.take

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@sample samples.collections.Collections.Transformations.take

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 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Array<out T>.takeLast(n: Int): List<T> {
    for (index in size - n until size)\n        list.add(this[index])\n    return list\n}\n
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    for (index in size - n until size)\n        list.add(this[index])\n    return list\n}\n
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 */
public fun Array<out T>.takeLast(n: Int): List<T> {
    for (index in size - n until size)\n        list.add(this[index])\n    return list\n}\n
@sample samples.collections.Collections.Transformations.take

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 * @sample samples.collections.Collections.Transformations.take
 */
public fun Array<out T>.takeLast(n: Int): List<T> {
    for (index in size - n until size)\n        list.add(this[index])\n    return list\n}\n
@sample samples.c
LongArray.takeLastWhile(predicate: (Long) -> Boolean): List<Long> {
for (index in lastIndex downTo 0) {
if (!predicate(this[index])) {
return drop(index + 1)
}
return toList().unmodifiableList() * Returns a list containing last elements satisfying the given [predicate].
}
* @sample samples.collections.Collections.Transformations.takeLastWhile function.

ByteArray.takeLastWhile(predicate: (Byte) -> Boolean): List<Byte> {
for (index in lastIndex downTo 0) {
if (!predicate(this[index])) {
return drop(index + 1)
}
return toList().unmodifiableList() * Returns a list containing last elements satisfying the given [predicate].
}
* @sample samples.collections.Collections.Transformations.takeLastWhile function.

CharArray.takeLastWhile(predicate: (Char) -> Boolean): List<Char> {
for (index in lastIndex downTo 0) {
if (!predicate(this[index])) {
return drop(index + 1)
}
return toList().unmodifiableList() * Returns a list containing last elements satisfying the given [predicate].
}
* @sample samples.collections.Collections.Transformations.takeLastWhile function.

DoubleArray.takeLastWhile(predicate: (Double) -> Boolean): List<Double> {
for (index in lastIndex downTo 0) {
if (!predicate(this[index])) {
return drop(index + 1)
}
return toList().unmodifiableList() * Returns a list containing last elements satisfying the given [predicate].
}
* @sample samples.collections.Collections.Transformations.takeLastWhile function.

FloatArray.takeLastWhile(predicate: (Float) -> Boolean): List<Float> {
for (index in lastIndex downTo 0) {
if (!predicate(this[index])) {
return drop(index + 1)
}
return toList().unmodifiableList() * Returns a list containing last elements satisfying the given [predicate].
}
* @sample samples.collections.Collections.Transformations.takeLastWhile function.

IntArray.takeLastWhile(predicate: (Int) -> Boolean): List<Int> {
for (index in lastIndex downTo 0) {
if (!predicate(this[index])) {
return drop(index + 1)
}
return toList().unmodifiableList() * Returns a list containing last elements satisfying the given [predicate].
}
* @sample samples.collections.Collections.Transformations.takeLastWhile function.

LongArray.takeLastWhile(predicate: (Long) -> Boolean): List<Long> {
for (index in lastIndex downTo 0) {
if (!predicate(this[index])) {
return drop(index + 1)
}
return toList().unmodifiableList() * Returns a list containing last elements satisfying the given [predicate].
}
* @sample samples.collections.Collections.Transformations.takeLastWhile function.

ShortArray.takeLastWhile(predicate: (Short) -> Boolean): List<Short> {
for (index in lastIndex downTo 0) {
if (!predicate(this[index])) {
return drop(index + 1)
}
return toList().unmodifiableList() * Returns a list containing last elements satisfying the given [predicate].
}
* @sample samples.collections.Collections.Transformations.takeLastWhile function.

StackTraceElementArray.takeLastWhile(predicate: (StackTraceElement) -> Boolean): List<StackTraceElement> {
for (index in lastIndex downTo 0) {
if (!predicate(this[index])) {
return drop(index + 1)
}
return toList().unmodifiableList() * Returns a list containing last elements satisfying the given [predicate].
}
* @sample samples.collections.Collections.Transformations.takeLastWhile function.
return list

*/

Reverse elements in the array in-place.

 */

public fun <T> Array<T>.reverse(): Unit {

val midPoint = (size / 2) - 1

if (midPoint < 0) return

var reverseIndex = lastIndex

for (index in 0..midPoint)

val tmp = this[index]

this[index] = this[reverseIndex]

this[reverseIndex] = tmp

reverseIndex--

*/

Reverse elements in the array in-place.

 */

public fun intArray.<T>Array.<T>.reverse(): Unit {

val midPoint = (size / 2) - 1

if (midPoint < 0) return

var reverseIndex = lastIndex

for (index in 0..midPoint)

val tmp = this[index]

this[index] = this[reverseIndex]

this[reverseIndex] = tmp

reverseIndex--

*/

Reverse elements in the array in-place.

 */

public fun longArray.<T>Array.<T>.reverse(): Unit {

val midPoint = (size / 2) - 1

if (midPoint < 0) return

var reverseIndex = lastIndex

for (index in 0..midPoint)

val tmp = this[index]

this[index] = this[reverseIndex]

this[reverseIndex] = tmp

reverseIndex--

*/

Reverse elements in the array in-place.

 */

public fun shortArray.<T>Array.<T>.reverse(): Unit {

val midPoint = (size / 2) - 1

if (midPoint < 0) return

var reverseIndex = lastIndex

for (index in 0..midPoint)

val tmp = this[index]

this[index] = this[reverseIndex]

this[reverseIndex] = tmp

reverseIndex--

*/

Reverse elements in the array in-place.

 */

public fun byteArray.<T>Array.<T>.reverse(): Unit {

val midPoint = (size / 2) - 1

if (midPoint < 0) return

var reverseIndex = lastIndex

for (index in 0..midPoint)

val tmp = this[index]

this[index] = this[reverseIndex]

this[reverseIndex] = tmp

reverseIndex--

*/

Reverse elements in the array in-place.

 */

public fun <T> Array.<T>.reversedArray(): Array<T> {

if (isEmpty()) return this

val lastIndex = lastIndex

for (i in 0..lastIndex)

result[lastIndex - i] = this[i]

return
according to their natural sort order.

```kotlin
public fun ByteArray.sorted(): List<Byte> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ShortArray.sorted(): List<Short> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun IntArray.sorted(): List<Int> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun LongArray.sorted(): List<Long> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun FloatArray.sorted(): List<Float> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun DoubleArray.sorted(): List<Double> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun CharArray.sorted(): List<Char> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun ByteArray.sortedArray(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ShortArray.sortedArray(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun IntArray.sortedArray(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun LongArray.sortedArray(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun FloatArray.sortedArray(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun DoubleArray.sortedArray(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun ByteArray.sortedArrayDescending(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(reverseOrder()) }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun ShortArray.sortedArrayDescending(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(reverseOrder()) }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun IntArray.sortedArrayDescending(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(reverseOrder()) }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun LongArray.sortedArrayDescending(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(reverseOrder()) }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun FloatArray.sortedArrayDescending(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(reverseOrder()) }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun DoubleArray.sortedArrayDescending(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(reverseOrder()) }
}
```

Open Source Used In DNAC Platform Arica 13036
CharArray.sortedArrayDescending(): CharArray

if (isEmpty()) return this
return this.copyOf().apply {
 sortDescending() }

* Returns an array with all elements of this array sorted according to the specified comparator. The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

Array.sortWith(compareWith(comparator: Comparator<T>)): Array<T>

if (isEmpty()) return this
return this.copyOf().apply {
 sortWith(compareWith(comparator: Comparator<T>)) }

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte>

return sortedWith(compareWith(selector: Comparator<Byte>()))

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short>

return sortedWith(compareWith(selector: Comparator<Short>()))

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int>

return sortedWith(compareWith(selector: Comparator<Int>()))

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long>

return sortedWith(compareWith(selector: Comparator<Long>()))

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float>

return sortedWith(compareWith(selector: Comparator<Float>()))

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double>

return sortedWith(compareWith(selector: Comparator<Double>()))

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char>

return sortedWith(compareWith(selector: Comparator<Char>()))

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
Open Source Used In DNAC Platform Arica 13039
Boolean\n
* Returns ‘true’ if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.\n */\n@SinceKotlin("1.1")\npublic expect infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean\n
/**
 * Returns ‘true’ if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.\n */\n@SinceKotlin("1.1")\npublic expect infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.\n */\n@SinceKotlin("1.1")\npublic expect infix fun CharArray.contentEquals(other: CharArray): Boolean

/**
 * Returns a hash code based on the contents of the specified array as if it is \[List\].\n */\n@SinceKotlin("1.1")\npublic expect fun <T> Array<out T>.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of the specified array as if it is \[List\].\n */\n@SinceKotlin("1.1")\npublic expect fun ByteArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of the specified array as if it is \[List\].\n */\n@SinceKotlin("1.1")\npublic expect fun ShortArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of the specified array as if it is \[List\].\n */\n@SinceKotlin("1.1")\npublic expect fun IntArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of the specified array as if it is \[List\].\n */\n@SinceKotlin("1.1")\npublic expect fun LongArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of the specified array as if it is \[List\].\n */\n@SinceKotlin("1.1")\npublic expect fun FloatArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of the specified array as if it is \[List\].\n */\n@SinceKotlin("1.1")\npublic expect fun DoubleArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of the specified array as if it is \[List\].\n */\n@SinceKotlin("1.1")\npublic expect fun BooleanArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of the specified array as if it is \[List\].\n */\n@SinceKotlin("1.1")\npublic expect fun CharArray.contentHashCode(): Int

/**
 * Returns a string representation of the contents of the specified array as if it is \[List\].\n */\n@SinceKotlin("1.1")\npublic expect fun <T> Array<out T>.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is \[List\].\n */\n@SinceKotlin("1.1")\npublic expect fun ByteArray.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is \[List\].\n */\n@SinceKotlin("1.1")\npublic expect fun ShortArray.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is \[List\].\n */\n@SinceKotlin("1.1")\npublic expect fun IntArray.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is \[List\].\n */\n@SinceKotlin("1.1")\npublic expect fun LongArray.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is \[List\].\n */\n@SinceKotlin("1.1")\npublic expect fun FloatArray.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is \[List\].\n */\n@SinceKotlin("1.1")\npublic expect fun DoubleArray.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is \[List\].\n */\n@SinceKotlin("1.1")\npublic expect fun BooleanArray.contentToString(): String

**Open Source Used In DNAC Platform Arica 13040**
IllegalArgumentException when startIndex or endIndex is out of range of this array indices or when startIndex > endIndex.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the destination array at the specified destinationOffset, or when that index is out of the destination array indices range.

* @return the destination array.

@SinceKotlin("1.3")
public expect fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray

* @param destination the array to copy to.
* @param destinationOffset the position in the destination array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or IllegalArgumentException when startIndex or endIndex is out of range of this array indices or when startIndex > endIndex.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the destination array starting at the specified destinationOffset, or when that index is out of the destination array indices range.

* @return the destination array.

@SinceKotlin("1.3")
public expect fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray

* @param destination the array to copy to.
* @param destinationOffset the position in the destination array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or IllegalArgumentException when startIndex or endIndex is out of range of this array indices or when startIndex > endIndex.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the destination array starting at the specified destinationOffset, or when that index is out of the destination array indices range.

* @return the destination array.

@SinceKotlin("1.3")
public expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray

* @param destination the array to copy to.
* @param destinationOffset the position in the destination array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or IllegalArgumentException when startIndex or endIndex is out of range of this array indices or when startIndex > endIndex.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the destination array starting at the specified destinationOffset, or when that index is out of the destination array indices range.

* @return the destination array.

@SinceKotlin("1.3")
public expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray

* @param destination the array to copy to.
* @param destinationOffset the position in the destination array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or IllegalArgumentException when startIndex or endIndex is out of range of this array indices or when startIndex > endIndex.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the destination array starting at the specified destinationOffset, or when that index is out of the destination array indices range.

* @return the destination array.

@SinceKotlin("1.3")
public expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray

* @param destination the array to copy to.
* @param destinationOffset the position in the destination array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or IllegalArgumentException when startIndex or endIndex is out of range of this array indices or when startIndex > endIndex.
* @return the destination array.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the destination array starting at the specified destinationOffset, or when that index is out of the destination array indices range.

* @return the destination array.

@SinceKotlin("1.3")
public expect fun StringArray.copyInto(destination: StringArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): StringArray

* @param destination the array to copy to.
* @param destinationOffset the position in the destination array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or IllegalArgumentException when startIndex or endIndex is out of range of this array indices or when startIndex > endIndex.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the destination array starting at the specified destinationOffset, or when that index is out of the destination array indices range.

* @return the destination array.

@SinceKotlin("1.3")
public expect fun CharSequence.copyInto(destination: CharSequence, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharSequence

* @param destination the sequence to copy to.
* @param destinationOffset the position in the destination sequence to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this sequence by default.

* @throws IndexOutOfBoundsException or IllegalArgumentException when startIndex or endIndex is out of range of this array indices or when startIndex > endIndex.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the destination sequence starting at the specified destinationOffset, or when that index is out of the destination sequence indices range.

* @return the destination sequence.
samples.collections.Arrays.CopyOfOperations.copyOf

*\n@Suppress("NO_ACTUAL_FOR_EXPECT")\n\npublic expect fun <T> Array<T>.copyOf():
\nArray<T>\n\n**\n\n* Returns new array which is a copy of the original array.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.copyOf\n
public expect fun ByteArray.copyOf():
\nByteArray\n\n**\n\n* Returns new array which is a copy of the original array.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.copyOf\n
public expect fun IntArray.copyOf():
\nIntArray\n\n**\n\n* Returns new array which is a copy of the original array.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.copyOf\n
public expect fun LongArray.copyOf():
\nLongArray\n\n**\n\n* Returns new array which is a copy of the original array.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.copyOf\n
public expect fun FloatArray.copyOf():
\nFloatArray\n\n**\n\n* Returns new array which is a copy of the original array.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.copyOf\n
public expect fun CharArray.copyOf():
\nCharArray\n\n**\n\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with zero values if necessary.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n
public expect fun ByteArray.copyOf(newSize: Int):
\nByteArray\n\n**\n\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with zero values if necessary.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n
public expect fun ShortArray.copyOf(newSize: Int):
\nShortArray\n\n**\n\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with zero values if necessary.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n
public expect fun IntArray.copyOf(newSize: Int):
\nIntArray\n\n**\n\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with zero values if necessary.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n
public expect fun LongArray.copyOf(newSize: Int):
\nLongArray\n\n**\n\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with zero values if necessary.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n
public expect fun FloatArray.copyOf(newSize: Int):
\nFloatArray\n\n**\n\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with zero values if necessary.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n
Open Source Used In DNAC Platform Arica  13043
*\n**public expect fun DoubleArray.copyOf(newSize: Int): DoubleArray\n**\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with `false` values if necessary.\n* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `false` values.\n* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n**\n*\n@Suppress("NO_ACTUAL_FOR_EXPECT")\n\npublic expect fun BooleanArray.copyOf(newSize: Int): BooleanArray\n**\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with null char (`\u0000`) values if necessary.\n* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\u0000`) values.\n* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n**\n*\n@Suppress("NO_ACTUAL_FOR_EXPECT")\n\npublic expect fun CharArray.copyOf(newSize: Int): CharArray\n**\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with `null` values if necessary.\n* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.\n* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n**\n*\n@Suppress("NO_ACTUAL_FOR_EXPECT")\n\npublic expect fun <T> Array<T>.copyOf(newSize: Int): Array<T?>\n**\n*\n@Suppress("NO_ACTUAL_FOR_EXPECT")\npublic expect fun <T> Array<T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T>\n**\n*\n@Suppress("NO_ACTUAL_FOR_EXPECT")\npublic expect fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray\n**\n*\n@Suppress("NO_ACTUAL_FOR_EXPECT")\npublic expect fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray\n**\n*\n@Suppress("NO_ACTUAL_FOR_EXPECT")\npublic expect fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray\n**\n*\n@Suppress("NO_ACTUAL_FOR_EXPECT")\npublic expect fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray\n**\n*\n@Suppress("NO_ACTUAL_FOR_EXPECT")\npublic expect fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray\n**\n*\n@Suppress("NO_ACTUAL_FOR_EXPECT")\npublic expect fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray\n**\n*\n@Suppress("NO_ACTUAL_FOR_EXPECT")\npublic expect fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray\n**\n* Fills this array

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or its subrange with the specified \[element\] value.\n * **@param fromIndex the start of the range (inclusive), 0 by default.\n * **@param toIndex the end of the range (exclusive), size of this array by default.\n * **@throws IndexOutOfBoundsException if \[fromIndex\] is less than zero or \[toIndex\] is greater than the size of this array.\n * **@throws IllegalArgumentException if \[fromIndex\] is greater than \[toIndex\].\n * **@SinceKotlin("1.3")**

expect fun <T> Array<out T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified \[element\] value.\n * **@param fromIndex the start of the range (inclusive), 0 by default.\n * **@param toIndex the end of the range (exclusive), size of this array by default.\n * **@throws IndexOutOfBoundsException if \[fromIndex\] is less than zero or \[toIndex\] is greater than the size of this array.\n * **@throws IllegalArgumentException if \[fromIndex\] is greater than \[toIndex\].\n * **@SinceKotlin("1.3")**

expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

// **\n// Kotlin

```kotlin
public val ByteArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
public expect fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
public expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit
```
indices for the array.

*\n
public val ShortArray.indices: IntRange
    get() = IntRange(0, lastIndex)
    * Returns the range of valid indices for the array.

*\n
public val IntArray.indices: IntRange
    get() = IntRange(0, lastIndex)
    * Returns the range of valid indices for the array.

*\n
public val FloatArray.indices: IntRange
    get() = IntRange(0, lastIndex)
    * Returns the range of valid indices for the array.

*\n
public val DoubleArray.indices: IntRange
    get() = IntRange(0, lastIndex)
    * Returns the range of valid indices for the array.

*\n
public val ByteArray.indices: IntRange
    get() = IntRange(0, lastIndex)
    * Returns the range of valid indices for the array.

*\n
public val CharArray.indices: IntRange
    get() = IntRange(0, lastIndex)
    * Returns the range of valid indices for the array.

*\n
public val BooleanArray.indices: IntRange
    get() = IntRange(0, lastIndex)
    * Returns the range of valid indices for the array.

*\n
public val LongArray.indices: IntRange
    get() = IntRange(0, lastIndex)
    * Returns the range of valid indices for the array.

*\n
public val ShortArray.isEmpty(): Boolean
    get() = size == 0
    * Returns `true` if the array is empty.

*\n
public val IntArray.isEmpty(): Boolean
    get() = size == 0
    * Returns `true` if the array is empty.

*\n
public val FloatArray.isEmpty(): Boolean
    get() = size == 0
    * Returns `true` if the array is empty.

*\n
public val DoubleArray.isEmpty(): Boolean
    get() = size == 0
    * Returns `true` if the array is empty.

*\n
public val ByteArray.isEmpty(): Boolean
    get() = size == 0
    * Returns `true` if the array is empty.

*\n
public val CharArray.isEmpty(): Boolean
    get() = size == 0
    * Returns `true` if the array is empty.

*\n
public val BooleanArray.isEmpty(): Boolean
    get() = size == 0
    * Returns `true` if the array is empty.

*\n
public val LongArray.isEmpty(): Boolean
    get() = size == 0
    * Returns `true` if the array is empty.

*\n
public val ShortArray.isNotEmpty(): Boolean
    get() = !isEmpty()
    * Returns `true` if the array is not empty.

*\n
public val IntArray.isNotEmpty(): Boolean
    get() = !isEmpty()
    * Returns `true` if the array is not empty.

*\n
public val FloatArray.isNotEmpty(): Boolean
    get() = !isEmpty()
    * Returns `true` if the array is not empty.

*\n
public val DoubleArray.isNotEmpty(): Boolean
    get() = !isEmpty()
    * Returns `true` if the array is not empty.

*\n
public val ByteArray.isNotEmpty(): Boolean
    get() = !isEmpty()
    * Returns `true` if the array is not empty.

*\n
public val CharArray.isNotEmpty(): Boolean
    get() = !isEmpty()
    * Returns `true` if the array is not empty.

*\n
public val BooleanArray.isNotEmpty(): Boolean
    get() = !isEmpty()
    * Returns `true` if the array is not empty.

*\n
public val LongArray.isNotEmpty(): Boolean
    get() = !isEmpty()
    * Returns `true` if the array is not empty.

*\n
public val ShortArray.lastIndex: Int
    get() = size - 1
    * Returns the last valid index for the array.

*\n
public val IntArray.lastIndex: Int
    get() = size - 1
    * Returns the last valid index for the array.

*\n
public val FloatArray.lastIndex: Int
    get() = size - 1
    * Returns the last valid index for the array.

*\n
public val DoubleArray.lastIndex: Int
    get() = size - 1
    * Returns the last valid index for the array.

*\n
public val ByteArray.lastIndex: Int
    get() = size - 1
    * Returns the last valid index for the array.

*\n
public val CharArray.lastIndex: Int
    get() = size - 1
    * Returns the last valid index for the array.

*\n
public val BooleanArray.lastIndex: Int
    get() = size - 1
    * Returns the last valid index for the array.

*\n
public val LongArray.lastIndex: Int
    get() = size - 1
    * Returns the last valid index for the array.

*\n
public val ShortArray.plus(element: T): Array<T>
    get() = IntRange(0, lastIndex)
    * Returns an array containing all elements of the original array and then the given [element].

*\n
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<out T>.plus(element: T): Array<T>
    get() = IntRange(0, lastIndex)
    * Returns an array containing all elements of the original array and then the given [element].

*\n
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.isEmpty(): Boolean
    get() = size == 0
    * Returns `true` if the array is empty.

*\n
@kotlin.internal.InlineOnly
public inline fun ByteArray.isEmpty(): Boolean
    get() = size == 0
    * Returns `true` if the array is empty.

*\n
@kotlin.internal.InlineOnly
public inline fun ShortArray.isEmpty(): Boolean
    get() = size == 0
    * Returns `true` if the array is empty.

*\n
@kotlin.internal.InlineOnly
public inline fun IntArray.isEmpty(): Boolean
    get() = size == 0
    * Returns `true` if the array is empty.
CharArray.plus(elements: CharArray): CharArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public fun <T> Array<T>.plusElement(element: T): Array<T> /* Sorts the array in-place. */

/**
 * Sorts the array in-place.
 */
public fun IntArray.sort(): IntArray

/**
 * Sorts the array in-place.
 */
public fun LongArray.sort(): LongArray

/**
 * Sorts the array in-place.
 */
public fun DoubleArray.sort(): DoubleArray

/**
 * Sorts the array in-place.
 */
public fun FloatArray.sort(): FloatArray

/**
 * Sorts the array in-place.
 */
public fun ByteArray.sort(): ByteArray

/**
 * Sorts the array in-place according to the natural order of its elements.
 */
public fun CharArray.sort(): CharArray

/**
 * Sorts the array in-place according to the order specified by the given [comparator].
 */
public fun <T : Comparable<T>> Array<out T>.sort(): Array<out T>

/**
 * Returns an array of Boolean containing all of the elements of this generic array.
 */
public fun ByteArray.toBooleanArray(): BooleanArray

/**
 * Returns an array of Byte containing all of the elements of this generic array.
 */
public fun ShortArray.toByteArray(): ByteArray

/**
 * Returns an array of Char containing all of the elements of this generic array.
 */
public fun IntArray.toCharArray(): CharArray

/**
 * Returns an array of Double containing all of the elements of this generic array.
 */
public fun LongArray.toDoubleArray(): DoubleArray

/**
 * Returns an array of Float containing all of the elements of this generic array.
 */
public fun FloatArray.toFloatArray(): FloatArray

/**
 * Returns an array of Int containing all of the elements of this generic array.
 */
public fun CharArray.toCharArray(): CharArray

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public fun ByteArray.toTypedArray(): Array<Byte>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public fun ShortArray.toTypedArray(): Array<Short>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public fun IntArray.toTypedArray(): Array<Int>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public fun LongArray.toTypedArray(): Array<Long>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public fun DoubleArray.toTypedArray(): Array<Double>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public fun FloatArray.toTypedArray(): Array<Float>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public fun BooleanArray.toTypedArray(): Array<Boolean>

/**
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public fun Map<out Element, out Value> entrySet(): Set<Map.Entry<Element, Value>>
samples.collections.Arrays.Transformations.associateArrayOfPrimitives

/** public inline fun <T, K, V> 
 * Returns a [Map] containing key-value pairs provided by [transform] function
 * applied to elements of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <T, K, V> Array<out T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/** Returns a [Map] containing key-value pairs provided by [transform] function
 * applied to elements of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> ByteArray.associate(transform: (Byte) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/** Returns a [Map] containing key-value pairs provided by [transform] function
 * applied to elements of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> ShortArray.associate(transform: (Short) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/** Returns a [Map] containing key-value pairs provided by [transform] function
 * applied to elements of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> IntArray.associate(transform: (Int) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/** Returns a [Map] containing key-value pairs provided by [transform] function
 * applied to elements of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/** Returns a [Map] containing key-value pairs provided by [transform] function
 * applied to elements of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/** Returns a [Map] containing key-value pairs provided by [transform] function
 * applied to elements of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> DoubleArray.associate(transform: (Double) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/** Returns a [Map] containing key-value pairs provided by [transform] function
 * applied to elements of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}
samples.collections.Arrays.Transformations.associateArrayOfPrimitives

```kotlin
public inline fun <K, V> CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateTo(LinkedHashMap<K, V>(capacity), transform) }

public inline fun <K, V> CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateTo(LinkedHashMap<K, V>(capacity), transform) }

/**
 * Returns a [Map] containing the elements from the given array indexed by the key*
 * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
 * order of the original array.\n * \n * @sample
 * samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
 */
public inline fun <T, K> Array<out T>.associateBy(keySelector: (T) -> K): Map<K, T> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, T>(capacity), keySelector) }

/**
 * Returns a [Map] containing the elements from the given array indexed by the key*
 * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
 * order of the original array.\n * \n * @sample
 * samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
 */
public inline fun <K> ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Byte>(capacity), keySelector) }

/**
 * Returns a [Map] containing the elements from the given array indexed by the key*
 * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
 * order of the original array.\n * \n * @sample
 * samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
 */
public inline fun <K> ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Short>(capacity), keySelector) }

/**
 * Returns a [Map] containing the elements from the given array indexed by the key*
 * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
 * order of the original array.\n * \n * @sample
 * samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
 */
public inline fun <K> IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Int>(capacity), keySelector) }

/**
 * Returns a [Map] containing the elements from the given array indexed by the key*
 * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
 * order of the original array.\n * \n * @sample
 * samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
 */
public inline fun <K> LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Long>(capacity), keySelector) }

/**
 * Returns a [Map] containing the elements from the given array indexed by the key*
 * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
 * order of the original array.\n * \n * @sample
 * samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
 */
public inline fun <K> FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Float>(capacity), keySelector) }
```
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/**
 * Returns a [Map] containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K>

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <T, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/**
 * Returns a [Map] containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K>

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/**
 * Returns a [Map] containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K>

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/**
 * Returns a [Map] containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
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samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

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 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K>
have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */
public inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {
val capacity = mapCapacity(size).coerceAtLeast(16)
return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */
public inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
val capacity = mapCapacity(size).coerceAtLeast(16)
return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */
public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
val capacity = mapCapacity(size).coerceAtLeast(16)
return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */
public inline fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V> {
val capacity = mapCapacity(size).coerceAtLeast(16)
return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */
public inline fun <T, K, M : MutableMap<in K, in T>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {
for (element in this) {
    destination.put(keySelector(element), element)\n} return destination\n}
two elements would have the same key returned by [keySelector] the last one gets added to the map.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

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 * Populates and returns the [destination] mutable map with key-value pairs,
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 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element
 * of the given array * and value is the element itself. * If any two elements
 * would have the same key returned by [keySelector] the last one gets added to the map.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
map with key-value pairs,
where key is provided by the [keySelector] function and
value is provided by the [valueTransform] function applied to elements of the given array.
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

@sample

```

```

@sample

```

```

@sample

```

```

@sample

```

```
destination.put(keySelector(element), valueTransform(element))

* Populates and returns the [destination] mutable map with key-value pairs.*

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

* @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

* An public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K, valueValueTransform: (Char) -> V): M {

* For (element in this) {

* destination.put(keySelector(element), valueTransform(element))

* return destination

* * Populates and returns the [destination] mutable map with key-value pairs

* provided by [transform] function applied to each element of the given array.

* If any of two pairs would have the same key the last one gets added to the map.

* * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

* An public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {

* For (element in this) {

* destination += transform(element)

* return destination

* * * Populates and returns the [destination] mutable map with key-value pairs

* provided by [transform] function applied to each element of the given array.

* If any of two pairs would have the same key the last one gets added to the map.

* * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

* An public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {

* For (element in this) {

* destination += transform(element)

* return destination

* * * Populates and returns the [destination] mutable map with key-value pairs

* provided by [transform] function applied to each element of the given array.

* If any of two pairs would have the same key the last one gets added to the map.

* * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

* An public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateTo(destination: M, transform: (Int) -> Pair<K, V>): M {

* For (element in this) {

* destination += transform(element)

* return destination

* * * Populates and returns the [destination] mutable map with key-value pairs

* provided by [transform] function applied to each element of the given array.

* If any of two pairs would have the same key the last one gets added to the map.

* * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo


* For (element in this) {

* destination += transform(element)

* return destination

* * * Populates and returns the [destination] mutable map with key-value pairs

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* If any of two pairs would have the same key the last one gets added to the map.

* * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

* An public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateTo(destination: M, transform: (Float) -> Pair<K, V>): M {

* For (element in this) {

* destination += transform(element)

* return destination

* * * Populates and returns the [destination] mutable map with key-value pairs

* provided by [transform] function applied to each element of the given array.

* If any of two pairs would have the same key the last one gets added to the map.

* * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

* An public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateTo(destination: M, transform: (Double) -> Pair<K, V>): M {

* For (element in this) {

* destination += transform(element)

* return destination

* * * Populates and returns the [destination] mutable map with key-value pairs

* provided by [transform] function applied to each element of the given array.

* If any of two pairs would have the same key
the last one gets added to the map.

```kotlin
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fun samples.collections.Arrays.Transformations.associateArrayOfPrimitivesToMap<K, V, M : MutableMap<K, in V>> BooleanArray.associateTo(destination: M, transform: (Boolean) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

fun samples.collections.Arrays.Transformations.associateArrayOfPrimitivesToMap<K, V, M : MutableMap<K, in V>> CharArray.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

fun <T, C : MutableCollection<in T>> Array<out T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

fun <C : MutableCollection<in Byte>> ByteArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

fun <C : MutableCollection<in Short>> ShortArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

fun <C : MutableCollection<in Int>> IntArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

fun <C : MutableCollection<in Long>> LongArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

fun <C : MutableCollection<in Float>> FloatArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

fun <C : MutableCollection<in Double>> DoubleArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

fun <C : MutableCollection<in Boolean>> BooleanArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

fun <C : MutableCollection<in Char>> CharArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

fun <T> Array<out T>.toList(): List<T> {
    return when (size) {
        0 -> emptyList()
        1 ->
Set<Long> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Long>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
*/
public fun FloatArray.toSet(): Set<Float> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Float>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
*/
public fun DoubleArray.toSet(): Set<Double> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Double>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
*/
public fun BooleanArray.toSet(): Set<Boolean> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))
    }
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
public inline fun <T, R> Array<out T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
public inline fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
public inline fun <R> ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
public inline fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
public inline fun <R> LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
public inline fun <R> FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

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 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
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public inline fun <R> DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> {
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public inline fun <R> BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
public inline fun <R> CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
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transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> ByteArray.flatMapTo(destination: C, transform: (Byte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> ShortArray.flatMapTo(destination: C, transform: (Short) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> IntArray.flatMapTo(destination: C, transform: (Int) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> LongArray.flatMapTo(destination: C, transform: (Long) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> FloatArray.flatMapTo(destination: C, transform: (Float) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> DoubleArray.flatMapTo(destination: C, transform: (Double) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> BooleanArray.flatMapTo(destination: C, transform: (Boolean) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C :MutableCollection<R>> CharArray.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of
corresponding elements.
 */
public inline fun <T, K> Array<out T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of
corresponding elements.
 */
public inline fun <K> ByteArray.groupBy(keySelector: (Byte) -> K): Map<K, List<Byte>> {
    return groupByTo(LinkedHashMap<K, MutableList<Byte>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of
corresponding elements.
 */
public inline fun <K> ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {
    return groupByTo(LinkedHashMap<K, MutableList<Short>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of
corresponding elements.
 */
public inline fun <K> IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>> {
    return groupByTo(LinkedHashMap<K, MutableList<Int>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of
corresponding elements.
 */
public inline fun <K> LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {
    return groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of
corresponding elements.
 */
public inline fun <K> FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>> {
    return groupByTo(LinkedHashMap<K, MutableList<Float>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of
corresponding elements.
 */
public inline fun <K> DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, List<Double>> {
    return groupByTo(LinkedHashMap<K, MutableList<Double>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of
corresponding elements.
 */
public inline fun <K> BooleanArray.groupBy(keySelector: (Boolean) -> K): Map<K, List<Boolean>> {
    return groupByTo(LinkedHashMap<K, MutableList<Boolean>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of
corresponding elements.
 */
public inline fun <K> CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {
    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)
}
original array by the key returned by the given [keySelector] function* applied to each element and returns a map where each group key is associated with a list of corresponding elements.* The returned map preserves the entry iteration order of the keys produced from the original array.* The returned map preserves the entry iteration order of the keys produced from the original array.* The returned map preserves the entry iteration order of the keys produced from the original array.* The returned map preserves the entry iteration order of the keys produced from the original array.*
the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
ShortArray.groupBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups values
returned by the [valueTransform] function applied to each element of the original array in
 * by the key returned by
 * the given [keySelector] function applied to the element in
 * and returns a map where each group key is associated
 * with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
IntArray.groupBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups values
returned by the [valueTransform] function applied to each element of the original array in
 * by the key returned by
 * the given [keySelector] function applied to the element in
 * and returns a map where each group key is associated
 * with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
LongArray.groupBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups values
returned by the [valueTransform] function applied to each element of the original array in
 * by the key returned by
 * the given [keySelector] function applied to the element in
 * and returns a map where each group key is associated
 * with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
FloatArray.groupBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups values
returned by the [valueTransform] function applied to each element of the original array in
 * by the key returned by
 * the given [keySelector] function applied to the element in
 * and returns a map where each group key is associated
 * with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups elements
of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.

```kotlin
// Inline function to group a list by a key selector.
public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Array<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
// GroupByte function for grouping byte arrays.
public inline fun <K, M : MutableMap<in K, MutableList<Byte>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Byte>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
// GroupShort function for grouping short arrays.
public inline fun <K, M : MutableMap<in K, MutableList<Short>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Short>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
// GroupInt function for grouping integer arrays.
public inline fun <K, M : MutableMap<in K, MutableList<Int>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Int>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
// GroupLong function for grouping long arrays.
public inline fun <K, M : MutableMap<in K, MutableList<Long>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Long>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
// GroupFloat function for grouping float arrays.
public inline fun <K, M : MutableMap<in K, MutableList<Float>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Float>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
// GroupDouble function for grouping double arrays.
public inline fun <K, M : MutableMap<in K, MutableList<Double>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Double>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
// GroupBoolean function for grouping boolean arrays.
public inline fun <K, M : MutableMap<in K, MutableList<Boolean>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Boolean>() }
        list.add(element)
    }
    return destination
}
```
**Groups** elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.

```kotlin
destination\$[\n]mutableMap\$**\n* Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and puts to the [destination] map each group key associated with a list of corresponding values.
```

```kotlin
destination\$[\n]mutableMap\$**\n* @return The [destination] map.
```

```kotlin
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<in T>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
samples.collections.Collections.Transformations.groupByKeysAndValues\$[\n]*\n*public inline fun <T, K, V, M : MutableList<in K>, MutableList<in T>, MutableList<in V>, MutableList<in V>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<in T>() }
        list.add(valueTransform(element))
    }
    return destination
}
```

```kotlin
samples.collections.Collections.Transformations.groupByKeysAndValues\$[\n]*\n*public inline fun <K, V, M : MutableList<in K>, MutableList<in T>, MutableList<in V>, MutableList<in V>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<in T>() }
        list.add(valueTransform(element))
    }
    return destination
}
```

```kotlin
samples.collections.Collections.Transformations.groupByKeysAndValues\$[\n]*\n*public inline fun <K, V, M : MutableList<in K>, MutableList<in T>, MutableList<in V>, MutableList<in V>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<in T>() }
        list.add(valueTransform(element))
    }
    return destination
}
```

```kotlin
samples.collections.Collections.Transformations.groupByKeysAndValues\$[\n]*\n*public inline fun <K, V, M : MutableList<in K>, MutableList<in T>, MutableList<in V>, MutableList<in V>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<in T>() }
        list.add(valueTransform(element))
    }
    return destination
}
```

```kotlin
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<in T>() }
        list.add(valueTransform(element))
    }
    return destination
}
```

```kotlin
samples.collections.Collections.Transformations.groupByKeysAndValues\$[\n]*\n*public inline fun <K, V, M : MutableList<in K>, MutableList<in T>, MutableList<in V>, MutableList<in V>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        val key = keySelector(element)
```
val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<K, V>, N> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this)
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<K, V>, N> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this)
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<K, V>, N> CharArray.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this)
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
 * operations using the specified [keySelector] function to extract a key from each element.
 * @sample samples.collections.Grouping.groupingByEachCount
 */
@SinceKotlin("1.1")
public inline fun <T, K> Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun
            keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying
 * the given [transform] function to each element in the original array.
 * @sample samples.collections.Transformations.map
 */
public inline fun <T, R> Array<out T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the
 * results of applying the given [transform] function to each element in the original array.
 * @sample samples.collections.Transformations.map
 */
public inline fun <R> ByteArray.map(transform: (Byte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the
 * results of applying the given [transform] function to each element in the original array.
 * @sample samples.collections.Transformations.map
 */
public inline fun <R> ShortArray.map(transform: (Short) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the
 * results of applying the given [transform] function to each element in the original array.
 * @sample samples.collections.Transformations.map
 */
public inline fun <R> IntArray.map(transform: (Int) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the
 * results of applying the given [transform] function to each element in the original array.
 * @sample samples.collections.Transformations.map
 */
public inline fun <R> LongArray.map(transform: (Long) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the
 * results of applying the given [transform] function to each element in the original array.
 * @sample samples.collections.Transformations.map
 */
public inline fun <R> FloatArray.map(transform: (Float) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
transform applied to the element.

public inline fun <T, R : Any> Array<out T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {
    var index = 0
    for (item in this)
        return destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends only the non-null results to the given [destination].
 */
public inline fun <T, R : Any, C : MutableCollection<in R>> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    var index = 0
    for (item in this)
        return destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 */
public inline fun <T, R, C : MutableCollection<in R>> Array<out T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in this)
        return destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C {
    var index = 0
    for (item in this)
        return destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C {
    var index = 0
    for (item in this)
        return destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> IntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C {
    var index = 0
    for (item in this)
        return destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> LongArray.mapIndexedTo(destination: C, transform: (index: Int, Long) -> R): C {
    var index = 0
    for (item in this)
        return destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> FloatArray.mapIndexedTo(destination: C, transform: (index: Int, Float) -> R): C {
    var index = 0
    for (item in this)
        return destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> DoubleArray.mapIndexedTo(destination: C, transform: (index: Int, Double) -> R): C {
    var index = 0
    for (item in this)
        return destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C {
    var index = 0
    for (item in this)
        return destination.add(transform(index++, item))
    return destination
}
[transform] function to each element and its index in the original array\n * and appends the results to the given
[destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */
public inline fun <R, C : MutableCollection<in R>> CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function to each element in the original array\n * and appends the results to the given [destination].\n */
public inline fun <T, R : Any> Array<out T>.mapNotNullTo(destination: C, transform: (T) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applys the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */
public inline fun <T, R : Any, C : MutableCollection<in R>> Array<out T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    for (element in this)
        destination.add(transform(element) ?: { destination.add(it) })
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public fun FloatArray.withIndex(): Iterable<IndexedValue<Float>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public fun CharArray.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() }
}
index of that element and the element itself.

```kotlin
public fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {
    return IndexingIterable { iterator() }
}

public fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {
    return IndexingIterable { iterator() }
}

public fun FloatArray.withIndex(): Iterable<IndexedValue<Float>> {
    return IndexingIterable { iterator() }
}

public fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {
    return IndexingIterable { iterator() }
}

public fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {
    return IndexingIterable { iterator() }
}

public fun CharArray.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() }
}

public fun <T> Array<out T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}

public fun ByteArray.distinct(): List<Byte> {
    return this.toMutableSet().toList()
}

public fun ShortArray.distinct(): List<Short> {
    return this.toMutableSet().toList()
}

public fun IntArray.distinct(): List<Int> {
    return this.toMutableSet().toList()
}

public fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()
}

public fun FloatArray.distinct(): List<Float> {
    return this.toMutableSet().toList()
}

public fun DoubleArray.distinct(): List<Double> {
    return this.toMutableSet().toList()
}

public fun BooleanArray.distinct(): List<Boolean> {
    return this.toMutableSet().toList()
}

public fun CharArray.distinct(): List<Char> {
    return this.toMutableSet().toList()
}
```

@sample
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```kotlin
/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they
 * were in the source array.
 */
@sample samples.collections.Collections.Transformations-distinctAndDistinctBy
public inline fun <T, K> Array<T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they
 * were in the source array.
 */
@sample samples.collections.Collections.Transformations.distinctAndDistinctBy
public inline fun <K> ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {
    val set = HashSet<K>()
    val list = ArrayList<Byte>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they
 * were in the source array.
 */
@sample samples.collections.Collections.Transformations.distinctAndDistinctBy
public inline fun <K> ShortArray.distinctBy(selector: (Short) -> K): List<Short> {
    val set = HashSet<K>()
    val list = ArrayList<Short>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they
 * were in the source array.
 */
@sample samples.collections.Collections.Transformations.distinctAndDistinctBy
public inline fun <K> IntArray.distinctBy(selector: (Int) -> K): List<Int> {
    val set = HashSet<K>()
    val list = ArrayList<Int>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they
 * were in the source array.
 */
@sample samples.collections.Collections.Transformations.distinctAndDistinctBy
public inline fun <K> LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they
 * were in the source array.
 */
@sample samples.collections.Collections.Transformations.distinctAndDistinctBy
public inline fun <K> FloatArray.distinctBy(selector: (Float) -> K): List<Float> {
    val set = HashSet<K>()
    val list = ArrayList<Float>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they
 * were in the source array.
 */
@sample samples.collections.Collections.Transformations.distinctAndDistinctBy
public inline fun <K> DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {
    val set = HashSet<K>()
    val list = ArrayList<Double>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they
 * were in the source array.
 */
@sample samples.collections.Collections.Transformations.distinctAndDistinctBy
public inline fun <K> BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> {
    val set = HashSet<K>()
    val list = ArrayList<Boolean>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they
 * were in the source array.
 */
@sample samples.collections.Collections.Transformations.distinctAndDistinctBy
public inline fun <K> CharArray.distinctBy(selector: (Char) -> K): List<Character> {
    val set = HashSet<K>()
    val list =
ArrayList<Char>() for (e in this) { 
    val key = selector(e)
    if (set.add(key))
        list.add(e)
}

return list

* The returned set preserves the element iteration order of the original array.

* To get a set containing all elements that are contained at least in one of these collections use [union].

* * An public infix fun <T> Array<out T>.intersect(other: Iterable<T>): Set<T> { 
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

* * An public infix fun ByteArray.intersect(other: Iterable<Byte>): Set<Byte> { 
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

* * An public infix fun ShortArray.intersect(other: Iterable<Short>): Set<Short> { 
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

* * An public infix fun DoubleArray.intersect(other: Iterable<Double>): Set<Double> { 
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

* * An public infix fun FloatArray.intersect(other: Iterable<Float>): Set<Float> { 
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

* * An public infix fun IntArray.intersect(other: Iterable<Int>): Set<Int> { 
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

* * An public infix fun LongArray.intersect(other: Iterable<Long>): Set<Long> { 
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

* * An public infix fun CharArray.intersect(other: Iterable<Char>): Set<Char> { 
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

* * An public infix fun BooleanArray.intersect(other: Iterable<Boolean>): Set<Boolean> { 
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

* * An public infix fun CharArray.intersect(other: Iterable<Char>): Set<Char> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> { 
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

* * An public infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}

* * An public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> { 
    val set = this.toMutableSet()
    set.RemoveAll(other)
    return set
}
are contained by this array and not contained by the specified collection. The returned set preserves the

```kotlin
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
```

RM set contains all elements that are contained by this array and not contained by the specified collection.

```kotlin
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
```

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Those elements of the [other] collection that are unique are iterated in the end\n* in the order of the [other] collection.\n* * \n* To get a set containing all elements that are contained in both collections use [intersect].\n* * \n*public infix fun <T> Array<out T> union(other: Iterable<T>): Set<T> { 

| val set = this.toMutableSet()\n| set.addAll(other)\n| return set()\n|* */\n* * Returns a set containing all distinct elements from both collections.\n* * * \n* The returned set preserves the element iteration order of the original array.\n* * \n* Those elements of the [other] collection that are unique are iterated in the end\n* in the order of the [other] collection.\n* * \n* To get a set containing all elements that are contained in both collections use [intersect].\n* * \n*public infix fun ByteArray.union(other: Iterable<Byte>): Set<Byte> { 

| val set = this.toMutableSet()\n| set.addAll(other)\n| return set()\n|* */\n* * Returns a set containing all distinct elements from both collections.\n* * * \n* The returned set preserves the element iteration order of the original array.\n* * \n* Those elements of the [other] collection that are unique are iterated in the end\n* in the order of the [other] collection.\n* * \n* To get a set containing all elements that are contained in both collections use [intersect].\n* * \n*public infix fun ShortArray.union(other: Iterable<Short>): Set<Short> { 

| val set = this.toMutableSet()\n| set.addAll(other)\n| return set()\n|* */\n* * Returns a set containing all distinct elements from both collections.\n* * * \n* The returned set preserves the element iteration order of the original array.\n* * \n* Those elements of the [other] collection that are unique are iterated in the end\n* in the order of the [other] collection.\n* * \n* To get a set containing all elements that are contained in both collections use [intersect].\n* * \n*public infix fun DoubleArray.union(other: Iterable<Double>): Set<Double> { 

| val set = this.toMutableSet()\n| set.addAll(other)\n| return set()\n|* */\n* * Returns a set containing all distinct elements from both collections.\n* * * \n* The returned set preserves the element iteration order of the original array.\n* * \n* Those elements of the [other] collection that are unique are iterated in the end\n* in the order of the [other] collection.\n* * \n* To get a set containing all elements that are contained in both collections use [intersect].\n* * \n*public infix fun FloatArray.union(other: Iterable<Float>): Set<Float> { 

| val set = this.toMutableSet()\n| set.addAll(other)\n| return set()\n|* */\n* * Returns a set containing all distinct elements from both collections.\n* * * \n* The returned set preserves the element iteration order of the original array.\n* * \n* Those elements of the [other] collection that are unique are iterated in the end\n* in the order of the [other] collection.\n* * \n* To get a set containing all elements that are contained in both collections use [intersect].\n* * \n*public infix fun IntArray.union(other: Iterable<Int>): Set<Int> { 

| val set = this.toMutableSet()\n| set.addAll(other)\n| return set()\n|* */\n* * Returns a set containing all distinct elements from both collections.\n* * * \n* The returned set preserves the element iteration order of the original array.\n* * \n* Those elements of the [other] collection that are unique are iterated in the end\n* in the order of the [other] collection.\n* * \n* To get a set containing all elements that are contained in both collections use [intersect].\n* * \n*public infix fun LongArray.union(other: Iterable<Long>): Set<Long> { 

| val set = this.toMutableSet()\n| set.addAll(other)\n| return set()\n|* */\n* * Returns a set containing all distinct elements from both collections.\n* * * \n* The returned set preserves the element iteration order of the original array.\n* * \n* Those elements of the [other] collection that are unique are iterated in the end\n* in the order of the [other] collection.\n* * \n* To get a set containing all elements that are contained in both collections use [intersect].\n* * \n*public infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> { 

| val set = this.toMutableSet()\n| set.addAll(other)\n| return set()\n|* */\n* * Returns a set containing all distinct elements from both collections.\n* * * \n* The returned set preserves the element iteration order of the original array.\n* * \n* Those elements of the [other] collection that are unique are iterated in the end\n* in the order of the [other] collection.\n* * \n* To get a set containing all elements that are contained in both collections use [intersect].\n* * \n*public infix fun CharArray.union(other: Iterable<Char>): Set<Char> { 

| val set = this.toMutableSet()\n| set.addAll(other)\n| return set()\n|* */\n* * Returns `true` if all elements match the given [predicate].\n* * * \n* @sample \ncollections.Collections.Aggregates.all\n* *public inline fun <T> Array<out T> all(predicate: (T) -> Boolean): Boolean { 

| for (element in this) if (!predicate(element)) return false\n| return true\n|* */\n* * Returns `true` if all elements match the given [predicate].\n* * * \n* @sample \ncollections.Collections.Aggregates.all
public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun ShortArray.anyWithPredicate(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun IntArray.anyWithPredicate(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun LongArray.anyWithPredicate(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun FloatArray.anyWithPredicate(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun DoubleArray.anyWithPredicate(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun BooleanArray.anyWithPredicate(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun CharArray.anyWithPredicate(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
samples.collections.Collections.Aggregates.anyWithPredicate

/**
 * Returns `true` if at least one element matches the given [predicate].
 */
public inline fun LongArray.anyWithPredicate(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 */
public inline fun FloatArray.anyWithPredicate(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 */
public inline fun DoubleArray.anyWithPredicate(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 */
public inline fun BooleanArray.anyWithPredicate(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 */
public inline fun CharArray.anyWithPredicate(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.count(): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ByteArray.count(predicate: (Byte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ShortArray.count(predicate: (Short) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun IntArray.count(predicate: (Int) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun LongArray.count(predicate: (Long) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun FloatArray.count(predicate: (Float) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and
 * applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <T, R>
Array<out T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.

*\npublic inline fun <R> ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.

*\npublic inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.

*\npublic inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.

*\npublic inline fun <R> FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.

*\npublic inline fun <R> IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.

*\npublic inline fun <R> LongArray.fold(initial: R, operation: (acc: R, Long) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.

*\npublic inline fun <R> ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.

    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.

*\npublic inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.

*\npublic inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.

*\npublic inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.

*\npublic inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.

*\npublic inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.

*\npublic inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.

*\npublic inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.

*\npublic inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.

*\npublic inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.

*\npublic inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.

*\npublic inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
} /* Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.

*\nThe accumulator is updated in place.
public fun <R> IntArray.foldRight(initial: R, operation: (Int, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index--, accumulator, value)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @return
 */
public inline fun <R> ByteArray.foldRight(initial: R, operation: (Byte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index--, accumulator, element)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @return
 */
public inline fun <R> ShortArray.foldRight(initial: R, operation: (Short, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index++, accumulator, element)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @return
 */
public inline fun <R> LongArray.foldRight(initial: R, operation: (Long, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index++, accumulator, element)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @return
 */
public inline fun <R> CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @return
 */
public inline fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: Double) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @return
 */
public inline fun <R> FloatArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @return
 */
public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @return
 */
public inline fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @return
 */
public inline fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: Boolean) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @return
 */
public inline fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: Double) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @return
 */
public inline fun <R> FloatArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @return
 */
public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
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```kotlin
var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 * @param [initial] value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 */
public inline fun <R> FloatArray.foldRight(initial: R, operation: (Float, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 * @param [initial] value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 */
public inline fun <R> DoubleArray.foldRight(initial: R, operation: (Double, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 * @param [initial] value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 */
public inline fun <T, R> Array<out T>.foldRightIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 * @param [initial] value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 */
public inline fun <R> CharArray.foldRight(initial: R, operation: (Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 * @param [initial] value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 */
public inline fun <R> BooleanArray.foldRight(initial: R, operation: (Boolean, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

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/**
 * Accumulates value starting with [initial] and current accumulator value.
 */
public inline fun <R> DoubleArray.foldRightIndexed(initial: R, operation: (index: Int, Double, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] and current accumulator value.
 */
public inline fun <R> BooleanArray.foldRightIndexed(initial: R, operation: (index: Int, Boolean, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] and current accumulator value.
 */
public inline fun <R> CharArray.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
public inline fun <T> Array<out T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun ByteArray.forEach(action: (Byte) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun ShortArray.forEach(action: (Short) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun IntArray.forEach(action: (Int) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun LongArray.forEach(action: (Long) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun FloatArray.forEach(action: (Float) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun DoubleArray.forEach(action: (Double) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun BooleanArray.forEach(action: (Boolean) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun CharArray.forEach(action: (Char) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun <T> Array<out T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun ByteArray.forEachIndexed(action: (index: Int, Byte) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun ShortArray.forEachIndexed(action: (index: Int, Short) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun IntArray.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun LongArray.forEachIndexed(action: (index: Int, Long) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun FloatArray.forEachIndexed(action: (index: Int, Float) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun DoubleArray.forEachIndexed(action: (index: Int, Double) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun BooleanArray.forEachIndexed(action: (index: Int, Boolean) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    ByteArray.maxBy(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    ShortArray.maxBy(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var maxElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    IntArray.maxBy(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var maxElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    LongArray.maxBy(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    FloatArray.maxBy(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    DoubleArray.maxBy(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    BooleanArray.maxBy(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    CharArray.maxBy(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var maxElem = this[0]
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
Open Source Used In DNAC Platform Arica 13081
1..lastIndex) { 
    val e = this[i]
    if (min > e) min = e
} return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun IntArray.min(): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { 
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun LongArray.min(): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { 
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
public fun FloatArray.min(): Float? {
    if (isEmpty()) return null
    var min = this[0]
    if (min.isNaN()) return min
    for (i in 1..lastIndex) { 
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun DoubleArray.min(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { 
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun CharArray.min(): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { 
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <T, R : Comparable<R>> Array<out T>.minBy(selector: (T) -> R): T? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) { 
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> ByteArray.minBy(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) { 
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> ShortArray.minBy(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) { 
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> IntArray.minBy(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) { 
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> LongArray.minBy(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) { 
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> FloatArray.minBy(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var minElem = this[0]
    val
```kotlin
lastIndex = this.lastIndex
if (lastIndex == 0) return minElem
var minValue = selector(minElem)
for (i in 1..lastIndex) {
    val e = this[i]
    val v = selector(e)
    if (minValue > v) {
        minElem = e
        minValue = v
    }
}
return minElem
```

```kotlin
/**
 * Returns the first element yielding the smallest value of the given function or 'null' if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minBy
 */
public inline fun <R : Comparable<R>>
    DoubleArray.minBy(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}
```

```kotlin
public fun <T> Array<out T>.minWith(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
/**
 * Returns the first element having the smallest value according to the provided [comparator] or 'null' if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minWith
 */
public fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
/**
 * Returns the first element having the smallest value according to the provided [comparator] or 'null' if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minWith
 */
public fun ShortArray.minWith(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
/**
 * Returns the first element having the smallest value according to the provided [comparator] or 'null' if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minWith
 */
public fun IntArray.minWith(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
/**
 * Returns the first element having the smallest value according to the provided [comparator] or 'null' if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minWith
 */
public fun LongArray.minWith(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
public fun DoubleArray.minWith(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
public fun BooleanArray.minWith(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
```
if (comparator.compare(min, e) > 0) min = e

public fun CharArray.minWith(comparator: Comparator<Char>): Char? {
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun <T> Array<T>.minWith(comparator: Comparator<T>): T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the array has no elements.
 */
public fun <T> Array<T>.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun <T> Array<T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun ByteArray.none(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun ShortArray.none(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun LongArray.none(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun FloatArray.none(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun DoubleArray.none(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun CharArray.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes
 (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes
 (S, T : S) -> T): S {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes
 (Byte) -> Byte): Byte {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes
 (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes
 (Short) -> Short): Short {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes
 (Int) -> Int): Int {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes
 (Long) -> Long): Long {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes
 (Float) -> Float): Float {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes
 (Double) -> Double): Double {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes
 (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes
 (Char) -> Char): Char {
    for (element in this) if (predicate(element)) return false
    return true
}
the index of an element, current accumulator value\n * and the element itself and calculates the next accumulator
value.\n * in * @sample samples.collections.Collections.Aggregates.reduce\n */
public inline fun <S, T : S>
Array<out T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    if (isEmpty())
        throw
UnsupportedOperationException("Empty array can't be reduced.\n")
    var accumulator = this[0]\n    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return
accumulator\n
 * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the
next accumulator value.\n * in * @sample samples.collections.Collections.Aggregates.reduce\n */
ByteArray.reduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw
UnsupportedOperationException("Empty array can't be reduced.\n")
    var accumulator = this[0]\n    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return
accumulator\n
 * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the
next accumulator value.\n * in * @sample samples.collections.Collections.Aggregates.reduce\n */
ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw
UnsupportedOperationException("Empty array can't be reduced.\n")
    var accumulator = this[0]\n    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return
accumulator\n
 * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the
next accumulator value.\n * in * @sample samples.collections.Collections.Aggregates.reduce\n */
IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw
UnsupportedOperationException("Empty array can't be reduced.\n")
    var accumulator = this[0]\n    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return
accumulator\n
 * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the
next accumulator value.\n * in * @sample samples.collections.Collections.Aggregates.reduce\n */
    if (isEmpty())
        throw
UnsupportedOperationException("Empty array can't be reduced.\n")
    var accumulator = this[0]\n    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return
accumulator\n
 * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the
next accumulator value.\n * in * @sample samples.collections.Collections.Aggregates.reduce\n */
FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw
UnsupportedOperationException("Empty array can't be reduced.\n")
    var accumulator = this[0]\n    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return
accumulator\n
 * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the
next accumulator value.\n * in * @sample samples.collections.Collections.Aggregates.reduce\n */
DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw
UnsupportedOperationException("Empty array can't be reduced.\n")
    var accumulator = this[0]\n    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return
accumulator\n
 * Accumulates value starting with the first element and applying [operation] from left to
right
* to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value
* and the element itself and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.reduce

@public inline fun BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.
")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

@public inline fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.
")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

@public inline fun <S, T : S> Array<out T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    if (isEmpty())
        return null
    var accumulator: S = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

@public inline fun ByteArray.reduceOrNull(operation: (acc: Byte, Byte) -> Byte): Byte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

@public inline fun ShortArray.reduceOrNull(operation: (acc: Short, Short) -> Short): Short? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

@public inline fun IntArray.reduceOrNull(operation: (acc: Int, Int) -> Int): Int? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

@public inline fun LongArray.reduceOrNull(operation: (acc: Long, Long) -> Long): Long? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

@public inline fun FloatArray.reduceOrNull(operation: (acc: Float, Float) -> Float): Float? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun DoubleArray.reduceOrNull(operation: (acc: Double, Double) -> Double): Double? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun BooleanArray.reduceOrNull(operation: (acc: Boolean, Boolean) -> Boolean): Boolean? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharArray.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.

```kotlin
public inline fun <S, T : S> Array<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.

```kotlin
public inline fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.

```kotlin
public inline fun ShortArray.reduceRight(operation: (Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.

```kotlin
public inline fun IntArray.reduceRight(operation: (Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.

```kotlin
public inline fun LongArray.reduceRight(operation: (Long, acc: Long) -> Long): Long {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```
samples.collections.Collections.Aggregates.reduceRight

```
/**
* Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
* @sample samples.collections.Collections.Aggregates.reduceRight
*/
public inline fun FloatArray.reduceRightIndexed(operation: (Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```
/**
* Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
* @sample samples.collections.Collections.Aggregates.reduceRight
*/
public inline fun DoubleArray.reduceRightIndexed(operation: (Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```
/**
* Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
* @sample samples.collections.Collections.Aggregates.reduceRight
*/
public inline fun BooleanArray.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```
/**
* Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
* @sample samples.collections.Collections.Aggregates.reduceRight
*/
public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```
/**
* Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
* @sample samples.collections.Collections.Aggregates.reduceRight
*/
public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```
IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int 
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator

**Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n** * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.\n** * \n** * @sample samples.collections.Collections.Aggregates.reduceRight

    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator

**Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n** * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.\n** * \n** * @sample samples.collections.Collections.Aggregates.reduceRight

public inline fun FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float 
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator

**Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n** * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.\n** * \n** * @sample samples.collections.Collections.Aggregates.reduceRight

public inline fun DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double 
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator

**Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n** * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.\n** * \n** * @sample samples.collections.Collections.Aggregates.reduceRight

public inline fun BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean 
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator

**Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n** * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.\n** * \n** * @sample samples.collections.Collections.Aggregates.reduceRight

public inline fun CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char 
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator

**Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.\n** * \n** * @sample samples.collections.Collections.Aggregates.reduceRightOrNonNull

*\n@SinceKotlin("1.3") @ExperimentalStdlibApi \npublic inline fun LongArray.reduceRightOrNull(operation: (index: Int, Long) -> Long): Long 
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator

**Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.\n** * \n** * @sample samples.collections.Collections.Aggregates.reduceRightOrNonNull
accumulator) return accumulator
*/

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.

 * @sample samples.collections.Collections.Aggregates.reduceRightOrNullable
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun ByteArray.reduceRightOrNull(operation: (Byte, acc: Byte) -> Byte): Byte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.

 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun ShortArray.reduceRightOrNull(operation: (Short, acc: Short) -> Short): Short? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.

 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun IntArray.reduceRightOrNull(operation: (Int, acc: Int) -> Int): Int? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.

 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun LongArray.reduceRightOrNull(operation: (Long, acc: Long) -> Long): Long? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.

 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun FloatArray.reduceRightOrNull(operation: (Float, acc: Float) -> Float): Float? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.

 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun DoubleArray.reduceRightOrNull(operation: (Double, acc: Double) -> Double): Double? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.

 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun BooleanArray.reduceRightOrNull(operation: (Boolean, acc: Boolean) -> Boolean): Boolean? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.

 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun CharArray.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator =
get(index--) | while (index >= 0) {
accumulator = operation(get(index--), accumulator) 
} return accumulator

}\n\nReturns a list containing successive accumulation values generated by applying
[operation] from left to right in * to each element and current accumulator value that starts with [initial] value.

\n\n* Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.

\n\n* @param [operation] function that takes current accumulator value and an
element, and calculates the next accumulator value.

samples.collections.Collections.Aggregates.scan\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n\nopublic inline fun <T, R> Array<out T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> \n\nval result = ArrayList<R>(size + 1).apply { \n\nvar accumulator = initial\n\nfor (element in this) \n\naccumulator = operation(accumulator, element) \n\nresult.add(accumulator)\n\n} return result

\n\n* Returns a list containing successive accumulation values generated by applying
[operation] from left to right in * to each element and current accumulator value that starts with [initial] value.

\n\n* Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.

\n\n* @param [operation] function that takes current accumulator value and an
element, and calculates the next accumulator value.

samples.collections.Collections.Aggregates.scan

*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\n\nopublic inline fun <R>_byteArray.scan(initial: R, operation: (acc: R, Byte) -> R): List<R> \n\nval result = ArrayList<R>(size + 1).apply { \n\nvar accumulator = initial\n\nfor (element in this) \n\naccumulator = operation(accumulator, element) \n\nresult.add(accumulator)\n\n} return result

\n\n* Returns a list containing successive accumulation values generated by applying
[operation] from left to right in * to each element and current accumulator value that starts with [initial] value.

\n\n* Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.

\n\n* @param [operation] function that takes current accumulator value and an
element, and calculates the next accumulator value.

samples.collections.Collections.Aggregates.scan

*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\n\nopublic inline fun <R>_shortArray.scan(initial: R, operation: (acc: R, Short) -> R): List<R> \n\nval result = ArrayList<R>(size + 1).apply { \n\nvar accumulator = initial\n\nfor (element in this) \n\naccumulator = operation(accumulator, element) \n\nresult.add(accumulator)\n\n} return result

\n\n* Returns a list containing successive accumulation values generated by applying
[operation] from left to right in * to each element and current accumulator value that starts with [initial] value.

\n\n* Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.

\n\n* @param [operation] function that takes current accumulator value and an
element, and calculates the next accumulator value.

samples.collections.Collections.Aggregates.scan

*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\n\nopublic inline fun <R>_intArray.scan(initial: R, operation: (acc: R, Int) -> R): List<R> \n\nval result = ArrayList<R>(size + 1).apply { \n\nvar accumulator = initial\n\nfor (element in this) \n\naccumulator = operation(accumulator, element) \n\nresult.add(accumulator)\n\n} return result

\n\n* Returns a list containing successive accumulation values generated by applying
[operation] from left to right in * to each element and current accumulator value that starts with [initial] value.

\n\n* Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.

\n\n* @param [operation] function that takes current accumulator value and an
element, and calculates the next accumulator value.

samples.collections.Collections.Aggregates.scan

*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\n\nopublic inline fun <R>_longArray.scan(initial: R, operation: (acc: R, Long) -> R): List<R> \n\nval result = ArrayList<R>(size + 1).apply { \n\nvar accumulator = initial\n\nfor (element in this) \n\naccumulator = operation(accumulator, element) \n\nresult.add(accumulator)\n\n} return result

\n\n* Returns a list containing successive accumulation values generated by applying
[operation] from left to right in * to
each element and current accumulator value that starts with [initial] value.

Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

@sample samples.collections.Collections.Aggregates.scan

/*An@SinceKotlin("1.3")@n@ExperimentalStdlibApi@n@kotlin.internal.InlineOnly@n@public inline fun <R>
FloatArray.scan(initial: R, operation: (acc: R, Float) -> R): List<R>
{ val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        add(accumulator)
    }
    return result
}*/

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R>
DoubleArray.scan(initial: R, operation: (acc: R, Double) -> R): List<R>
{ val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        add(accumulator)
    }
    return result
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R>
BooleanArray.scan(initial: R, operation: (acc: R, Boolean) -> R): List<R>
{ val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        add(accumulator)
    }
    return result
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R>
CharArray.scan(initial: R, operation: (acc: R, Char) -> R): List<R>
{ val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        add(accumulator)
    }
    return result
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <T, R> Array<out T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R>
{ val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        add(accumulator)
    }
    return result
}
DoubleArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

BooleanArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

ByteArray.scanReduce(operation: (acc: Byte, Byte) -> Byte): List<Byte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Byte>(size + 1).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

CharArray.scanReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(size + 1).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

ByteArray.scanReduce(operation: (acc: Byte, Byte) -> Byte): List<Byte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Byte>(size + 1).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

CharArray.scanReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(size + 1).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```kotlin
*\n* @sample samples.collections.Collections.Aggregates.scanReduce

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun ShortArray.scanReduce(operation: (acc: Short, Short) -> Short): List<Short> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Short>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right \* to each element and current accumulator value that starts with the first element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun IntArray.scanReduce(operation: (acc: Int, Int) -> Int): List<Int> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Int>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right \* to each element and current accumulator value that starts with the first element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun LongArray.scanReduce(operation: (acc: Long, Long) -> Long): List<Long> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Long>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right \* to each element and current accumulator value that starts with the first element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun FloatArray.scanReduce(operation: (acc: Float, Float) -> Float): List<Float> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Float>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right \* to each element and current accumulator value that starts with the first element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun DoubleArray.scanReduce(operation: (acc: Double, Double) -> Double): List<Double> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Double>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right \* to each element and current accumulator value that starts with the first element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun BooleanArray.scanReduce(operation: (acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Boolean>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right \* to each element and current accumulator value that starts with the first element of this array.
starts with the first element of this array.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scanReduce

/*@SinceKotlin("1.3")@*/@ExperimentalStdlibApi@public inline fun CharArray.scanReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    var accumulator = this[0]
    val result = ArrayList<Chars>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. Note that `acc` value passed to [operation] function should not be mutated.
 * otherwise it would affect the previous value in resulting list.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scanReduce

/*@SinceKotlin("1.3")@*/@ExperimentalStdlibApi@public inline fun StringArray.scanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    var accumulator = this[0]
    val result = ArrayList<Chars>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scanReduce

/*@SinceKotlin("1.3")@*/@ExperimentalStdlibApi@public inline fun ByteArray.scanReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {
    var accumulator = this[0]
    val result = ArrayList<Chars>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scanReduce

/*@SinceKotlin("1.3")@*/@ExperimentalStdlibApi@public inline fun ShortArray.scanReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {
    var accumulator = this[0]
    val result = ArrayList<Chars>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scanReduce

/*@SinceKotlin("1.3")@*/@ExperimentalStdlibApi@public inline fun IntArray.scanReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {
    var accumulator = this[0]
    val result = ArrayList<Chars>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
accumulator.value

*\n
*\n
@sample samples.collections.Collections.Aggregates.scanReduce

*\n
*\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.scanReduceIndexed(operation: (index: Int, acc: Long, Long) -> Long): List<Long> {\n    var accumulator = this[0]\n    val result = ArrayList<Long>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        return result.add(accumulator)\n    }\n    return emptyList()\n}

*\n
*\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.scanReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {\n    var accumulator = this[0]\n    val result = ArrayList<Float>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        return result.add(accumulator)\n    }\n    return emptyList()\n}

*\n
*\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.scanReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double> {\n    var accumulator = this[0]\n    val result = ArrayList<Double>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        return result.add(accumulator)\n    }\n    return emptyList()\n}

*\n
*\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.scanReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): List<Boolean> {\n    var accumulator = this[0]\n    val result = ArrayList<Boolean>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        return result.add(accumulator)\n    }\n    return emptyList()\n}

*\n
*\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.scanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {\n    var accumulator = this[0]\n    val result = ArrayList<Char>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        return result.add(accumulator)\n    }\n    return emptyList()\n}

*\n
*\n
@sample samples.collections.Collections.Aggregates.scanReduce

*\n
*\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.sumBy(selector: (Byte) -> Int): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum
}

*\n
*\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.sumBy(selector: (Short) -> Int): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun Array<out T>.sumBy(selector: (T) -> Int): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumBy(selector: (Byte) -> Int): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumBy(selector: (Short) -> Int): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum
}
```java
var sum: Int = 0
for (element in this) {
    sum += selector(element)
}
return sum

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumBy(selector: (Int) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumBy(selector: (Long) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumBy(selector: (Float) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumBy(selector: (Double) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns an original collection containing all the non-null elements, throwing an [IllegalArgumentExce
```
T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
  val first = ArrayList<T>(element for (element in this) if (predicate(element))
  val second = ArrayList<T>(element for (element in this) else
  return Pair(first, second)/* Splits the original array into pair of lists
  * where *first* list contains elements for which [predicate] yielded true;
  * while *second* list contains elements for which [predicate] yielded false.*/
}/* @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives*/

ByteArray.partition(predicate: (Byte) -> Boolean): Pair<List<Byte>, List<Byte>> {
  val first = ArrayList<Byte>(element for (element in this) if (predicate(element))
  val second = ArrayList<Byte>(element for (element in this) else
  return Pair(first, second)/* Splits the original array into pair of lists
  * where *first* list contains elements for which [predicate] yielded true;
  * while *second* list contains elements for which [predicate] yielded false.*/
}/* @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives*/

ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> {
  val first = ArrayList<Short>(element for (element in this) if (predicate(element))
  val second = ArrayList<Short>(element for (element in this) else
  return Pair(first, second)/* Splits the original array into pair of lists
  * where *first* list contains elements for which [predicate] yielded true;
  * while *second* list contains elements for which [predicate] yielded false.*/
}/* @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives*/

IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {
  val first = ArrayList<Int>(element for (element in this) if (predicate(element))
  val second = ArrayList<Int>(element for (element in this) else
  return Pair(first, second)/* Splits the original array into pair of lists
  * where *first* list contains elements for which [predicate] yielded true;
  * while *second* list contains elements for which [predicate] yielded false.*/
}/* @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives*/

LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {
  val first = ArrayList<Long>(element for (element in this) if (predicate(element))
  val second = ArrayList<Long>(element for (element in this) else
  return Pair(first, second)/* Splits the original array into pair of lists
  * where *first* list contains elements for which [predicate] yielded true;
  * while *second* list contains elements for which [predicate] yielded false.*/
}/* @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives*/

FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {
  val first = ArrayList<Float>(element for (element in this) if (predicate(element))
  val second = ArrayList<Float>(element for (element in this) else
  return Pair(first, second)/* Splits the original array into pair of lists
  * where *first* list contains elements for which [predicate] yielded true;
  * while *second* list contains elements for which [predicate] yielded false.*/
}/* @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives*/

DoubleArray.partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>> {
  val first = ArrayList<Double>(element for (element in this) if (predicate(element))
  val second = ArrayList<Double>(element for (element in this) else
  return Pair(first, second)/* Splits the original array into pair of lists
  * where *first* list contains elements for which [predicate] yielded true;
  * while *second* list contains elements for which [predicate] yielded false.*/
}/* @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives*/

BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>, List<Boolean>> {
  val first = ArrayList<Boolean>(element for (element in this) if (predicate(element))
  val second = ArrayList<Boolean>(element for (element in this) else
  return Pair(first, second)/* Splits the original array into pair of lists
  * where *first* list contains elements for which [predicate] yielded true;
  * while *second* list contains elements for which [predicate] yielded false.*/
}/* @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives*/
samples.collections.Iterables.Operations.zipIterableWithTransform
*/

public inline fun <R, V> ShortArray.zip(other: Array<out R>, transform: (a: Short, b: R) -> V): List<V> {
    val size = minOf(this.size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of this array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements. 
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <R, V> IntArray.zip(other: Array<out R>, transform: (a: Int, b: R) -> V): List<V> {
    val size = minOf(this.size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of this array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements. 
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <R, V> LongArray.zip(other: Array<out R>, transform: (a: Long, b: R) -> V): List<V> {
    val size = minOf(this.size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of this array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements. 
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <R, V> FloatArray.zip(other: Array<out R>, transform: (a: Float, b: R) -> V): List<V> {
    val size = minOf(this.size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of this array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements. 
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <R, V> DoubleArray.zip(other: Array<out R>, transform: (a: Double, b: R) -> V): List<V> {
    val size = minOf(this.size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of this array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements. 
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <R, V> BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V> {
    val size = minOf(this.size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of this array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements. 
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <R, V> CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> {
    val size = minOf(this.size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of this array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements. 
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <T, R> Array<out T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of this array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements. 
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <R, V> ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of this array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements. 
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <R> ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> { return zip(other) { t1, t2 -> t1 to t2 } }
List<Pair<Short, R>> {\n    \n    return zip(other) { t1, t2 -> t1 to t2 }\n    \n    * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n    * The returned list has length of the shortest collection.\n    * \n    }\n    * @sample samples.collections.Operations.zip\n\n    intArray.zip(other: Iterable<Int>): List<Pair<Int, R>> {\n        \n        return zip(other) { t1, t2 -> t1 to t2 }\n        \n        * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n        * The returned list has length of the shortest collection.\n        * \n    }\n    * @sample samples.collections.Operations.zip\n\n    public infix fun <R> IntArray.zip(other: Iterable<R>): List<Pair<Long, R>> {\n        \n        return zip(other) { t1, t2 -> t1 to t2 }\n        \n        * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n        * The returned list has length of the shortest collection.\n        * \n    }\n    * @sample samples.collections.Operations.zip\n\n    public infix fun <R> LongArray.zip(other: Iterable<R>): List<Pair<Long, R>> {\n        \n        return zip(other) { t1, t2 -> t1 to t2 }\n        \n        * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n        * The returned list has length of the shortest collection.\n        * \n    }\n    * @sample samples.collections.Operations.zip\n\n    public infix fun <R> FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> {\n        \n        return zip(other) { t1, t2 -> t1 to t2 }\n        \n        * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n        * The returned list has length of the shortest collection.\n        * \n    }\n    * @sample samples.collections.Operations.zip\n\n    public infix fun <R> DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> {\n        \n        return zip(other) { t1, t2 -> t1 to t2 }\n        \n        * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n        * The returned list has length of the shortest collection.\n        * \n    }\n    * @sample samples.collections.Operations.zip\n\n    public infix fun <R> BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> {\n        \n        return zip(other) { t1, t2 -> t1 to t2 }\n        \n        * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n        * The returned list has length of the shortest collection.\n        * \n    }\n    * @sample samples.collections.Operations.zip\n\n    public infix fun <R> CharArray.zip(other: Iterable<R>): List<Pair<Char, R>> {\n        \n        return zip(other) { t1, t2 -> t1 to t2 }\n        \n        * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n        * The returned list has length of the shortest collection.\n        * \n    }\n    * @sample samples.collections.Operations.zip\n\n    public <T, R, V> Array<out T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {\n        \n        val arraySize = size\n        var list = ArrayList<V>(\n            minOf(other.collectionSizeOrDefault(10), arraySize))\n        \n        for (element in other) {\n            \n            list.add(transform(this[i++], element))\n            \n            return list\n        }\n        \n        * Returns a list of values built from the elements of `this` array and the [other] collection with the provided [transform] function applied to each pair of elements.\n        * The returned list has length of the shortest collection.\n        * \n    }\n    * @sample samples.collections.Operations.zipWithTransform\n\n    public <R, V> ByteArray.zip(other: Iterable<R>, transform: (a: Byte, b: R) -> V): List<V> {\n        \n        val arraySize = size\n        var list = ArrayList<V>(\n            minOf(other.collectionSizeOrDefault(10), arraySize))\n        \n        for (element in other) {\n            \n            list.add(transform(this[i++], element))\n            \n            return list\n        }\n        \n        * Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n        * using the provided [transform] function applied to each pair of elements.\n        * The returned list has length of the shortest collection.\n        * \n    }\n    * @sample samples.collections.Operations.zipWithTransform\n\n    public <R, V> ShortArray.zip(other: Iterable<R>, transform: (a: Short, b: R) -> V): List<V> {\n        \n        val arraySize = size\n        var list = ArrayList<V>(\n            minOf(other.collectionSizeOrDefault(10), arraySize))\n        \n        for (element in other) {\n            \n            list.add(transform(this[i++], element))\n            \n            return list\n        }\n        \n        * Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n        * using the provided [transform] function applied to each pair of elements.\n        * The returned list has length of the shortest collection.\n        * \n    }\n    * @sample samples.collections.Operations.zipWithTransform\n\n    public <R, V> IntArray.zip(other: Iterable<R>, transform: (a: Int, b: R) -> V): List<V> {\n        \n        val arraySize = size\n        var list = ArrayList<V>(\n            minOf(other.collectionSizeOrDefault(10), arraySize))\n        \n        for (element in other) {\n            \n            list.add(transform(this[i++], element))\n            \n            return list\n        }\n        \n        * Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n        * using the provided [transform] function applied to each pair of elements.\n        * The returned list has length of the shortest collection.\n        * \n    }\n    * @sample samples.collections.Operations.zipWithTransform\n\n    Open Source Used in DNAC Platform Arica 13103
provided [transform] function applied to each pair of elements.

The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

fun <R, V> FloatArray.zip(other: Iterable<R>, transform: (a: Float, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

fun <R, V> DoubleArray.zip(other: Iterable<R>, transform: (a: Double, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

fun <R, V> BooleanArray.zip(other: Iterable<R>, transform: (a: Boolean, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

fun <R, V> CharArray.zip(other: Iterable<R>, transform: (a: Char, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

fun ByteArray.zip(other: ByteArray): List<Pair<Byte, Byte>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

fun ShortArray.zip(other: ShortArray): List<Pair<Short, Short>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

fun IntArray.zip(other: IntArray): List<Pair<Int, Int>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

fun LongArray.zip(other: LongArray): List<Pair<Long, Long>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

fun FloatArray.zip(other: FloatArray):
List<Pair<Float, Float>> { return zip(other) { t1, t2 -> t1 to t2 } }

The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable

** @sample

DoubleArray.zip(other: DoubleArray): List<Pair<Double, Double>> { return zip(other) { t1, t2 -> t1 to t2 } }

The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable

CharArray.zip(other: CharArray): List<Pair<Char, Char>> { return zip(other) { t1, t2 -> t1 to t2 } }

* @sample samples.collections.Iterables.Operations.zipIterable

ByteArray.zip(other: ByteArray, transform: (a: Byte, b: Byte) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }

* @sample samples.collections.Iterables.Operations.zipIterable

ShortArray.zip(other: ShortArray, transform: (a: Short, b: Short) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }

* @sample samples.collections.Iterables.Operations.zipIterable

IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }

* @sample samples.collections.Iterables.Operations.zipIterable

LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }

* @sample samples.collections.Iterables.Operations.zipIterable

FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }

* @sample samplescollections.Operations.zipIterable

DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }

* @sample samples.Operations.zipIterable

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List<Pair<Float, Float>> { return zip(other) { t1, t2 -> t1 to t2 } }

The returned list has length of the shortest collection.

* @sample samples.collections.Operations.zipIterable

** @sample

DoubleArray.zip(other: DoubleArray): List<Pair<Double, Double>> { return zip(other) { t1, t2 -> t1 to t2 } }

The returned list has length of the shortest collection.

* @sample samples.collections.Operations.zipIterable

CharArray.zip(other: CharArray): List<Pair<Char, Char>> { return zip(other) { t1, t2 -> t1 to t2 } }

* @sample samples.collections.Operations.zipIterable

ByteArray.zip(other: ByteArray, transform: (a: Byte, b: Byte) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }

* @sample samples.collections.Operations.zipIterable

ShortArray.zip(other: ShortArray, transform: (a: Short, b: Short) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }

* @sample samples.collections.Operations.zipIterable

IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }

* @sample samples.collections.Operations.zipIterable

LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }

* @sample samples.collections.Operations.zipIterable

FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }

* @sample samples.collections.Operations.zipIterable

DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }

* @sample samples.Operations.zipIterable

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samples.collections.Iterables.Operations.zipIterableWithTransform\n/*\n\npublic inline fun <V>

BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> \n{\n    val size = minOf(size, other.size)\n    val list = ArrayList\n        \n    for (i in 0 until size) \n        list.add\n        \n    return list\n\n\n    * Returns a list of values built from the elements of ‘this’ array and the \n    * array with the same index\n    * using the provided [transform] function applied to each pair of elements.\n\n    The returned list has length of the shortest array.\n\n    \n\n@sample \n\n\nOpen Source Used In DNAC Platform Arica  13106

samples.collections.Iterables.Operations.zipIterableWithTransform\n/*\n\npublic inline fun <V>

CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> \n{\n    val size = minOf(size, other.size)\n    val list = ArrayList\n        \n    for (i in 0 until size) \n        list.add\n        \n    return list\n\n\n    * Returns a list of values built from the elements of ‘this’ array and the \n    * array with the same index\n    * using the provided [transform] function applied to each pair of elements.\n\n    The returned list has length of the shortest array.\n\n    \n\n@sample \n\n\nOpen Source Used In DNAC Platform Arica  13106
/**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied. \n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."). \n * 
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */

public fun <A : Appendable> LongArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied. \n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."). \n * 
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */

public fun <A : Appendable> FloatArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied. \n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."). \n * 
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */

public fun <A : Appendable> DoubleArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Double) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied. \n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."). \n * 
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */

public fun <A : Appendable> BooleanArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Boolean) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied. \n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."). \n * 
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */

public fun <A : Appendable> CharArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Char) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}
buffer.append(transform(element))
else
    buffer.append(element)
}

} else break
  }
    if

    if

    buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 *
* Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
* If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
* @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> Array<out T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun ByteArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Byte) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun ShortArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Short) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun IntArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun LongArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun FloatArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun DoubleArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Double) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
CharSequence = ",", prefix: CharSequence = ",", postfix: CharSequence = ",", limit: Int = -1, truncated:
CharSequence = ",...", transform: ((Double) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to ",...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun BooleanArray.joinToString(separator: CharSequence = ",", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Boolean) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to ",...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun CharArray.joinToString(separator: CharSequence = ",", prefix: CharSequence = "", postfix: CharSequence = ",", limit: Int = -1, truncated: CharSequence = "...", transform: ((Char) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun <T> Array<out T>.asIterable(): Iterable<T> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun ByteArray.asIterable(): Sequence<Byte> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun ShortArray.asIterable(): Sequence<Short> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun IntArray.asIterable(): Sequence<Int> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun LongArray.asIterable(): Sequence<Long> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun FloatArray.asIterable(): Sequence<Float> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun DoubleArray.asIterable(): Sequence<Double> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun ByteArray.asSequence(): Sequence<Byte> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun ShortArray.asSequence(): Sequence<Short> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun IntArray.asSequence(): Sequence<Int> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun LongArray.asSequence(): Sequence<Long> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun FloatArray.asSequence(): Sequence<Float> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun DoubleArray.asSequence(): Sequence<Double> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}
Sequence<Int> { 
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
@sample samples.collections.Sequences.Building.sequenceFromArray

public fun LongArray.asSequence(): Sequence<Long> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
@sample samples.collections.Sequences.Building.sequenceFromArray

public fun FloatArray.asSequence(): Sequence<Float> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
@sample samples.collections.Sequences.Building.sequenceFromArray

public fun DoubleArray.asSequence(): Sequence<Double> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
@sample samples.collections.Sequences.Building.sequenceFromArray

public fun BooleanArray.asSequence(): Sequence<Boolean> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
@sample samples.collections.Sequences.Building.sequenceFromArray

public fun CharArray.asSequence(): Sequence<Char> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ByteArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ShortArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun IntArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun LongArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun FloatArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
DoubleArray.average(): Double {
    var sum = Double(0.0)
    var count = Int(0)
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Array<out Byte>.sum(): Int {
    var sum = Int(0)
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Array<out Short>.sum(): Int {
    var sum = Int(0)
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Array<out Int>.sum(): Int {
    var sum = Int(0)
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Array<out Long>.sum(): Long {
    var sum = Long(0)
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Array<out Float>.sum(): Float {
    var sum = Float(0.0f)
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Array<out Double>.sum(): Double {
    var sum = Double(0.0)
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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 * license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")

package kotlin.ranges

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:

import kotlin.random.*

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntRange.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun IntRange.random(random: Random): Int {
    return random.nextInt(this)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun LongRange.random(random: Random): Long {
    return random.nextLong(this)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun CharRange.random(): Char {
    return random.nextChar()
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun LongRange.random(random: Random): Long {
    return random.nextLong(this)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun CharRange.random(): Char {
    return random.nextChar()
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun IntRange.random(random: Random): Int {
    return random.nextInt(this)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun LongRange.random(random: Random): Long {
    return random.nextLong(this)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun CharRange.random(): Char {
    return random.nextChar()
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun IntRange.random(random: Random): Int {
    return random.nextInt(this)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun LongRange.random(random: Random): Long {
    return random.nextLong(this)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun CharRange.random(): Char {
    return random.nextChar()
public fun CharRange.random(random: Random): Char {
    try {
        return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
    } catch (e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range, or ‘null’ if this range is empty.
 */
@SinceKotlin("1.3")
public inline fun IntRange.randomOrNull(): Int? {
    if (isEmpty())
        return null
    return random.nextInt(this)
}

/**
 * Returns a random element from this range using the specified source of randomness, or ‘null’ if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public fun IntRange.randomOrNull(random: Random): Int? {
    if (isEmpty())
        return null
    return random.nextInt(this)
}

/**
 * Returns a random element from this range, or ‘null’ if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public fun LongRange.randomOrNull(random: Random): Long? {
    if (isEmpty())
        return null
    return random.nextLong(this)
}

/**
 * Returns a random element from this range using the specified source of randomness, or ‘null’ if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public fun LongRange.randomOrNull(random: Random): Long? {
    if (isEmpty())
        return null
    return random.nextLong(this)
}

/**
 * Returns a random element from this range using the specified source of randomness, or ‘null’ if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public fun CharRange.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
}

/**
 * Returns a random element from this range using the specified source of randomness, or ‘null’ if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public fun CharRange.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
}

/**
 * Returns `true` if this range contains the specified [element].
 * 
 * Always returns ‘false’ if the [element] is ‘null’.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public operator fun IntRange.contains(value: Byte): Boolean {
    return contains(value.toInt())
}

/**
 * Returns `true` if this range contains the specified [element].
 * 
 * Always returns ‘false’ if the [element] is ‘null’.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public operator fun LongRange.contains(value: Byte): Boolean {
    return contains(value.toLong())
}

/**
 * Returns `true` if this range contains the specified [element].
 * 
 * Always returns ‘false’ if the [element] is ‘null’.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public operator fun CharRange.contains(value: Byte): Boolean {
    return contains(value.toChar())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Double): Boolean {
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Double): Boolean {
    return value.toLongOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Double): Boolean {
    return value.toShortOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Byte): Boolean {
    return contains(value.toFloat())
}
and floating point arguments has ambiguous semantics and is going to be removed.

```kotlin
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Double): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@deprecated("This contains operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Double): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@deprecated("This contains operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Double): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Double): Boolean {
    return contains(value.toDouble())
}
```

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ClosedRange<Int>.contains(value: Long): Boolean {
    return value.toIntOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Long): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Long): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Long): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Long): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Short): Boolean {
    return contains(value.toInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Short): Boolean {
    return contains(value.toLong())
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * 
 * The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Int.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * 
 * The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Long.downTo(to: Byte): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * 
 * The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Byte.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * 
 * The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Short.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * 
 * The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * 
 * The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Int.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this,
to, -1)n

\n\n*/

* Returns a progression from this value down to the specified [to] value with the step -1.n

\n* The [to] value should be less than or equal to `this` value.n

* If the [to] value is greater than `this` value the returned progression is empty.n

*\n
*/

\n
*public infix fun Long.downTo(to: Int): LongProgression {

* return

LongProgression.fromClosedRange(this, to.toLong(), -1L)n\n\n*/

* Returns a progression from this value down to the specified [to] value with the step -1.n

\n* The [to] value should be less than or equal to `this` value.n

* If the [to] value is greater than `this` value the returned progression is empty.n

*\n
*/

\n
*public infix fun Byte.downTo(to: Int): IntProgression {

* return

IntProgression.fromClosedRange(this.toInt(), to, -1)n\n\n*/

* Returns a progression from this value down to the specified [to] value with the step -1.n

\n* The [to] value should be less than or equal to `this` value.n

* If the [to] value is greater than `this` value the returned progression is empty.n

*\n
*/

\n
*public infix fun Short.downTo(to: Int): IntProgression {

* return

IntProgression.fromClosedRange(this.toInt(), to, -1)n\n\n*/

* Returns a progression from this value down to the specified [to] value with the step -1.n

\n* The [to] value should be less than or equal to `this` value.n

* If the [to] value is greater than `this` value the returned progression is empty.n

*\n
*/

\n
*public infix fun Int.downTo(to: Int): IntProgression {

* return

IntProgression.fromClosedRange(this, to.toInt(), -1)n\n\n*/

* Returns a progression from this value down to the specified [to] value with the step -1.n

\n* The [to] value should be less than or equal to `this` value.n

* If the [to] value is greater than `this` value the returned progression is empty.n

*\n
*/

\n
*public infix fun IntProgression.reversed(): IntProgression {

* return

IntProgression.fromClosedRange(last, first, -step)n\n\n*/

* Returns a progression that goes over the same range in the opposite direction with the same step.

*/

*public infix fun IntProgression.step(step: Int): IntProgression {

* checkStepIsPositive(step > 0, step)n

* return

IntProgression.fromClosedRange(last, first, -step)n\n\n*/

* Returns a progression that goes over the same range in the opposite direction with the same step.

*/

*public infix fun IntProgression.reversed(): IntProgression {

* return

IntProgression.fromClosedRange(last, first, -step)n\n\n*/
LongProgression.step(step: Long): LongProgression {
    checkStepIsPositive(step > 0, step)
    return LongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
public infix fun CharProgression.step(step: Int): CharProgression {
    checkStepIsPositive(step > 0, step)
    return CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

internal fun Int.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toInt()..Byte.MAX_VALUE.toInt()) this.toByte() else null
}

internal fun Long.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toLong()..Byte.MAX_VALUE.toLong()) this.toByte() else null
}

internal fun Short.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toShort()..Byte.MAX_VALUE.toShort()) this.toByte() else null
}

internal fun Double.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toDouble()..Byte.MAX_VALUE.toDouble()) this.toByte() else null
}

internal fun Float.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toFloat()..Byte.MAX_VALUE.toFloat()) this.toByte() else null
}

internal fun Int.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toLong()..Int.MAX_VALUE.toLong()) this.toInt() else null
}

internal fun Double.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toDouble()..Int.MAX_VALUE.toDouble()) this.toInt() else null
}

internal fun Float.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toFloat()..Int.MAX_VALUE.toFloat()) this.toInt() else null
}

internal fun Double.toLongExactOrNull(): Long? {
    return if (this in Long.MIN_VALUE.toDouble()..Long.MAX_VALUE.toDouble()) this.toLong() else null
}

internal fun Float.toLongExactOrNull(): Long? {
    return if (this in Long.MIN_VALUE.toFloat()..Long.MAX_VALUE.toFloat()) this.toLong() else null
}

.internal fun Short.toLongExactOrNull(): Long? {
    return if (this in Short.MIN_VALUE.toInt()..Short.MAX_VALUE.toInt()) this.toLong() else null
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Int.until(to: Byte): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Long.until(to: Byte): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Byte.until(to: Byte): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Char.until(to: Char): CharRange {
    if (to <= Char.MIN_VALUE) return CharRange.EMPTY
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Int.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE) return IntRange.EMPTY
    return this .. (totoInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Long.until(to: Int): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Byte.until(to: Int): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Char.until(to: Int): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Int.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE) return IntRange.EMPTY
    return this .. (totoInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Long.until(to: Int): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Byte.until(to: Int): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Char.until(to: Int): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Int.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE) return IntRange.EMPTY
    return this .. (totoInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Long.until(to: Int): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Byte.until(to: Int): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Char.until(to: Int): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Int.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE) return IntRange.EMPTY
    return this .. (totoInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Long.until(to: Int): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Byte.until(to: Int): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Char.until(to: Int): LongRange {
    return this .. (to.toLong() - 1).toLong()
If the [to] value is less than or equal to `this` value, then the returned range is empty.

```kotlin
/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Int): IntRange {
    return if (to <= Int.MIN_VALUE) IntRange.EMPTY
              else this.toInt() .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Int): IntRange {
    return if (to <= Int.MIN_VALUE) IntRange.EMPTY
              else this.toInt() .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Long): LongRange {
    return if (to <= Long.MIN_VALUE) LongRange.EMPTY
              else this.toLong() .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Long): LongRange {
    return if (to <= Long.MIN_VALUE) LongRange.EMPTY
              else this.toLong() .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Long): LongRange {
    return if (to <= Long.MIN_VALUE) LongRange.EMPTY
              else this.toLong() .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Long): LongRange {
    return if (to <= Long.MIN_VALUE) LongRange.EMPTY
              else this.toLong() .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Byte.coerceAtLeast(minimumValue: Byte): Byte {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Short.coerceAtLeast(minimumValue: Short): Short {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Int.coerceAtLeast(minimumValue: Int): Int {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Long.coerceAtLeast(minimumValue: Long): Long {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Double.coerceAtLeast(minimumValue: Double): Double {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun String.coerceAtLeast(minimumValue: String): String {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Any.coerceAtLeast(minimumValue: Any): Any {
    return if (this < minimumValue) minimumValue else this
}
```
public fun Float.coerceAtLeast(minimumValue: Float): Float {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [minimumValue].
 * @return this value if it's less than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Double.coerceAtLeast(minimumValue: Double): Double {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [minimumValue].
 * @return this value if it's less than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Int.coerceAtLeast(minimumValue: Int): Int {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [minimumValue].
 * @return this value if it's less than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Long.coerceAtLeast(minimumValue: Long): Long {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [minimumValue].
 * @return this value if it's less than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Float.coerceAtMost(maximumValue: Float): Float {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Double.coerceAtMost(maximumValue: Double): Double {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Int.coerceAtMost(maximumValue: Int): Int {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Long.coerceAtMost(maximumValue: Long): Long {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Float.coerceAtMost(maximumValue: Float): Float {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Double.coerceAtMost(maximumValue: Double): Double {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Byte.coerceIn(minimumValue: Byte, maximumValue: Byte): Byte {
    return if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    else if (this < minimumValue) minimumValue
    else if (this > maximumValue) maximumValue
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Short.coerceIn(minimumValue: Short, maximumValue: Short): Short {
    return if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    else if (this < minimumValue) minimumValue
    else if (this > maximumValue) maximumValue
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {
    return if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    else if (this < minimumValue) minimumValue
    else if (this > maximumValue) maximumValue
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {
    return if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    else if (this < minimumValue) minimumValue
    else if (this > maximumValue) maximumValue
}
return maximumValue\n    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * @return this value if it's in the range, or minimumValue if it's less than minimumValue, or maximumValue if it's greater than maximumValue.
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Short.coerceIn(minimumValue: Short, maximumValue: Short): Short {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * @return this value if it's in the range, or minimumValue if it's less than minimumValue, or maximumValue if it's greater than maximumValue.
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * @return this value if it's in the range, or minimumValue if it's less than minimumValue, or maximumValue if it's greater than maximumValue.
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * @return this value if it's in the range, or minimumValue if it's less than minimumValue, or maximumValue if it's greater than maximumValue.
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * @return this value if it's in the range, or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.
 * @sample samples.comparisons.ComparableOps.coerceInFloatingPointRange
 */
@SinceKotlin("1.1")
public fun <T : Comparable<T>> T.coerceIn(range: ClosedFloatingPointRange<T>): T {
    if (range is ClosedFloatingPointRange) {
        return
    }
}

/**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * @return this value if it's in the range, or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.
 * @sample samples.comparisons.ComparableOps.coerceInComparable
 */
public fun <T : Comparable<T>> T.coerceIn(range: ClosedRange<T>): T {
    if (range is ClosedFloatingPointRange) {
        return
    }
}
other value from this value. */
  @kotlin.internal.InlineOnly
  public inline operator fun minus(other: UShort):
  UInt = this.toUInt().minus(other.toUInt())
  /** Subtracts the other value from this value. */
  @kotlin.internal.InlineOnly
  public inline operator fun minus(other: UInt):
  UInt = this.toUInt().minus(other)
  /** Subtracts the other value from this value. */
  @kotlin.internal.InlineOnly
  public inline operator fun minus(other: ULong):
  ULong = this.toULong().minus(other)
  /** Subtracts the other value from this value. */
  @kotlin.internal.InlineOnly
  public inline operator fun minus(other: ULong):
  ULong = this.toULong().minus(other)

  /** Multiplies this value by the other value. */
  @kotlin.internal.InlineOnly
  public inline operator fun times(other: UByte):
  UInt = this.toUInt().times(other.toUInt())
  /** Multiplies this value by the other value. */
  @kotlin.internal.InlineOnly
  public inline operator fun times(other: UShort):
  UInt = this.toUInt().times(other.toUInt())
  /** Multiplies this value by the other value. */
  @kotlin.internal.InlineOnly
  public inline operator fun times(other: UInt):
  UInt = this.toUInt().times(other)
  /** Multiplies this value by the other value. */
  @kotlin.internal.InlineOnly
  public inline operator fun times(other: ULong):
  ULong = this.toULong().times(other)

  /** Divides this value by the other value. */
  @kotlin.internal.InlineOnly
  public inline operator fun div(other: UByte):
  UInt = this.toUInt().div(other.toUInt())
  /** Divides this value by the other value. */
  @kotlin.internal.InlineOnly
  public inline operator fun div(other: UShort):
  UInt = this.toUInt().div(other.toUInt())
  /** Divides this value by the other value. */
  @kotlin.internal.InlineOnly
  public inline operator fun div(other: UInt):
  UInt = this.toUInt().div(other)
  /** Divides this value by the other value. */
  @kotlin.internal.InlineOnly
  public inline operator fun div(other: ULong):
  ULong = this.toULong().div(other)

  /** Calculates the remainder of dividing this value by the other value. */
  @kotlin.internal.InlineOnly
  public inline operator fun rem(other: UByte):
  UInt = this.toUInt().rem(other.toUInt())
  /** Calculates the remainder of dividing this value by the other value. */
  @kotlin.internal.InlineOnly
  public inline operator fun rem(other: UShort):
  UInt = this.toUInt().rem(other.toUInt())
  /** Calculates the remainder of dividing this value by the other value. */
  @kotlin.internal.InlineOnly
  public inline operator fun rem(other: UInt):
  UInt = this.toUInt().rem(other)
  /** Calculates the remainder of dividing this value by the other value. */
  @kotlin.internal.InlineOnly
  public inline operator fun rem(other: ULong):
  ULong = this.toULong().rem(other)

  /** Increments this value. */
  @kotlin.internal.InlineOnly
  public inline operator fun inc(): UByte = UByte(data.inc())
  /** Decrements this value. */
  @kotlin.internal.InlineOnly
  public inline operator fun dec(): UByte = UByte(data.dec())

  /** Creates a range from this value to the specified [other] value. */
  @kotlin.internal.InlineOnly
  public inline operator fun rangeTo(other: UByte):
  UIntRange = UIntRange(this.toUInt(), other.toUInt())

  /** Performs a bitwise AND operation between the two values. */
  @kotlin.internal.InlineOnly
  public inline infix fun and(other: UByte): UByte = UByte(this.data and other.data)
  /** Performs a bitwise OR operation between the two values. */
  @kotlin.internal.InlineOnly
  public inline infix fun or(other: UByte): UByte = UByte(this.data
or other.data)
  /** Performs a bitwise XOR operation between the two values. */
  @kotlin.internal.InlineOnly
  public inline infix fun xor(other: UByte): UByte = UByte(this.data
xor other.data)
  /** Inverts the bits in this value. */
  @kotlin.internal.InlineOnly
  public inline fun inv(): UByte = UByte(data.inv())

  /** Converts this [UByte] value to [Byte]. */
  @kotlin.internal.InlineOnly
  public inline fun toByte(): Byte = data

  /** Converts this [UByte] value to [Short]. */
  @kotlin.internal.InlineOnly
  public inline fun toShort(): Short = data.toShort()

  /** Converts this [UByte] value to [Int]. */
  @kotlin.internal.InlineOnly
  public inline fun toInt(): Int = data.toInt()

  /** Converts this [UByte] value to [Long]. */
  @kotlin.internal.InlineOnly
  public inline fun toLong(): Long = data.toLong()

  /** Performs a bitwise AND operation between the two values. */
  @kotlin.internal.InlineOnly
  public inline fun and(other: UByte): UByte =
  UByte(this.data and other.data)

  /** Performs a bitwise OR operation between the two values. */
  @kotlin.internal.InlineOnly
  public inline fun or(other: UByte): UByte =
  UByte(this.data or other.data)

  /** Performs a bitwise XOR operation between the two values. */
  @kotlin.internal.InlineOnly
  public inline fun xor(other: UByte): UByte =
  UByte(this.data xor other.data)
8 bits of the resulting 'Long' value are the same as the bits of this 'UByte' value, whereas the most significant 56 bits are filled with zeros.

*/*n @kotlin.internal.InlineOnly
public inline fun toLong(): Long =
data.toLong() and 0xFF
/** Returns this value. */
*/*n @kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = this
/** Converts this [UByte] value to [UShort]. */
*/*n * The resulting 'UShort' value represents the same numerical value as this 'UByte'.
*/*n * The least significant 8 bits of the resulting 'UShort' value are the same as the bits of this 'UByte' value, whereas the most significant 8 bits are filled with zeros.

*/*n @kotlin.internal.InlineOnly
public inline fun toUShort(): UShort =
UShort(data.toShort() and 0xFF)
/** Converts this [UByte] value to [UInt]. */
*/*n * The resulting 'UInt' value represents the same numerical value as this 'UByte'.
*/*n * The least significant 24 bits are filled with zeros.

*/*n @kotlin.internal.InlineOnly
public inline fun toUInt(): UInt =
UInt(data.toInt() and 0xFF)
/** Converts this [UByte] value to [ULong]. */
*/*n * The resulting 'ULong' value represents the same numerical value as this 'UByte'.
*/*n * The least significant 8 bits of the result 'ULong' value are the same as the bits of this 'UByte' value, whereas the most significant 56 bits are filled with zeros.

*/*n @kotlin.internal.InlineOnly
public inline fun toULong(): ULong =
ULong(data.toLong() and 0xFF)
/** Converts this [UByte] value to [Float]. */
*/*n * The resulting 'Float' value represents the same numerical value as this 'UByte'.
*/*n @kotlin.internal.InlineOnly
public inline fun toFloat(): Float =
this.toInt().toFloat()
/** Converts this [UByte] value to [Double]. */
*/*n * The resulting 'Double' value represents the same numerical value as this 'UByte'.
*/*n @kotlin.internal.InlineOnly
public inline fun toDouble(): Double =
this.toInt().toDouble()
/**
   * The number of bits used to represent an instance of UInt in a binary form.
   */
   public const val SIZE_BITS: Int = 32
   
   /**
       * Compares this value with the specified value for order.
       */
   public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toUInt())
   
   /**
       * Compares this value with the specified value for order.
       */
   public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toUInt())
   
   /**
       * Compares this value with the specified value for order.
       */
   public inline operator fun compareTo(other: UInt): Int = uintCompare(this.data, other.data)
   
   /**
       * Compares this value with the specified value for order.
       */
   public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)
   
   /**
       * Compares this value with the specified value for order.
       */
   @kotlin.internal.InlineOnly
   public inline operator fun compareTo(other: ULong): ULong = this.toULong().compareTo(other)
   
   /**
       * Adds the other value to this value.
       */
   public inline operator fun plus(other: UByte): UInt = this.plus(other.toUInt())
   
   /**
       * Adds the other value to this value.
       */
   public inline operator fun plus(other: UShort): UInt = this.plus(other.toUInt())
   
   /**
       * Adds the other value to this value.
       */
   public inline operator fun plus(other: UInt): UInt = UInt(this.data.plus(other.data))
   
   /**
       * Adds the other value to this value.
       */
   public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)
   
   /**
       * Subtracts the other value from this value.
       */
   public inline operator fun minus(other: UByte): UInt = this.minus(other.toUInt())
   
   /**
       * Subtracts the other value from this value.
       */
   public inline operator fun minus(other: UShort): UInt = this.minus(other.toUInt())
   
   /**
       * Subtracts the other value from this value.
       */
   public inline operator fun minus(other: UInt): UInt = UInt(this.data.minus(other.data))
   
   /**
       * Subtracts the other value from this value.
       */
   public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)
   
   /**
       * Multiplies this value by the other value.
       */
   public inline operator fun times(other: UByte): UInt = this.times(other.toUInt())
   
   /**
       * Multiplies this value by the other value.
       */
   public inline operator fun times(other: UShort): UInt = this.times(other.toUInt())
   
   /**
       * Multiplies this value by the other value.
       */
   public inline operator fun times(other: UInt): UInt = UInt(this.data.times(other.data))
   
   /**
       * Multiplies this value by the other value.
       */
   public inline operator fun times(other: ULong): ULong = this.toULong().times(other)
   
   /**
       * Calculates the remainder of dividing this value by the other value.
       */
   public inline operator fun rem(other: UByte): UInt = this.rem(other.toUInt())
   
   /**
       * Calculates the remainder of dividing this value by the other value.
       */
   public inline operator fun rem(other: UShort): UInt = this.rem(other.toUInt())
   
   /**
       * Calculates the remainder of dividing this value by the other value.
       */
   public inline operator fun rem(other: UInt): UInt = uintRemainder(this, other)
   
   /**
       * Calculates the remainder of dividing this value by the other value.
       */
   public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)
   
   /**
       * Increments this value.
       */
   public inline operator fun inc(): UInt = UInt(data.inc())
   
   /**
       * Decrements this value.
       */
   public inline operator fun dec(): UInt = UInt(data.dec())

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public inline operator fun dec(): UInt = UInt(data.dec())

/** Creates a range from this value to the specified [other] value. */
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: UInt): UIntRange =
UIntRange(this, other)

/** Shifts this value left by the [bitCount] number of bits. */
@kotlin.internal.InlineOnly
public inline infix fun shl(bitCount: Int): UInt = UInt(data.shl(bitCount))

/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */
@kotlin.internal.InlineOnly
public inline infix fun shr(bitCount: Int): UInt = UInt(data.ushr(bitCount))

/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun and(other: UInt): UInt = UInt(this.data and other.data)

/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun or(other: UInt): UInt = UInt(this.data or other.data)

/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun xor(other: UInt): UInt = UInt(this.data xor other.data)

/** Performs a bitwise NOT operation on this value. */
@kotlin.internal.InlineOnly
public inline infix fun not(): UInt = UInt(~this.data)

/** Converts this [UInt] value to [Byte]. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()

/** Converts this [UInt] value to [Short]. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort()

/** Converts this [UInt] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt()

/** Converts this [UInt] value to [Long]. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong() and 0xFFFFFFFF

/** Converts this [UInt] value to [ULong]. */
@kotlin.internal.InlineOnly
public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF_FFFF)

/** Converts this [UInt] value to [Double]. */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = data.toDouble()

/** Converts this [UInt] value to [Float]. */
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = data.toFloat()

/** Converts this [UInt] value to [UByte]. */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()

/** Converts this [UInt] value to [UShort]. */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = data.toUShort()

/** Converts this [UInt] value to [UShort]. */
@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = data.toUInt()

/** Converts this [UInt] value to [UByte]. */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()

/** Converts this [UInt] value to [ByteRange]. */
@kotlin.internal.InlineOnly
public inline fun rangeTo(other: Byte): ByteRange = ByteRange(this, other)

/** Converts this [Short] value to [ByteRange]. */
@kotlin.internal.InlineOnly
public inline fun rangeTo(other: Short): ShortRange = ShortRange(this, other)

/** Converts this [Int] value to [ByteRange]. */
@kotlin.internal.InlineOnly
public inline fun rangeTo(other: Int): IntRange = IntRange(this, other)

/** Converts this [Long] value to [ByteRange]. */
@kotlin.internal.InlineOnly
public inline fun rangeTo(other: Long): LongRange = LongRange(this, other)

/** Converts this [ULong] value to [ByteRange]. */
@kotlin.internal.InlineOnly
public inline fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)

/** Converts this [Double] value to [ByteRange]. */
@kotlin.internal.InlineOnly
public inline fun rangeTo(other: Double): DoubleRange = DoubleRange(this, other)

/** Converts this [Float] value to [ByteRange]. */
@kotlin.internal.InlineOnly
public inline fun rangeTo(other: Float): FloatRange = FloatRange(this, other)

/** Converts this [UShort] value to [ByteRange]. */
@kotlin.internal.InlineOnly
public inline fun rangeTo(other: UShort): UShortRange = UShortRange(this, other)

/** Converts this [UByte] value to [ByteRange]. */
@kotlin.internal.InlineOnly
public inline fun rangeTo(other: UByte): UByteRange = UByteRange(this, other)

/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun and(other: Byte): Byte = this.data and other.data

/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun or(other: Byte): Byte = this.data or other.data

/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun xor(other: Byte): Byte = this.data xor other.data

/** Performs a bitwise NOT operation on this value. */
@kotlin.internal.InlineOnly
public inline infix fun not(): Byte = ~this.data

/** Converts this [Byte] value to [ByteRange]. */
@kotlin.internal.InlineOnly
public inline fun rangeTo(other: ByteRange): ByteRange = ByteRange(this, other)

/** Converts this [Short] value to [ByteRange]. */
@kotlin.internal.InlineOnly
public inline fun rangeTo(other: ShortRange): ShortRange = ShortRange(this, other)

/** Converts this [Int] value to [ByteRange]. */
@kotlin.internal.InlineOnly
public inline fun rangeTo(other: IntRange): IntRange = IntRange(this, other)

/** Converts this [Long] value to [ByteRange]. */
@kotlin.internal.InlineOnly
public inline fun rangeTo(other: LongRange): LongRange = LongRange(this, other)

/** Converts this [ULong] value to [ByteRange]. */
@kotlin.internal.InlineOnly
public inline fun rangeTo(other: ULongRange): ULongRange = ULongRange(this, other)

/** Converts this [Double] value to [ByteRange]. */
@kotlin.internal.InlineOnly
public inline fun rangeTo(other: DoubleRange): DoubleRange = DoubleRange(this, other)

/** Converts this [Float] value to [ByteRange]. */
@kotlin.internal.InlineOnly
public inline fun rangeTo(other: FloatRange): FloatRange = FloatRange(this, other)

/** Converts this [UShort] value to [ByteRange]. */
@kotlin.internal.InlineOnly
public inline fun rangeTo(other: UShortRange): UShortRange = UShortRange(this, other)

/** Converts this [UByte] value to [ByteRange]. */
@kotlin.internal.InlineOnly
public inline fun rangeTo(other: UByteRange): UByteRange = UByteRange(this, other)

/** Returns the result of the `UInt` value. */
@kotlin.internal.InlineOnly
public inline operator fun dec(): UInt = this.data.dec()
most significant 24 bits are filled with the sign bit of this value.

*\@SinceKotlin\("1.3\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
Byte.toUInt(): UInt = UInt(this.toInt())/*\@n * Converts this [Short] value to [UInt].\@n * If this value is positive, the resulting `UInt` value represents the same numerical value as this `Short`.\@n * The least significant 16 bits of the resulting `UInt` value are the same as the bits of this `Short` value,\@n * whereas the most significant 16 bits are filled with the sign bit of this value.

*\@SinceKotlin\("1.3\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
Short.toUInt(): UInt = UInt(this.toInt())/*\@n * Converts this [Int] value to [UInt].\@n * If this value is positive, the resulting `UInt` value represents the same numerical value as this `Int`.\@n * The resulting `UInt` value has the same binary representation as this `Int` value.

*\@SinceKotlin\("1.3\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
Int.toUInt(): UInt = UInt(this)
/**
 * Converts this [Short] value to [UInt].
 *
 * If this value is positive, the resulting `UInt` value represents the same numerical value as this `Long` value.

*\@SinceKotlin\("1.3\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
Long.toUInt(): UInt = UInt(this)

/**
 * Converts this [Float] value to [UInt].
 *
 * If this value is positive and less than or equals to [UInt.MAX_VALUE], the resulting `UInt` value represents the same numerical value as this `Long`.\@n * The resulting `UInt` value is represented by the least significant 32 bits of this `Long` value.

*\@SinceKotlin\("1.3\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
Float.toUInt(): UInt = FloatToUInt(this)
/**
 * Converts this [Double] value to [UInt].
 *
 * If this value is positive and less than or equals to [UInt.MAX_VALUE], the resulting `UInt` value represents the same numerical value as this `Double` value.

*\@SinceKotlin\("1.3\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
Double.toUInt(): UInt = DoubleToUInt(this)

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline class UShort @PublishedApi internal
constructor(\@PublishedApi internal val data: Short) : Comparable<UShort> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UShort can have.
         */
        public const val MIN_VALUE: UShort = UShort(0)

        /**
         * A constant holding the maximum value an instance of UShort can have.
         */
        public const val MAX_VALUE: UShort = UShort(-1)

        /**
         * The number of bytes used to represent an instance of UShort in a binary form.
         */
        public const val SIZE_BYTES: Int = 2

        /**
         * The number of bits used to represent an instance of UShort in a binary form.
         */
        public const val SIZE_BITS: Int = 16

        @kotlin.internal.InlineOnly
        @Suppress("OVERRIDE_BY_INLINE")
        public override inline fun compareTo(other: UByte): Int = toInt().compareTo(other.toInt())

        @kotlin.internal.InlineOnly
        public inline fun compareTo(other: UShort): Int = toInt().compareTo(other.toInt())

        @kotlin.internal.InlineOnly
        public inline fun compareTo(other: UInt): Int = toInt().compareTo(other.toInt())

        @kotlin.internal.InlineOnly
        public inline fun compareTo(other: ULong): Int =
this.toULong().compareTo(other))

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt =
        this.toUInt().plus(other.toUInt())
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong =
        this.toULong().plus(other.toUInt())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): UInt =
        this.toUInt().minus(other.toUInt())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): UInt =
        this.toUInt().minus(other.toUInt())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong =
        this.toULong().minus(other.toUInt())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): UInt =
        this.toUInt().times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): UInt =
        this.toUInt().times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong =
        this.toULong().times(other.toUInt())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UByte): UInt =
        this.toUInt().div(other.toUInt())
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UShort): UInt =
        this.toUInt().div(other.toUInt())
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: ULong): ULong =
        this.toULong().div(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UByte): UInt =
        this.toUInt().rem(other.toUInt())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UShort): UInt =
        this.toUInt().rem(other.toUInt())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong =
        this.toULong().rem(other.toUInt())

    /** Increments this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun inc(): UShort =
        UShort(data.inc())
    /** Decrements this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun dec(): UShort =
        UShort(data.dec())

    /** Creates a range from this value to the specified [other] value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rangeTo(other: UShort): UIntRange =
        UIntRange(this.toUInt(), other.toUInt())

    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun and(other: UShort): UShort =
        UShort(this.data and other.data)
    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun or(other: UShort): UShort =
        UShort(this.data or other.data)
    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: UShort): UShort =
        UShort(this.data xor other.data)
    /** Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): UShort =
        UShort(data.inv())
    /** Converts this [UShort] value to [Byte]. */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte =
        data.toByte()
value is less than or equals to [Short.MAX_VALUE], the resulting ’Short’ value represents
* the same numerical value as this ’UShort’. Otherwise the result is negative.
* The resulting ’Short’ value has the same binary representation as this ’UShort’ value.
 */
@kotlin.internal.InlineOnly public inline fun toShort(): Short = data//
*/
* Converts this [UShort] value to [Int].
* The resulting ’Int’ value represents the same numerical value as this ’UShort’.
* The least significant 16 bits of the resulting ’Int’ value are the same as the bits of this ’UShort’ value,
* whereas the most significant 16 bits are filled with zeros.
*/
@kotlin.internal.InlineOnly public inline fun toInt(): Int = data.toInt() and 0xFFFF
*/
* Converts this [UShort] value to [Long].
* The resulting ’Long’ value represents the same numerical value as this ’UShort’.
* The least significant 16 bits of the resulting ’Long’ value are the same as the bits of this ’UShort’ value,
* whereas the most significant 48 bits are filled with zeros.
*/
@kotlin.internal.InlineOnly public inline fun toLong(): Long = data.toLong() and 0xFFFF
*/
* Converts this [UShort] value to [UByte].
* If this value is less than or equals to [UByte.MAX_VALUE], the resulting ’UByte’ value represents
* the same numerical value as this ’UShort’.
* The resulting ’UByte’ value is represented by the least significant 8 bits of this ’UShort’ value.
*/
@kotlin.internal.InlineOnly public inline fun toUByte(): UByte = data.toUByte()
*/
* Returns this value.
*/
@kotlin.internal.InlineOnly public inline fun toUShort(): UShort = UShort(data.toShort())
*/
* Converts this [UShort] value to [UByte].
*/
* Converts this [UShort] value to [Int].
*/
* The resulting ’Int’ value represents the same numerical value as this ’UShort’.
* The least significant 16 bits of the resulting ’Int’ value are the same as the bits of this ’UShort’ value,
* whereas the most significant 16 bits are filled with zeros.
*/
@kotlin.internal.InlineOnly public inline fun toInt(): Int = data.toInt() and 0xFFFF
*/
* Converts this [UShort] value to [Long].
*/
* Converts this [UShort] value to [UByte].
*/
* Converts this [UShort] value to [Int].
*/
* The resulting ’Int’ value represents the same numerical value as this ’UShort’.
* The least significant 16 bits of the resulting ’Int’ value are the same as the bits of this ’UShort’ value,
* whereas the most significant 16 bits are filled with zeros.
*/
@kotlin.internal.InlineOnly public inline fun toInt(): Int = data.toInt() and 0xFFFF
*/
* Converts this [UShort] value to [Long].
*/
* Converts this [UShort] value to [Int].
*/
* The resulting ’Int’ value represents the same numerical value as this ’UShort’.
*/
@kotlin.internal.InlineOnly public inline fun toInt(): Int = data.toInt() and 0xFFFF
*/
* Converts this [UShort] value to [Long].
*/
* Converts this [UShort] value to [Int].
*/
* The resulting ’Int’ value represents the same numerical value as this ’UShort’.
*/
@kotlin.internal.InlineOnly public inline fun toInt(): Int = data.toInt() and 0xFFFF
*/
* Converts this [UShort] value to [Long].
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*/
* Converts this [UShort] value to [Int].
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* The resulting ’Int’ value represents the same numerical value as this ’UShort’.
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* Converts this [UShort] value to [Int].
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*/
* Converts this [UShort] value to [Int].
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* The resulting ’Int’ value represents the same numerical value as this ’UShort’.
*/
@kotlin.internal.InlineOnly public inline fun toInt(): Int = data.toInt() and 0xFFFF
/*
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fun containsAll(elements: Collection<T>): Boolean = elements.all { contains(it) } 

override fun iterator():
    return ArrayList().asCollection(elements).iterator()

override fun list(): List<T> = elements.asList()
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <E>
buildList(capacity: Int, @BuilderInference builderAction: MutableList<E>.() -> Unit): List<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)
    }
    checkBuilderCapacity(capacity)
    return ArrayList<E>(capacity).apply(builderAction)
}

/**
 * Returns an [IntRange] of the valid indices for this
 * collection.
 * @sample samples.collections.Collections.Collections.indicesOfCollection
 */
public val Collection<*>.indices: IntRange
    get() = 0..size - 1

/**
 * Returns the index of the last item in the list or -1 if
 * the list is empty.
 * @sample samples.collections.Collections.Collections.lastIndex
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.lastIndex: Int
    get() = this.size - 1

/**
 * Returns `true` if the collection is not empty.
 * @sample samples.collections.Collections.Collections.isNotEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.isEmpty(): Boolean = !this.isNullOrEmpty

/**
 * Checks if all
 * elements in the specified collection are contained in this collection.
 * @sample samples.collections.Collections.Collections.containsAll
 */
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in
// some cases
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T>
Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)

internal fun <T>
List<T>.optimizeReadOnlyList() = when (size) {
    0 -> emptyList()
    1 -> listOf(this[0])
    else ->
        this
}

/**
 * Searches this list or its range for the provided 
 * [element] using the binary search algorithm.
 * The
 * list is expected to be sorted into ascending order according to the 
 * given [comparator], otherwise the result is undefined.
 * The
 * insertion point is defined as the index at which the element should be
 * inserted, so that the list (or the specified subrange of list) still remains sorted.
 * @sample
 * @sample
 */
@kotlin.internal.InlineOnly
public inline fun <T : Comparable<T>>
List<T?>.binarySearch(element: T?, fromIndex: Int = 0, toIndex: Int = size): Boolean {
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = compareValues(midVal, element)

        if (cmp < 0) {
            low = mid + 1
        } else if (cmp > 0) {
            high = mid - 1
        } else {
            // key found
            return true
        }
    }
    // key not found
    return false
}
value is considered to be less than any non-null value.

*return the index of the element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `(insertion point - 1)`.

The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted according to the specified [comparator].

samples.Collections.Collections.Lists.binarySearchWithComparator

*public fun <T>

List<T>.binarySearch(element: T, comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Int {
    rangeCheck(size, fromIndex, toIndex)
    var low = fromIndex
    var high = toIndex - 1
    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = comparator.compare(midVal, element)
        if (cmp < 0) {
            low = mid + 1
        } else if (cmp > 0) {
            high = mid - 1
        } else {
            return mid // key found
        }
    }
    return -(low + 1) // key not found
}

* Searches this list or its range for an element having the key returned by the specified [selector] function equal to the provided [key] value using the binary search algorithm.

The list is expected to be sorted into ascending order according to the Comparable natural ordering of keys of its elements. otherwise the result is undefined.

If the list contains multiple elements with the specified [key], there is no guarantee which one will be found.

`null` value is considered to be less than any non-null value.

*return the index of the element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `(insertion point - 1)`.

The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.

samples.Collections.Collections.Lists.binarySearchByKey

*inline fun <T, K : Comparable<K>>

List<T>.binarySearchBy(key: K?, fromIndex: Int = 0, toIndex: Int = size, selector: (T) -> K?): Int =
    binarySearch(fromIndex, toIndex) { compareValues(selector(it), key) }

// do not introduce this overload --- too rare

@PublishedApi
@SinceKotlin("1.3")
internal fun throwIndexOverflow() { throw

IllegalArgumentOutOfRangeException("fromIndex ($fromIndex) is greater than toIndex ($toIndex).")
    }

fromIndex < 0 -> throw IndexOutOfBoundsException("fromIndex ($fromIndex) is less than zero.
    
fromIndex > size -> throw IndexOutOfBoundsException("toIndex ($toIndex) is greater than size ($size).
    
Uninital expect fun checkIndexOverflow(index: Int):

Uninital expect fun checkCountOverflow(count: Int):
ArithmeticException("Index overflow has happened.") }\n\nthrowCountOverflow() { throw ArithmeticException("Count overflow has happened.") }

@PublishedApi
@SinceKotlin("1.3")
internal fun throwCountOverflow() { throw ArithmeticException("Count overflow has happened.") }

/*================================================================*/
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*/

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")
@file:UseExperimental(kotlin.experimental.ExperimentalTypeInference::class)

package kotlin.collections

import kotlin.contracts.*

private object EmptyMap : Map<Any?, Nothing>, Serializable {\n    private const val serialVersionUID: Long = 8246714829545688274

    override fun equals(other: Any?): Boolean = other is Map<* , *> && other.isEmpty()\n    override fun hashCode(): Int = 0\n    override fun toString(): String = "{}"

    override val size: Int get() = 0\n    override fun isEmpty(): Boolean = true\n    override fun containsValue(value: Nothing): Boolean = false\n    override fun containsKey(key: Any?): Boolean = false\n    override fun get(key: Any?): Nothing? = null\n    override fun values: Collection<Nothing> get() = EmptyList\n    override fun valuesAt(indexs: IntArray): Collection<Nothing> get() = EmptyList\n    override fun keys: Set<Any?> get() = EmptySet\n    override fun entries: Set<Map.Entry<Any?, Nothing>> get() = EmptySet\n
    private fun readResolve(): Any = EmptyMap
}

/**
 * Returns an empty read-only map of specified type.
 * @sample samples.collections.Maps.Instantiation.emptyReadOnlyMap
 */
public fun <K, V> emptyMap(): Map<K, V> = @Suppress("UNCHECKED_CAST") (EmptyMap as Map<K, V>)

/**
 * Returns a new read-only map with the specified contents, given as a list of pairs
 * where the first value is the key and the second is the value.
 * @sample samples.collections.Maps.Instantiation.mapFromPairs
 */
public fun <K, V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> =
    if (pairs.size > 0) pairs.toMap(LinkedHashMap(mapCapacity(pairs.size))) else
    emptyMap()\n
/**
 * Returns an empty new [MutableMap].
 * @sample samples.collections.Maps.Instantiation.emptyMutableMap
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> mutableMapOf(): MutableMap<K, V> = LinkedHashMap()

/**
 * Returns a new [MutableMap] with the specified contents, given as a list of pairs
 * where the first component is the key and the second is the value.
 * @sample samples.collections.Maps.Instantiation.mutableMapFromPairs
 * @sample samples.collections.Maps.Instantiation.emptyMutableMap
 */
public fun <K, V> mutableMapOf(vararg pairs: Pair<K, V>): MutableMap<K, V> =
    LinkedHashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }

/**
 * Returns an empty new [HashMap].
 * @sample samples.collections.Maps.Instantiation.emptyHashMap
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> hashMapOf(): HashMap<K, V> = HashMap<K, V>()

/**
 * Returns a new [HashMap] with the specified contents, given as a list of pairs
 * where the first component is the key and the second is the value.
 * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.
 * @sample samples.collections.Maps.Instantiation.hashMapFromPairs
 */
public fun <K, V> hashMapOf(vararg pairs: Pair<K, V>): HashMap<K, V> =
    HashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }

/**
 * Returns an empty new [LinkedHashMap].
 * @sample samples.collections.Maps.Instantiation.linkedMapFromPairs
 */
public fun <K, V> linkedMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> =
    LinkedHashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }
maps one or more keys to the specified `value`.

* Allows to overcome type-safety restriction of `containsValue` that requires to pass a value of type `V`.

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* Allows to overcome type-safety restriction of `containsValue` that requires to pass a value of type `V`.
Puts all the given [pairs] into this [MutableMap] with the first component in the pair being the key and the second the value.

*public fun <K, V> MutableMap<K, V> putAll(pairs: Array<Pair<K, V>>): Unit { for ((key, value) in pairs) { put(key, value) } }* Puts all the elements of the given collection into this [MutableMap] with the first component in the pair being the key and the second the value.

*public fun <K, V> ImmutableMap<K, V> putAll(pairs: Iterable<Pair<K, V>>): Unit { for ((key, value) in pairs) { put(key, value) } }* Returns a new map with entries having the keys of the map and the values obtained by applying the [transform] to each entry in this [Map].

*public fun <K, V> Map<K, V> of* The returned map preserves the entry iteration order of the original map.

@sample samples.collections.Maps.Transformations.mapValues

*public fun <K, V, R> Map<K, V> mapValues(transform: (Map.Entry<K, V>) -> R): Map<K, R> { return mapValuesTo(LinkedHashMap<K, R>(mapCapacity(size)), transform) // .optimizeReadOnlyMap() * Returns a new Map with entries having the keys obtained by applying the [transform] function to each entry in this [Map] and the values of this map.

*public fun <K, V> Map<K, V> mapKeys(transform: (Map.Entry<K, V>) -> V): Map<R, V> { return mapKeysTo(LinkedHashMap<R, V>(mapCapacity(size)), transform) // .optimizeReadOnlyMap() * Returns a new Map containing all key-value pairs with keys matching the given [predicate].

*public fun <K, V> Map<K, V> filterKeys(predicate: (K) -> Boolean): Map<K, V> { return filterKeysTo(LinkedHashMap<K, V>(), predicate) // .optimizeReadOnlyMap() * Returns a new Map containing all key-value pairs with values matching the given [predicate].

*public fun <K, V> Map<K, V> filterValues(predicate: (V) -> Boolean): Map<K, V> { return filterValuesTo(LinkedHashMap<K, V>(), predicate) // .optimizeReadOnlyMap() * Returns a new Map containing all key-value pairs not matching the given [predicate].

*public fun <K, V> Map<K, V> filterNot(predicate: (Map.Entry<K, V>) -> Boolean): Map<K, V> { return filterNotTo(LinkedHashMap<K, V>(), predicate) // .optimizeReadOnlyMap() * Returns a new Map containing all key-value pairs not matching the given [predicate].

*public fun <K, V> Map<K, V> filterNotTo(destination: Map<K, V>, predicate: (Map.Entry<K, V>) -> Boolean): Map<K, V> { return filterNotTo(destination, predicate) // .optimizeReadOnlyMap() * Returns a new Map containing all key-value pairs not matching the given [predicate].

*public fun <K, V> Map<K, V> filterTo(destination: Map<K, V>, predicate: (Map.Entry<K, V>) -> Boolean): Map<K, V> { return filterTo(destination, predicate) // .optimizeReadOnlyMap() * Returns a new Map containing all key-value pairs matching the given [predicate].

*public fun <K, V> Map<K, V> of* The returned map preserves the entry iteration order of the original map.

@sample samples.collections.Maps.Transformations.mapKeys

*public fun <K, V> Map<K, V> of* The returned map preserves the entry iteration order of the original map.

@sample samples.collections.Maps.Transformations.mapValues

*public fun <K, V> Map<K, V> filterOf* The returned map preserves the entry iteration order of the original map.

@sample samples.collections.Maps.Transformations.filterKeys

*public fun <K, V> Map<K, V> filter* The returned map preserves the entry iteration order of the original map.

@sample samples.collections.Maps.Transformations.filterValues

*public fun <K, V> Map<K, V> filterNot* The returned map preserves the entry iteration order of the original map.

@sample samples.collections.Maps.Transformations.filterNot

*public fun <K, V> Map<K, V> of* The returned map preserves the entry iteration order of the original map.

@sample samples.collections.Maps.Transformations.mapKeys

*public fun <K, V> Map<K, V> of* The returned map preserves the entry iteration order of the original map.

@sample samples.collections.Maps.Transformations.mapValues

*public fun <K, V> Map<K, V> of* The returned map preserves the entry iteration order of the original map.

@sample samples.collections.Maps.Transformations.mapKeys

*public fun <K, V> Map<K, V> of* The returned map preserves the entry iteration order of the original map.

@sample samples.collections.Maps.Transformations.mapValues
same key the last one gets added to the map.

Iterable<Pair<K, V>>.toMap(): Map<K, V> {
    if (this is Collection) { 
        return when (size) {  
            0 -> emptyMap()
            1 -> mapOf(if (this is List) this[0] else iterator().next())
        }
    } else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
}

return toMap(LinkedHashMap<K, V>(())).optimizeReadOnlyMap()

Populates and returns the [destination] mutable map with key-value pairs from the given collection of pairs.

putAll(this@toMap) |\n
* Returns the new map containing all key-value pairs from the given array of pairs.

if any of two pairs would have the same key the last one gets added to the map.

Replace or adds an entry to this map from another [map].

if (this.isEmpty()) mapOf(pairs) else LinkedHashMap(this).apply { putAll(pairs) }

Optimizes the read-only map.

Appends or replaces
the given [pair] in this mutable map.

```kotlin
MutableMap<in K, in V>.plusAssign(pairs: Iterable<Pair<K, V>>) {
    putAll(pairs)
}
```

---

```
/**
 * Appends or replaces all pairs from the given collection of [pairs] in this mutable map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Iterable<Pair<K, V>>) {
    putAll(pairs)
}
```

---

```
/**
 * Appends or replaces all pairs from the given sequence of [pairs] in this mutable map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Sequence<Pair<K, V>>, ) {
    putAll(pairs)
}
```

---

```
/**
 * Appends or replaces all pairs from the given [map] in this mutable map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(map: Map<K, V>) {
    putAll(map)
}
```

---

```
/**
 * Returns a map containing all entries of the original map except the entry with the given [key].
 * The returned map preserves the entry iteration order of the original map.
 */
@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(key) }

```

---

```
/**
 * Returns a map containing all entries of the original map except those entries
 * the keys of which are contained in the given [keys] collection.
 */
@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(keys) }
```

---

```
/**
 * Returns a map containing all entries of the original map except those entries
 * the keys of which are contained in the given [keys] array.
 */
@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(keys) }
```

---

```
/**
 * Returns a map containing all entries of the original map except those entries
 * the keys of which are contained in the given [keys] sequence.
 */
@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(keys) }
```

---

```
/**
 * Removes the entry with the given [key] from this mutable map.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.minusAssign(key: K) {
    remove(key)
}
```

---

```
/**
 * Removes all entries the keys of which are contained in the given [keys] collection from this mutable map.
 */
@SinceKotlin("1.1")
public inline operator fun <K, V> MutableMap<in K, in V>.minusAssign(keys: Iterable<K>) {
    this.keys.removeAll(keys)
}
```

---

```
/**
 * Removes all entries the keys of which are contained in the given [keys] array from this mutable map.
 */
@SinceKotlin("1.1")
public inline operator fun <K, V> MutableMap<in K, in V>.minusAssign(keys: Array<out K>) {
    this.keys.removeAll(keys)
}
```

---

```
/**
 * Removes all entries from the keys of which are contained in the given [keys] sequence from this mutable map.
 */
@SinceKotlin("1.1")
public inline operator fun <K, V> MutableMap<in K, in V>.minusAssign(keys: Sequence<K>) {
    this.keys.removeAll(keys)
}
```

---

```
/**
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
```

---

```
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")
@file:UseExperimental(kotlin.experimental.ExperimentalTypeInference::class)
package kotlin.collections

import kotlin.contracts.*

internal object EmptySet : Set<Nothing>, Serializable {
    private const val serialVersionUID: Long = 3406603774387020532

    override fun equals(other: Any?): Boolean = other is Set<*> && other.isEmpty() && other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "[]"
}
```

---

```
override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element:
Nothing(): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()
    override fun iterator(): Iterator<Nothing> = EmptyIterator
    private fun readResolve(): Any = EmptySet

/**
 * Returns an empty read-only set. The returned set is serializable (JVM).
 */
public fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are iterated in the order they were specified.
 * The returned set is serializable (JVM).
 */
@sample samples.collections.Collections.Sets.emptyReadOnlySet
*\n@sample samples.Collections.Sets.emptyReadOnlySet
*\n@sample samples.collections.Collections.Sets.emptyReadOnlySet
*\n@Override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()
*/

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the
import kotlin.text.*

@SinceKotlin("1.1")
public fun String.toLongOrNull(radix: Int): Long? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val start: Int
    val isNegative: Boolean
    val limit: Long

    val firstChar = this[0]
    if (firstChar < '0') {  // Possible leading sign
        if (length == 1) return null  // non-digit (possible sign) only, no digits after
        return
    }

    var limitBeforeMul = limitForMaxRadix
    var result = 0L
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        result *= radix
        if (result < limit + digit) return null
        result -= digit
    }

    return if (isNegative) result else -result
}

/**
 * Parses the string as a signed [Long] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number
 * conversion.
 */
@SinceKotlin("1.1")
public fun String.toLongOrNull(radix: Int): Long? = toLongOrNull(radix = 10)

/**
 * Parses the string as a [Long] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number
 * conversion.
 */
@SinceKotlin("1.1")
public fun String.toLongOrNull(): Long? = toLongOrNull(radix = 10)

/**
 * Parses the string as a [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number
 * conversion.
 */
@SinceKotlin("1.1")
public fun String.toByteOrNull(radix: Int): Byte? = toByteOrNull(radix = 10)

/**
 * Parses the string as a [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number
 * conversion.
 */
@SinceKotlin("1.1")
public fun String.toByteOrNull(): Byte? = toByteOrNull(radix = 10)

/**
 * Parses the string as a [Short] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number
 * conversion.
 */
@SinceKotlin("1.1")
public fun String.toShortOrNull(radix: Int): Short? = toShortOrNull(radix = 10)

/**
 * Parses the string as a [Short] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number
 * conversion.
 */
@SinceKotlin("1.1")
public fun String.toShortOrNull(): Short? = toShortOrNull(radix = 10)

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number
 * conversion.
 */
@SinceKotlin("1.1")
public fun String.toByteOrNull(): Byte? = toByteOrNull(radix = 10)

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number
 * conversion.
 */
@SinceKotlin("1.1")
public fun String.toByteOrNull(): Byte? = toByteOrNull(radix = 10)
IndexingIterable<out T>(private val iteratorFactory: () -> Iterator<T>) : Iterable<IndexedValue<T>> {
    override fun iterator(): Iterator<IndexedValue<T>> = IndexingIterator(iteratorFactory())
}

/**
 * Returns the size of this iterable if it is known, or null otherwise.
 */
@PublishedApi
internal fun <T> Iterable<T>.collectionSizeOrNull(): Int? = if (this is Collection<*>) this.size else null

/**
 * Returns the size of this iterable if it is known, or the specified [defaultValue] value otherwise.
 */
@PublishedApi
internal fun <T> Iterable<T>.collectionSizeOrDefault(default: Int): Int = if (this is Collection<*>) this.size else default

/**
 * Returns true when it's safe to convert this collection to a set without changing contains method behavior.
 */
@PublishedApi
internal fun <T> Iterable<T>.safeToConvertToSet(): Boolean

/**
 * Converts this collection to a set, when it's worth so and it doesn't change contains method behavior.
 */
@PublishedApi
internal fun <T> Iterable<T>.convertToSetForSetOperation(): Collection<T> =
    when (this)
    {
        is Set -> this
        is Collection
        -> if (this.safeToConvertToSet()) toHashSet() else this
        else -> if (this.safeToConvertToSet()) toHashSet() else this
    }

/**
 * Converts this collection to a set, when it's worth so and it doesn't change contains method behavior.
 */
@PublishedApi
internal fun <T> Iterable<T>.convertToSetForSetOperationWith(source: Iterable<T>): Collection<T> =
    when (this)
    {
        is Set -> this
        is Collection
        -> if (this.safeToConvertToSet()) toHashSet() else this
        else -> if (this.safeToConvertToSet()) toHashSet() else this
    }

/**
 * Given an [iterator] function constructs a [Sequence] that returns values through the [Iterator]
 * provided by that function. The values are evaluated lazily, and the sequence is potentially
 * infinite.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence(crossinline iterator: () -> Iterator<T>): Sequence<T> = object : Sequence<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * Creates a sequence that returns all elements from this iterator. The sequence is constrained to be iterated only once.
 */
public fun <T> Iterator<T>.asSequence(): Sequence<T> = Sequence { this }.constrainOnce()

/**
 * Creates a sequence that returns the specified values.
 */
public fun <T> sequenceOf(vararg elements: T): Sequence<T> = if (elements.isEmpty()) emptySequence() else elements.asSequence()

/**
 * Returns an empty sequence.
 */
public fun <T> emptySequence(): Sequence<T> = EmptySequence

private object EmptySequence : Sequence<Nothing>, DropTakeSequence<Nothing> {
    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun drop(n: Int) = EmptySequence
    override fun take(n: Int) = EmptySequence
}

/**
 * Returns a single list of all elements from all collections in the given collection.
 */
public fun <T> Iterable<Iterable<T>>.flatten(): List<T> {
    val result = ArrayList<T>()
    for (element in this)
    {
        result.addAll(element)
    }
    return result
}

/**
 * Returns a pair of lists, where the first list is built from the first values of each pair from this collection,
 * and the second list is built from the second values of each pair from this collection.
 */
public fun <T, R> Iterable<Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
    val expectedSize = collectionSizeOrDefault(10)
    val listT = ArrayList<T>(expectedSize)
    val listR = ArrayList<R>(expectedSize)
    for (pair in this)
    {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

*/
/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package kotlin.sequences

/**
 * Returns a sequence that iterates through the elements of this sequence.
 */
@PublishedApi
public fun <T> Sequence<T>.ifEmpty(defaultValue: () -> Sequence<T>): Sequence<T> = sequence {
    val iterator =
    if (hasNext())
        doSomething(iterator)
    else
        defaultValue()
private val sequence1: Sequence<T1>,
private val sequence2: Sequence<T2>,
private val transform: (T1, T2) -> V">n : Sequence<V">n
override fun iterator(): Iterator<V">n
val iterator1 = sequence1.iterator()
val iterator2 = sequence2.iterator()
override fun next(): V">n
return transform(iterator1.next(), iterator2.next())


override fun hasNext(): Boolean
return iterator1.hasNext() && iterator2.hasNext()


private fun calcNext() {
if (iterator.hasNext()) {
val item = iterator.next()


sequence.iterator()
var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue
var nextItem: T? = null

private fun ensureItemIterator(): Boolean
if (itemIterator?.hasNext() == false)
itemIterator = null

while (itemIterator == null) {
if (!iterator.hasNext()) {
return false
}
else {
val element = iterator.next()
val nextItemIterator = iterator(transformer(element))
if (nextItemIterator.hasNext()) {
itemIterator = nextItemIterator
return true
}
}

if (nextItemIterator.hasNext()) {
itemIterator = nextItemIterator
return true
}
}

override fun hasNext(): Boolean
return ensureItemIterator()


private fun ensureItemIterator(): Boolean
if (itemIterator?.hasNext() == false)
itemIterator = null

while (itemIterator == null) {
if (!iterator.hasNext()) {
return false
}
else {
val element = iterator.next()
val nextItemIterator = iterator(transformer(element))
if (nextItemIterator.hasNext()) {
itemIterator = nextItemIterator
return true
}
}

if (nextItemIterator.hasNext()) {
itemIterator = nextItemIterator
return true
}
}

override fun hasNext(): Boolean
return ensureItemIterator()


private fun ensureItemIterator(): Boolean
if (itemIterator?.hasNext() == false)
itemIterator = null

while (itemIterator == null) {
if (!iterator.hasNext()) {
return false
}
else {
val element = iterator.next()
val nextItemIterator = iterator(transformer(element))
if (nextItemIterator.hasNext()) {
itemIterator = nextItemIterator
return true
}
}

if (nextItemIterator.hasNext()) {
itemIterator = nextItemIterator
return true
}
}

override fun hasNext(): Boolean
return ensureItemIterator()


private fun ensureItemIterator(): Boolean
if (itemIterator?.hasNext() == false)
itemIterator = null

while (itemIterator == null) {
if (!iterator.hasNext()) {
return false
}
else {
val element = iterator.next()
val nextItemIterator = iterator(transformer(element))
if (nextItemIterator.hasNext()) {
itemIterator = nextItemIterator
return true
}
}

if (nextItemIterator.hasNext()) {
itemIterator = nextItemIterator
return true
}
}

override fun hasNext(): Boolean
return ensureItemIterator()
invokes the function to calculate the next value on each iteration until the function returns `null`. The returned sequence is constrained to be iterated only once.

```
@see constrainOnce
```

**public fun <T : Any> generateSequence(nextFunction: () -> T?): Sequence<T> {**
    ```
    return GeneratorSequence(nextFunction, { nextFunction() }).constrainOnce()
```  

**Throws an exception**

Generates a sequence defined by the starting value and the function which is invoked to calculate the next value based on the previous one on each iteration. If `null` value is encountered first, the sequence produces values until it encounters first `null` value. The sequence can be iterated multiple times, each time starting with the seed.

```
@see kotlin.sequences.sequence
```

```
@sample samples.collections.Sequences.Building.generateSequence
```

**fun <T : Any> generateSequence(seed: T?, nextFunction: (T) -> T?): Sequence<T> {**
```
    if (seed == null)
        return EmptySequence
    else
        return GeneratorSequence({ seed }, nextFunction)
```

```
@sample samples.collections.Sequences.Building.generateSequenceWithSeed
```

**fun <T : Any> generateSequence(seedFunction: () -> T?, nextFunction: (T) -> T?): Sequence<T> {**
```
    return GeneratorSequence(seedFunction, nextFunction)
```

```
@sample samples.collections.Sequences.Building.generateSequenceWithLazySeed
```

```
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("PreconditionsKt")
```

```
package kotlin
```

```
import kotlin.contracts.contract
```

```
/**
 * Throws an IllegalArgumentException if the value is false.
 * @sample samples.misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    require(value) { "Failed requirement." }
}

```
/**
 * Throws an IllegalArgumentException with the result of calling lazyMessage if the
 * value is false. Otherwise returns the not null value.
 * @sample samples.misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw IllegalArgumentException(message.toString())
    } else {
        return value
    }
}

```
/**
 * Throws an IllegalStateException if the value is false. Otherwise returns the not null value.
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun check(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    check(value) { "Check failed." }
}

```
/**
 * Throws an IllegalStateException with the result of calling lazyMessage if the value is false.
 * Otherwise returns the not null value.
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun check(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    } else {
        return value
    }
}

```
/**
 * Throws an IllegalStateException if the value is null. Otherwise returns the not null value.
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun checkNotNull(value: T?,_lazyMessage: () -> Any): T? {
    contract {
        returns() implies value != null
    }
    if (value == null) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    } else {
        return value
    }
}
```
inline fun <T : Any> checkNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }

    return checkNotNull(value) { "Required value was null." }
}

/**
 * Throws an [IllegalStateException] with [lazyMessage] if the [value] is null. Otherwise
 * returns the not null value.
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
    contract {
        returns() implies (value != null)
    }

    if (value == null) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] with the given [message] if the [value] is null. Otherwise
 * returns the not null value.
 * @sample samples.misc.Preconditions.failWithError
 */
@kotlin.internal.InlineOnly
public inline fun error(message: Any): Nothing = throw

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.js.*
import primitiveArrayConcat
import withType
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun <T> Array<out T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun ByteArray.elementAt(index: Int): Byte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun ShortArray.elementAt(index: Int): Short

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun IntArray.elementAt(index: Int): Int

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun LongArray.elementAt(index: Int): Long

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun FloatArray.elementAt(index: Int): Float

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun DoubleArray.elementAt(index: Int): Double

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun BooleanArray.elementAt(index: Int): Boolean

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun CharArray.elementAt(index: Int): Char

/**
 * Returns a [List] that wraps the original array.
 * @sample samples.misc.Collections.Lists.asList
 */
public actual fun <T> Array<out T>.asList(): List<T>
original array.
* 

*An@kotlin.internal.InlineOnly

public actual inline fun ByteString.asList(): List<Byte> {

  return this.unsafeCast<Array<Byte>>(this) as List

* 

*An@kotlin.internal.InlineOnly

public actual inline fun String.asList(): List<Char> {

  return this.unsafeCast<Array<Char>>(this) as List

* 

*An@kotlin.internal.InlineOnly

public actual inline fun ByteArray.asList(): List<Byte> {

  return this.unsafeCast<Array<Byte>>(this) as List

* 

*An@kotlin.internal.InlineOnly

public actual inline fun ShortArray.asList(): List<Short> {

  return this.unsafeCast<Array<Short>>(this) as List

* 

*An@kotlin.internal.InlineOnly

public actual inline fun IntArray.asList(): List<Int> {

  return this.unsafeCast<Array<Int>>(this) as List

* 

*An@kotlin.internal.InlineOnly

public actual inline fun LongArray.asList(): List<Long> {

  return this.unsafeCast<Array<Long>>(this) as List

* 

*An@kotlin.internal.InlineOnly

public actual inline fun FloatArray.asList(): List<Float> {

  return this.unsafeCast<Array<Float>>(this) as List

* 

*An@kotlin.internal.InlineOnly

public actual inline fun DoubleArray.asList(): List<Double> {

  return this.unsafeCast<Array<Double>>(this) as List

* 

*An@kotlin.internal.InlineOnly

public actual inline fun BooleanArray.asList(): List<Boolean> {

  return this.unsafeCast<Array<Boolean>>(this) as List

* 

*An@kotlin.internal.InlineOnly

public actual inline fun CharArray.asList(): List<Char> {

  return object : AbstractList<Char>(), RandomAccess {

    override val size: Int get() = this@asList.size
    override fun isEmpty(): Boolean = this@asList.isEmpty()
    override fun contains(element: Char): Boolean = this@asList.contains(element)
    override fun get(index: Int): Char {
      AbstractList.checkElementIndex(index, size)
      return this@asList[index]
    }
    override fun indexOf(element: Char): Int {
      if ((element as Any?) !is Char) return -1
      return this@asList.indexOf(element)
    }
    override fun lastIndexOf(element: Char): Int {
      if ((element as Any?) !is Char) return -1
      return this@asList.lastIndexOf(element)
    }
  }
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun ByteArray.contentEquals(other: ByteArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun String.contentEquals(other: String): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun List<Byte>.contentEquals(other: List<Byte>): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun List<Short>.contentEquals(other: List<Short>): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun List<Int>.contentEquals(other: List<Int>): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun List<Long>.contentEquals(other: List<Long>): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun List<Float>.contentEquals(other: List<Float>): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun List<Double>.contentEquals(other: List<Double>): Boolean {
    definedExternally
}
* The elements are compared for equality with the \[\text{equals}][\text{Any.equals}] function.
* For floating point numbers it means that `\text{NaN}` is equal to itself and `-0.0` is not equal to `0.0`.

*An@SinceKotlin("1.1")\n@library("\text{arrayEquals}\n")\npublic actual infix fun ShortArray.contentEquals(other: ShortArray): Boolean \n{\ndefinedExternally\n}*\n**\n* Returns `true` if the two specified arrays are
*structurally* equal to one another, \n* i.e. contain the same number of the same elements in the same order.
* The elements are compared for equality with the \[\text{equals}][\text{Any.equals}] function.
* For floating point numbers it means that `\text{NaN}` is equal to itself and `-0.0` is not equal to `0.0`.

*An@SinceKotlin("1.1")\n@library("\text{arrayEquals}\n")\npublic actual infix fun IntArray.contentEquals(other: IntArray): Boolean \n{\ndefinedExternally\n}*\n**\n* Returns `true` if the two specified arrays are
*structurally* equal to one another, \n* i.e. contain the same number of the same elements in the same order.
* The elements are compared for equality with the \[\text{equals}][\text{Any.equals}] function.
* For floating point numbers it means that `\text{NaN}` is equal to itself and `-0.0` is not equal to `0.0`.

*An@SinceKotlin("1.1")\n@library("\text{arrayEquals}\n")\npublic actual infix fun LongArray.contentEquals(other: LongArray): Boolean \n{\ndefinedExternally\n}*\n**\n* Returns `true` if the two specified arrays are
*structurally* equal to one another, \n* i.e. contain the same number of the same elements in the same order.
* The elements are compared for equality with the \[\text{equals}][\text{Any.equals}] function.
* For floating point numbers it means that `\text{NaN}` is equal to itself and `-0.0` is not equal to `0.0`.

*An@SinceKotlin("1.1")\n@library("\text{arrayEquals}\n")\npublic actual infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean \n{\ndefinedExternally\n}*\n**\n* Returns `true` if the two specified arrays are
*structurally* equal to one another, \n* i.e. contain the same number of the same elements in the same order.
* The elements are compared for equality with the \[\text{equals}][\text{Any.equals}] function.
* For floating point numbers it means that `\text{NaN}` is equal to itself and `-0.0` is not equal to `0.0`.

*An@SinceKotlin("1.1")\n@library("\text{arrayEquals}\n")\npublic actual infix fun ByteArray.contentEquals(other: ByteArray): Boolean \n{\ndefinedExternally\n}*\n**\n* Returns `true` if the two specified arrays are
*structurally* equal to one another, \n* i.e. contain the same number of the same elements in the same order.
* The elements are compared for equality with the \[\text{equals}][\text{Any.equals}] function.
* For floating point numbers it means that `\text{NaN}` is equal to itself and `-0.0` is not equal to `0.0`.

*An@SinceKotlin("1.1")\n@library("\text{arrayEquals}\n")\npublic actual infix fun CharArray.contentEquals(other: CharArray): Boolean \n{\ndefinedExternally\n}*\n**\n* Returns a hash code based on the contents of this array
as if it is [List].
*An@SinceKotlin("1.1")\n@library("\text{arrayHashCode}\n")\npublic actual fun <T> Array<out T>.contentHashCode(): Int \n{\ndefinedExternally\n}*\n**\n* Returns a hash code based on the contents of this array.
*An@SinceKotlin("1.1")\n@library("\text{arrayHashCode}\n")\npublic actual fun ShortArray.contentHashCode(): Int \n{\ndefinedExternally\n}*\n**\n* Returns a hash code based on the contents of this array.
*An@SinceKotlin("1.1")\n@library("\text{arrayHashCode}\n")\npublic actual fun IntArray.contentHashCode(): Int \n{\ndefinedExternally\n}*\n**\n* Returns a hash code based on the contents of this array.
*An@SinceKotlin("1.1")\n@library("\text{arrayHashCode}\n")\npublic actual fun LongArray.contentHashCode(): Int \n{\ndefinedExternally\n}*\n**\n* Returns a hash code based on the contents of this array.
*An@SinceKotlin("1.1")\n@library("\text{arrayHashCode}\n")\npublic actual fun DoubleArray.contentHashCode(): Int \n{\ndefinedExternally\n}*\n**\n* Returns a hash code based on the
contents of this array as if it is [List].

```kotlin
public actual fun BooleanArray.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
public actual fun CharArray.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
public actual fun <T> Array<out T>.contentToString(): String {
    definedExternally
}
```

```kotlin
public actual fun ByteArray.contentToString(): String {
    definedExternally
}
```

```kotlin
public actual fun ShortArray.contentToString(): String {
    definedExternally
}
```

```kotlin
public actual fun IntArray.contentToString(): String {
    definedExternally
}
```

```kotlin
public actual fun LongArray.contentToString(): String {
    definedExternally
}
```

```kotlin
public actual fun FloatArray.contentToString(): String {
    definedExternally
}
```

```kotlin
public actual fun DoubleArray.contentToString(): String {
    definedExternally
}
```

```kotlin
public actual fun BooleanArray.contentToString(): String {
    definedExternally
}
```

```kotlin
public actual fun CharArray.contentToString(): String {
    definedExternally
}
```

```kotlin
public actual fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual fun Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```

```kotlin
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
```


```kotlin
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0,
startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this.unsafeCast<Array<Byte>>(),
destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
* Copies this array or its subrange into the [destination] array and returns that array.
* 
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* 
* @param destination the array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* 
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* 
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.

```
destination.unsafeCast<Array<Long>>(destinationOffset, startIndex, endIndex)in return destination

* Copies this array or its subrange into the [destination] array and returns that array.
* @param destination the array to copy to
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @return the [destination] array.

*\@SinceKotlin("1.3")\@kotlin.internal.InlineOnly
*\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n*public actual inline fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray
* Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* @param destination the array to copy to
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @return the [destination] array.

*\@SinceKotlin("1.3")\@kotlin.internal.InlineOnly
*\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n*public actual inline fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray
* Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* @param destination the array to copy to
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @return the [destination] array.

*\@SinceKotlin("1.3")\@kotlin.internal.InlineOnly
*\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n*public actual inline fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray
* Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* @param destination the array to copy to
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @return the [destination] array.
starting at the specified [destinationOffset].\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray {
    arrayCopy(this.unsafeCast<Array<Char>>(), destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)\n    return destination\n}

/**
* Returns new array which is a copy of the original array.\n* @return the \[destination\] array.\n*/
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun CharArray.copyOf(): CharArray {
    return withType("CharArray", this.asDynamic().slice())\n}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.\n * In the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @return the \[destination\] array.\n */
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun CharArray.copyOf(newSize: Int): CharArray {
    return fillFrom(this, CharArray(newSize))\n}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.\n * In the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @return the \[destination\] array.\n */
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun CharArray.copyOf(newSize: Int): CharArray {
    return resizePrimitiveCopyOf(newSize)\n}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.\n * In the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @return the \[destination\] array.\n */
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun CharArray.copyOf(newSize: Int): CharArray {
    return resizePrimitiveCopyOf(newSize)\n}
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

*\npublic actual fun IntArray.copyOf(newSize: Int): IntArray { 'n require(newSize >= 0) { "Invalid new array size: $newSize." }\n  return fillFrom(this, IntArray(newSize))\n  *\n} *\n
public actual fun LongArray.copyOf(newSize: Int): LongArray { 'n require(newSize >= 0) { "Invalid new array size: $newSize." }\n  return withType("LongArray", arrayCopyResize(this, newSize, 0L))\n  *\n} *\n
public actual fun FloatArray.copyOf(newSize: Int): FloatArray { 'n require(newSize >= 0) { "Invalid new array size: $newSize." }\n  return fillFrom(this, FloatArray(newSize))\n} *\n
public actual fun DoubleArray.copyOf(newSize: Int): DoubleArray { 'n require(newSize >= 0) { "Invalid new array size: $newSize." }\n  return fillFrom(this, DoubleArray(newSize))\n} *\n
public actual fun BooleanArray.copyOf(newSize: Int): BooleanArray { 'n require(newSize >= 0) { "Invalid new array size: $newSize." }\n  return withType("BooleanArray", arrayCopyResize(this, newSize, false))\n} *\n
public actual fun CharArray.copyOf(newSize: Int): CharArray { 'n require(newSize >= 0) { "Invalid new array size: $newSize." }\n  return withType("CharArray", fillFrom(this, CharArray(newSize)))\n} *\n
public actual fun <T> Array<out T>.copyOf(newSize: Int) { 'n require(newSize >= 0) { "Invalid new array size: $newSize." }\n  return arrayCopyResize(this, newSize, null)\n} *\n
abstract class AbstractList<out T> { 'n require(newSize >= 0) { "Invalid new array size: $newSize." }\n  return arrayCopyResize(this, newSize, null)\n  *\n  return fillFrom(this, ArrayRange(fromIndex, toIndex))\n  *\n  return withType("ArrayRange", fromIndex, toIndex)\n  *\n} *\n
open fun <T> copyOfRange(fromIndex: Int, toIndex: Int): Array<T> { 'n AbstractList.checkRangeIndexes(fromIndex,
toIndex, size) * Returns a new array which is a copy of the specified range of the original array. * @param fromIndex the start of the range (inclusive), must be in 0..array.size * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size * *<public actual fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array. * @param fromIndex the start of the range (inclusive), must be in 0..array.size * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size * *<public actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array. * @param fromIndex the start of the range (inclusive), must be in 0..array.size * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size * *<public actual fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array. * @param fromIndex the start of the range (inclusive), must be in 0..array.size * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size * *<public actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array. * @param fromIndex the start of the range (inclusive), must be in 0..array.size * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size * *<public actual fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array. * @param fromIndex the start of the range (inclusive), must be in 0..array.size * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size * *<public actual fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray {
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array. * @param fromIndex the start of the range (inclusive), must be in 0..array.size * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size * *<public actual fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray {
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array. * @param fromIndex the start of the range (inclusive), must be in 0..array.size * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size * *<public actual fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value. * @param fromIndex the start of the range (inclusive), 0 by default. * @param toIndex the end of the range (exclusive), size of this array by default. * @throws IndexOutOfBoundsException if fromIndex is less than zero or toIndex is greater than the size of this array. * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
*/
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex, toIndex)
}
is greater than the size of this array.

```kotlin
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
    * @param fromIndex the start of the range (inclusive), 0 by default.
    * @param toIndex the end of the range (exclusive), size of this array by default.
    * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
    * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
}
```

```kotlin
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
    * @param fromIndex the start of the range (inclusive), 0 by default.
    * @param toIndex the end of the range (exclusive), size of this array by default.
    * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
    * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
}
```

```kotlin
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
    * @param fromIndex the start of the range (inclusive), 0 by default.
    * @param toIndex the end of the range (exclusive), size of this array by default.
    * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
    * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
}
```

```kotlin
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
    * @param fromIndex the start of the range (inclusive), 0 by default.
    * @param toIndex the end of the range (exclusive), size of this array by default.
    * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
    * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
}
```

```kotlin
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
    * @param fromIndex the start of the range (inclusive), 0 by default.
    * @param toIndex the end of the range (exclusive), size of this array by default.
    * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
    * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
}
is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(element: Byte): ByteArray {
    return plus(byteArrayOf(element))
}

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(element: Short): ShortArray {
    return plus(shortArrayOf(element))
}

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(element: Int): IntArray {
    return plus(intArrayOf(element))
}

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(element: Long): LongArray {
    return plus(longArrayOf(element))
}

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(element: Float): FloatArray {
    return plus(floatArrayOf(element))
}

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(element: Double): DoubleArray {
    return plus(doubleArrayOf(element))
}

@SinceKotlin("1.3")
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual inline operator fun Array<out T>.plus(elements: Collection<T>): Array<T> {
    return arrayPlusCollection(this, elements)
}

@public actual inline operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

@public actual inline operator fun ShortArray.plus(elements: Collection<Short>): ShortArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

@public actual inline operator fun IntArray.plus(elements: Collection<Int>): IntArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}
elements.size), this.size, elements)

public actual operator fun LongArray.plus(elements: Collection<Long>): LongArray {
    return arrayPlusCollection(this, elements)
}

public actual operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

public actual operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

public actual operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {
    return arrayPlusCollection(this, elements)
}

public actual operator fun CharArray.plus(elements: Collection<Char>): CharArray {
    return fillFromCollection(this.copyWith(size + elements.size), this.size, elements)
}

public actual inline operator fun <T> Array<out T>.plus(elements: Array<out T>): Array<T> {
    return this.asDynamic().concat(elements)
}

public actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {
    return primitiveArrayConcat(this, elements)
}

public actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return primitiveArrayConcat(this, elements)
}

public actual inline operator fun IntArray.plus(elements: IntArray): IntArray {
    return primitiveArrayConcat(this, elements)
}

public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements)
}

public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return primitiveArrayConcat(this, elements)
}

public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements)
}

public actual inline fun <T> Array<out T>.plusElement(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

public actual fun IntArray.sort(): Unit {
    definedExternally
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun Array<T>.sort(): Unit {
    definedExternally
}
samples.collections.Arrays.Sorting.sortArray() */
public actual fun LongArray.sort(): Unit {
    if (size > 1) sort {
        a: Long, b: Long -> a.compareTo(b) }
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
public actual fun LongArray.sort(): Unit {
    if (size > 1) sort {
        a: Long, b: Long -> a.compareTo(b) }
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
public actual fun ByteArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
public actual fun ShortArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
public actual fun DoubleArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
public actual fun FloatArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place according to the natural order of its elements.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other
 * after sorting.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
public actual fun <T : Comparable<T>> Array<out T>.sort(): Unit {
    if (size > 1) sortArrayWith(this, comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
public actual fun <T> Array<out T>.sort(comparison: (a: T, b: T) -> Int): Unit {
    if (size > 1) sortArrayWith(this, comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.sort(noinline comparison: (a: Float, b: Float) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.sort(noinline comparison: (a: Double, b: Double) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
public actual fun <T> Array<out T>.sortWith(comparator: Comparator<in T>): Unit {
    if (size > 1) sortArrayWith(this, comparator)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public actual fun ByteArray.toTypedArray(): Array<Byte> {
    return js("[
]").slice.call(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public actual fun ShortArray.toTypedArray(): Array<Short> {
    return js("[
]").slice.call(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public actual fun IntArray.toTypedArray(): Array<Int> {
    return js("[
]").slice.call(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public actual fun LongArray.toTypedArray(): Array<Long> {
    return js("[
]").slice.call(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public actual fun FloatArray.toTypedArray(): Array<Float> {
    return js("[
]").slice.call(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public actual fun DoubleArray.toTypedArray(): Array<Double> {
    return js("[
]").slice.call(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public actual fun CharArray.toTypedArray(): Array<Char> {
    return js("[
]").slice.call(this)
}
object array containing all of the elements of this primitive array.

public actual fun DoubleArray.toTypedArray(): Array<Double> {
    return js("\[
        \]").slice.call(this)
}

public actual fun BooleanArray.toTypedArray(): Array<Boolean> {
    return js("\[
        \]").slice.call(this)
}

public actual fun CharArray.toTypedArray(): Array<Char> {
    return Array(size) { index -> this[index] }
}

/**
 * Compares two values using the specified functions [selectors] to calculate the result
 * of the comparison.
 * The functions are called sequentially, receiving the given values [a] and [b] and return
 * [Comparable] objects. As soon as the [Comparable] instances returned by a function for [a] and [b] values do
 * not compare as equal, the result of that comparison is returned.
 */
public fun <T> compareValuesBy(a: T, b: T, vararg selectors: (T) -> Comparable<*>?): Int {
    require(selectors.size > 0)
    return compareValuesByImpl(a, b, selectors)
}

private fun <T> compareValuesByImpl(a: T, b: T, selectors: Array<out (T) -> Comparable<*>?>): Int {
    for (fn in selectors) {
        val v1 = fn(a)
        val v2 = fn(b)
        val diff = compareValues(v1, v2)
        if (diff != 0) return diff
    }
    return 0
}

/**
 * Compares two values using the specified [selector] function to calculate the result of the comparison.
 * The function is applied to the given values [a] and [b] and return [Comparable] objects.
 * The result of comparison of these [Comparable] instances is returned.
 */
public inline fun <T> compareValuesBy(a: T, b: T, selector: (T) -> Comparable<*>?): Int {
    return compareValues(selector(a), selector(b))
}

/**
 * Compares two values using the specified [selector] function to transform values which are then being compared
 * with the given [comparator].
 */
public inline fun <T, K> compareValuesBy(a: T, b: T, comparator: Comparator<in K>, selector: (T) -> K): Int {
    return comparator.compare(selector(a), selector(b))
}

public fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {
    if (a === b) return 0
    if (a == null) return -1
    if (b == null) return 1
    @Suppress("UNCHECKED_CAST")
    return (a as Comparable<Any>).compareTo(b)
}

public fun <T> compareBy(vararg selectors: (T) -> Comparable<*>?): Comparator<T> {
    require(selectors.size > 0)
    return Comparator { a, b ->
        compareValuesByImpl(a, b, selectors)
    }
}

public inline fun <T> compareBy(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        compareValuesBy(a, b, selector)
    }

public fun <T> compareByWithSelectors(T: T, vararg selectors: (T) -> Comparable<*>?): Comparator<T> {
    require(selectors.size > 0)
    return Comparator { a, b ->
        compareValuesByImpl(a, b, selectors)
    }
}

@kotlin.internal.InlineOnly
public inline fun <T> compareValuesInline(a: T, b: T, selector: (T) -> Comparable<*>?): Int {
    return compareValuesBy(a, b, selector)
}

@kotlin.internal.InlineOnly
public inline fun <T> compareValuesWith(a: T, b: T, comparator: Comparator<T>): Int {
    return comparator.compare(a, b)
}

@kotlin.internal.InlineOnly
public inline fun <T> compareValuesByWithComparator(a: T, b: T, comparator: Comparator<T>): Int {
    return comparator.compare(a, b)
}

@Suppress("NOTHING_TO_INLINE")
public inline fun <T> compareValuesByWithSingleSelector(a: T, b: T, selector: (T) -> Comparable<*>?): Int {
    return compareValuesBy(a, b, selector)
}

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fun <T, K> compareBy(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
Comparator { a, b -> compareValuesBy(a, b, comparator, selector) }

/*

Results

* @sample samples.comparisons.Comparisons.compareByDescending

*/
@kotlin.internal.InlineOnly
public inline fun <T> compareByDescending(): Comparator<T> =
Comparator { a, b -> compareValuesBy(b, a, comparator, selector) }

/*

Returns a comparator that compares values by the given 
comparator.

Note that an order of [comparator] is reversed by this wrapper.

*/
@kotlin.internal.InlineOnly
public inline fun <T> compareByDescending(comparator: Comparator<T>): Comparator<T> =
    Comparator { a, b -> compareValuesBy(b, a, comparator) }

/*

* creates a comparator comparing values after the primary comparator defined them equal.

* Uses the function to transform value to a [Comparable] instance for comparison.

* Note that an order of [comparator] is reversed by this wrapper.

*/
@kotlin.internal.InlineOnly
public inline fun <T> thenBy(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenBy.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(a, b, comparator, selector)
    }

/*

* creates a comparator comparing values after the primary comparator defined them equal.

* Uses the function to transform value to a [Comparable] instance for comparison.

*/
@kotlin.internal.InlineOnly
public inline fun <T> thenBy(comparator: Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenBy.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(a, b, comparator, selector)
    }

/*

* creates a comparator comparing values after the primary comparator defined them equal.

* Uses the function to transform value to a [Comparable] instance for comparison.

*/
@kotlin.internal.InlineOnly
public inline fun <T> thenByDescending(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenByDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(b, a, comparator, selector)
    }

/*

* creates a comparator comparing values after the primary comparator defined them equal.

* Uses the function to transform value to a [Comparable] instance for comparison.

*/
@kotlin.internal.InlineOnly
public inline fun <T> thenByDescending(comparator: Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenByDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(b, a, comparator, selector)
    }

/*

* creates a comparator comparing values after the primary comparator defined them equal.

* Uses the function to transform value to a [Comparable] instance for comparison.

*/
@kotlin.internal.InlineOnly
public inline fun <T> thenComparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenComparator.compare(a, b)
        if (previousCompare != 0) previousCompare else comparison(a, b)
    }

/*

* creates a comparator comparing values after the primary comparator defined them equal.

* Uses the function to transform value to a [Comparable] instance for comparison.

*/
@kotlin.internal.InlineOnly
public infix fun <T> then(crossinline comparator: Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@then.compare(a, b)
        if (previousCompare != 0) previousCompare else comparator.compare(a, b)
    }

/*

* creates a comparator comparing values after the primary comparator defined them equal.

* Uses the function to transform value to a [Comparable] instance for comparison.

*/
@kotlin.internal.InlineOnly
public infix fun <T> thenDescending(crossinline comparator: Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else comparator.compare(a, b)
    }
nullsFirst(comparator: Comparator<T>): Comparator<T> = \n Comparator { a, b ->
 when { \n a === b -> 0
 a == null -> -1
 b == null -> 1
 else -> comparator.compare(a, b) }\n }\n
nullsLast(comparator: Comparator<T>): Comparator<T> = \n Comparator { a, b ->
 when { \n a === b -> 0
 a == null -> 1
 b == null -> -1
 else -> comparator.compare(a, b) }\n }

ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {
 override fun compare(a: T, b: T): Int = comparator.compare(b, a)
 }

NothingImplemented(message: String = "An operation is not implemented.")

package kotlin

import kotlin.contracts.*

/**
 * An exception is thrown to indicate that a method body remains to be implemented.
 */
public class NotImplementedError(message: String = "An operation is not implemented.") :

    @file:kotlin.jvm.JvmMultifileClass
    @file:kotlin.jvm.JvmName("StandardKt")
    package kotlin

    import kotlin.contracts.*

    /**
     * An exception is thrown to indicate that a method body remains to be implemented.
     */
    public class NotImplementedError(message: String = "An operation is not implemented.") :

        @file:kotlin.jvm.JvmMultifileClass
        @file:kotlin.jvm.JvmName("StandardKt")
        package kotlin

        import kotlin.contracts.*

        /**
         * An exception is thrown to indicate that a method body remains to be implemented.
         */
        public class NotImplementedError(message: String = "An operation is not implemented.") :

            @file:kotlin.jvm.JvmMultifileClass
            @file:kotlin.jvm.JvmName("StandardKt")
            package kotlin

            import kotlin.contracts.*

            /**
             * An exception is thrown to indicate that a method body remains to be implemented.
             */
            public class NotImplementedError(message: String = "An operation is not implemented.") :

                @file:kotlin.jvm.JvmMultifileClass
                @file:kotlin.jvm.JvmName("StandardKt")
                package kotlin

                import kotlin.contracts.*

                /**
                 * An exception is thrown to indicate that a method body remains to be implemented.
                 */
                public class NotImplementedError(message: String = "An operation is not implemented.") :

                    @file:kotlin.jvm.JvmMultifileClass
                    @file:kotlin.jvm.JvmName("StandardKt")
                    package kotlin

                    import kotlin.contracts.*

                    /**
                     * An exception is thrown to indicate that a method body remains to be implemented.
                     */
                    public class NotImplementedError(message: String = "An operation is not implemented.") :

                        @file:kotlin.jvm.JvmMultifileClass
                        @file:kotlin.jvm.JvmName("StandardKt")
                        package kotlin

                        import kotlin.contracts.*

                        /**
                         * An exception is thrown to indicate that a method body remains to be implemented.
                         */
                        public class NotImplementedError(message: String = "An operation is not implemented.") :

                            @file:kotlin.jvm.JvmMultifileClass
                            @file:kotlin.jvm.JvmName("StandardKt")
                            package kotlin

                            import kotlin.contracts.*

                            /**
                             * An exception is thrown to indicate that a method body remains to be implemented.
                             */
                            public class NotImplementedError(message: String = "An operation is not implemented.") :

                                @file:kotlin.jvm.JvmMultifileClass
                                @file:kotlin.jvm.JvmName("StandardKt")
                                package kotlin

                                import kotlin.contracts.*

                                /**
                                 * An exception is thrown to indicate that a method body remains to be implemented.
                                 */
                                public class NotImplementedError(message: String = "An operation is not implemented.") :

                                    @file:kotlin.jvm.JvmMultifileClass
                                    @file:kotlin.jvm.JvmName("StandardKt")
                                    package kotlin

                                    import kotlin.contracts.*

                                    /**
                                     * An exception is thrown to indicate that a method body remains to be implemented.
                                     */
                                     public class NotImplementedError(message: String = "An operation is not implemented.") :
Error(message)\n\n**\n* Always throws [NotImplementedError] stating that operation is not implemented.\n*\n*\n@kotlin.internal.InlineOnly\n*\npublic inline fun TODO(): Nothing = throw NotImplementedException()\n*\n*\n* Always throws [NotImplementedError] stating that operation is not implemented.\n*\n* \n* \n* \n* @param reason a string explaining why the implementation is missing.\n*\n*\n*/

@kotlin.internal.InlineOnly\n*\npublic inline fun TODO(): Nothing = throw NotImplementedError()

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.
 *
 * @param reason a string
explaining why the implementation is missing.
 */
@kotlin.internal.InlineOnly\n*\npublic inline fun TODO(reason: String): Nothing = throw NotImplementedError("An operation is not implemented: $reason")

/**
 * Calls
the specified function [block] and returns its result.\n*\n* For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run).
*\n*\n@kotlin.internal.InlineOnly\n*\npublic inline fun <R> run(block: () -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    }\n    return block()\n}

/**
 * Calls
the specified function [block] with `this` value as its receiver and returns its result.\n*\n* For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).
*\n*\n@kotlin.internal.InlineOnly\n*\npublic inline fun <T> T.apply(block: T.() -> Unit): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    }\n    block()\n    return this
}

/**
 * Calls
the specified function [block] with `this` value as its argument and returns `this` value.\n*\n* For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#also).
*\n*\n@kotlin.internal.InlineOnly\n*\npublic inline fun <T> T.also(block: (T) -> Unit): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    }\n    block(this)\n    return this
}

/**
 * Calls
the specified function [block] with `this` value as its argument and returns its result.\n*\n* For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#let).
*\n*\n@kotlin.internal.InlineOnly\n*\npublic inline fun <T, R> T.let(block: (T) -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    }\n    return block(this)
}

/**
 * Returns `this` value if it satisfies the given [predicate] or `null`, if it doesn’t.\n*\n* For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#takeIf).
*\n*\n@kotlin.internal.InlineOnly\n*\npublic inline fun <T> T.takeIf(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)\n    }\n    return if (predicate(this)) this else null
}

/**
 * Returns `this` value if it _does not_ satisfy the given [predicate] or `null`, if it does.\n*\n* For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#takeUnless).
*\n*\n@kotlin.internal.InlineOnly\n*\npublic inline fun <T> T.takeUnless(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)\n    }\n    return if (!predicate(this)) this else null
}

/**
 * Executes the given function [action] specified number of [times].\n*\n* A zero-based index of current iteration is passed as a parameter to [action].\n*\n* @sample
samples.miss.ControlFlow.repeat\n*/
@kotlin.internal.InlineOnly\n*\npublic inline fun repeat(times: Int, action: (Int) -> Unit) {
    contract {
        callsInPlace(action)\n    }\n    for (index in 0 until times) {
        action(index)
    }
}

/**
 * Returns the greater of two values.\n*\n* For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#max).
*\n*\n@SinceKotlin("1.1")\npublic actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {
    return if (a >= b) a else b
}

*/

//
// NOTE: THIS FILE IS AUTO-GENERATED by the
GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.js.*

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {
    return if (a >= b) a else b
}
/*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")\npublic actual inline fun maxOf(a: Byte, b: Byte): Byte { return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>() }\n* Returns the greater of two values.*/

/*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
@ Suppress("DEPRECATION_ERROR")\npublic actual inline fun maxOf(a: Short, b: Short): Short { return Math.max(a.toInt(), b.toInt()).unsafeCast<Short>() }\n* Returns the greater of two values.*/

/*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
@ Suppress("DEPRECATION_ERROR")\npublic actual inline fun maxOf(a: Int, b: Int): Int { return Math.max(a, b) }\n* Returns the greater of two values.\n*/

/*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
@ Suppress("DEPRECATION_ERROR")\npublic actual inline fun maxOf(a: Long, b: Long): Long { return if (a >= b) a else b }\n* Returns the greater of two values.\n*/

/*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
@ Suppress("DEPRECATION_ERROR")\npublic actual inline fun maxOf(a: Float, b: Float): Float { return Math.max(a, b) }\n* Returns the greater of two values.\n*/

/*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
@ Suppress("DEPRECATION_ERROR")\npublic actual inline fun maxOf(a: Double, b: Double): Double { return Math.max(a, b) }\n* Returns the greater of two values.\n*/

/*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
@ Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Byte, b: Byte): Byte { return Math.min(a.toInt(), b.toInt()).unsafeCast<Byte>() }\n* Returns the smaller of two values.*/

/*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
@ Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Short, b: Short): Short { return Math.min(a.toInt(), b.toInt()).unsafeCast<Short>() }\n* Returns the smaller of two values.*/

/*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
@ Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Int, b: Int): Int { return Math.min(a, b) }\n* Returns the smaller of two values.\n*/

/*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
@ Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Long, b: Long): Long { return if (a <= b) a else b }\n* Returns the smaller of two values.\n*/

/*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
@ Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Float, b: Float): Float { return Math.min(a, b) }\n* Returns the smaller of two values.\n*/

/*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
@ Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Double, b: Double): Double { return Math.min(a, b) }\n* Returns the smaller of two values.\n*/

/*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
@ Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Byte, b: Byte): Byte { return Math.min(a.toInt(), b.toInt()).unsafeCast<Byte>() }\n* Returns the smaller of two values.*/

/*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
@ Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Short, b: Short): Short { return Math.min(a.toInt(), b.toInt()).unsafeCast<Short>() }\n* Returns the smaller of two values.*/

/*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
@ Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Int, b: Int): Int { return Math.min(a, b) }\n* Returns the smaller of two values.\n*/

/*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
@ Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Long, b: Long): Long { return if (a <= b) a else b }\n* Returns the smaller of two values.\n*/

/*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
@ Suppress("DEPRECATION_ERROR")\npublic actual
inline fun minOf(a: Float, b: Float): Float {\n return Math.min(a, b)\n}\n\n/**\n * Returns the smaller of two
values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\n@Suppress(\"DEPRECATION_ERROR\")\npublic actual
inline fun minOf(a: Double, b: Double): Double {\n return Math.min(a, b)\n}\n\n/**\n * Returns the smaller of
three values.\n */\n@SinceKotlin(\"1.1\")\npublic actual fun <T : Comparable<T>> minOf(a: T, b: T, c: T): T {\n
return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns the smaller of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\n@Suppress(\"DEPRECATION_ERROR\")\npublic actual
inline fun minOf(a: Byte, b: Byte, c: Byte): Byte {\n return Math.min(a.toInt(), b.toInt(),
c.toInt()).unsafeCast<Byte>()\n}\n\n/**\n * Returns the smaller of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\n@Suppress(\"DEPRECATION_ERROR\")\npublic actual
inline fun minOf(a: Short, b: Short, c: Short): Short {\n return Math.min(a.toInt(), b.toInt(),
c.toInt()).unsafeCast<Short>()\n}\n\n/**\n * Returns the smaller of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\n@Suppress(\"DEPRECATION_ERROR\")\npublic actual
inline fun minOf(a: Int, b: Int, c: Int): Int {\n return Math.min(a, b, c)\n}\n\n/**\n * Returns the smaller of three
values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Long, b: Long,
c: Long): Long {\n return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns the smaller of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\n@Suppress(\"DEPRECATION_ERROR\")\npublic actual
inline fun minOf(a: Float, b: Float, c: Float): Float {\n return Math.min(a, b, c)\n}\n\n/**\n * Returns the smaller
of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\n@Suppress(\"DEPRECATION_ERROR\")\npublic actual
inline fun minOf(a: Double, b: Double, c: Double): Double {\n return Math.min(a, b, c)\n}\n\n","/*\n * Copyright
2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"CollectionsKt\")\n\npackage
kotlin.collections\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.random.*\nimport
kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/**\n * Returns 1st *element* from the list.\n * \n *
Throws an [IndexOutOfBoundsException] if the size of this list is less than 1.\n
*/\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> List<T>.component1(): T {\n return
get(0)\n}\n\n/**\n * Returns 2nd *element* from the list.\n * \n * Throws an [IndexOutOfBoundsException] if the
size of this list is less than 2.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T>
List<T>.component2(): T {\n return get(1)\n}\n\n/**\n * Returns 3rd *element* from the list.\n * \n * Throws an
[IndexOutOfBoundsException] if the size of this list is less than 3.\n */\n@kotlin.internal.InlineOnly\npublic inline
operator fun <T> List<T>.component3(): T {\n return get(2)\n}\n\n/**\n * Returns 4th *element* from the list.\n
* \n * Throws an [IndexOutOfBoundsException] if the size of this list is less than 4.\n
*/\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> List<T>.component4(): T {\n return
get(3)\n}\n\n/**\n * Returns 5th *element* from the list.\n * \n * Throws an [IndexOutOfBoundsException] if the
size of this list is less than 5.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T>
List<T>.component5(): T {\n return get(4)\n}\n\n/**\n * Returns `true` if [element] is found in the collection.\n
*/\npublic operator fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.contains(element: T): Boolean {\n if
(this is Collection)\n
return contains(element)\n return indexOf(element) >= 0\n}\n\n/**\n * Returns an
element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this
collection.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic fun <T>
Iterable<T>.elementAt(index: Int): T {\n if (this is List)\n
return get(index)\n return
elementAtOrElse(index) { throw IndexOutOfBoundsException(\"Collection doesn't contain element at index
$index.\") }\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if
the [index] is out of bounds of this list.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun <T> List<T>.elementAt(index: Int): T {\n return

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get(index) * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this collection.

```kotlin
samples.collections.Collections.Elements.elementAtOrElse

Iterable<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (this is List)
        return this.getOrElse(index, defaultValue)
    if (index < 0)
        return defaultValue(index)
    val iterator = iterator() val count = 0
    while (iterator.hasNext())
        if (index == count++)
            return iterator.next()
    return defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this list.
 */
public fun <T>
    List<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex)
        get(index)
    else
defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or null if the [index] is out of bounds of this list.
 */
public fun <T>
    List<T>.getOrNull(index: Int): T? {
    return if (index >= 0 && index <= lastIndex)
        get(index)
    else null
}
```

```kotlin
/**
 * Returns the first element matching the given [predicate], or null if no such element was found.
 */
public inline fun <T> Iterable<T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
}
```

```kotlin
/**
 * Returns the last element matching the given [predicate], or null if no such element was found.
 */
public fun <T>
    List<T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
}
```

```kotlin
/**
 * Returns first element.
 * @throws NoSuchElementException if the collection is empty.
 */
public fun <T>
    Iterable<T>.first(): T {
    when (this) {
        is List -> return this.first()
        else -> {
            val iterator = iterator() val count = 0
            while (iterator.hasNext())
                if (index == count++)
                    return iterator.next()
            throw NoSuchElementException("Collection is empty.")
        }
    }
}
```

```kotlin
/**
 * Returns first element.
 * @throws NoSuchElementException if the list is empty.
 */
public fun <T> List<T>.first(): T {
    if (isEmpty())
        throw NoSuchElementException("List is empty.")
    return this[0]
}
```

```kotlin
/**
 * Returns the first element matching the given [predicate], or null if element was not found.
 */
public inline fun <T> Iterable<T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}
```
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```kotlin
/**
 * Returns the last element matching the given [predicate], or -1 if the collection does not contain such element.
 * @throws [NoSuchElementException] if the collection is empty.
 */
public inline fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the collection does not contain such element.
 * @throws [NoSuchElementException] if the collection is empty.
 */
public inline fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            return index
        index++
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the list does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.indexOf(element: T): Int {
    if (this is List) return this.indexOf(element)
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            return index
        index++
    }
    return -1
}

/**
 * Returns the last index of [element], or -1 if the list does not contain such element.
 * @throws [NoSuchElementException] if the list is empty.
 */
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int {
    if (this is List) return this.lastIndexOf(element)
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            return index
        index++
    }
    return -1
}

```

/**
 * Returns a random element from this collection, or `null` if this collection is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.randomOrNull(): T? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this collection using the specified source of randomness, or `null` if this collection is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> Collection<T>.randomOrNull(random: Random): T? {
    if (isEmpty())
        return null
    return elementAt(random.nextInt(size))
}

/**
 * Returns the single element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun <T> Iterable<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    var last: T? = null
    for (element in this) {
        if (predicate(element)) {
            last = element
        }
    }
    return last
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun <T> List<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    val iterator = this.iterator()
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (predicate(element))
            return element
    }
    return null
}

/**
 * Returns the single element matching the given [predicate], or throws an exception if there is no or more than one matching element.
 */
public inline fun <T> Iterable<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun <T> Iterable<T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return toList()
    var list: ArrayList<T>
    if (this is Collection<*>) {
        val resultSize = size - n
        if (resultSize <= 0)
            return emptyList()
        if (resultSize == 1)
            return listOf(last())
        list = ArrayList<T>(resultSize)
    }
    @Suppress("UNCHECKED_CAST")
    return list
}

/**
 * Returns a random element from this collection, or `null` if this collection is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.random(): T {
    return random(Random)
}

/**
 * Returns a random element from this collection using the specified source of randomness, or `null` if this collection is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> Collection<T>.random(random: Random): T {
    if (isEmpty())
        throw NoSuchElementException("Collection is empty.")
    return elementAt(random.nextInt(size))
}

/**
 * Returns a random element from this collection, or `null` if this collection is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.randomOrNull(): T? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this collection using the specified source of randomness, or `null` if this collection is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> Collection<T>.randomOrNull(random: Random): T? {
    if (isEmpty())
        return null
    return elementAt(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the collection is empty or has more than one element.
 */
@SinceKotlin("1.3")
public fun <T> Iterable<T>.single(): T {
    for (element in this) {
        if (predicate(element))
            return element
    }
    if (!found) throw NoSuchElementException("Collection contains no element matching the given predicate.")
    return element
}

/**
 * Returns the single element, or throws an exception if the collection is empty or has more than one element.
 */
@SinceKotlin("1.3")
public fun <T> List<T>.single(): T {
    return when (size) {
        0 -> throw NoSuchElementException("List is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("List has more than one element.")
    }
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun <T> Iterable<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public fun <T> List<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("List contains no element matching the given predicate.")
    return single
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun <T> Iterable<T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return toList()
    val list: ArrayList<T>
    if (this is Collection<*>) {
        val resultSize = size - n
        if (resultSize <= 0)
            return emptyList()
        if (resultSize == 1)
            return listOf(last())
        list = ArrayList<T>(resultSize)
    }
    @Suppress("UNCHECKED_CAST")
    return list
}
if (this is List<T>) {
    if (this is RandomAccess) {
        for (index in n until size)
            list.add(this[index])
    } else {
        for (item in listIterator(n))
            list.add(item)
    }
    return list
}
else {
    list = ArrayList<T>()
}

var count = 0
for (item in this) {
    if (count >= n) list.add(item) else ++count
}
return list.optimizeReadOnlyList()

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.dropLast
 */
public fun <T> List<T>.dropLast(n: Int): List<T> {
    if (!isEmpty()) {
        val iterator = listIterator(size)
        while (iterator.hasPrevious()) {
            if (!predicate(iterator.previous())) {
                return take(iterator.nextIndex() + 1)
            }
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given
 * [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the
 * element itself and returns the result of predicate evaluation on the element.
 */
public inline fun <T> List<T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {
    val iterator = listIterator(size)
    while (iterator.hasNext()) {
        if (!predicate(iterator.next())) {
            return take(iterator.nextIndex() + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the
 * element itself and returns the result of predicate evaluation on the element.
 */
public inline fun <T> Iterable<T>.dropWhile(predicate: (T) -> Boolean): List<T> {
    var yielding = false
    val list = ArrayList<T>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the
 * element itself and returns the result of predicate evaluation on the element.
 */
public inline fun <T> Iterable<T>.dropIndexedWhile(predicate: (index: Int, T) -> Boolean): List<T> {
    for (index, element) in this
        if (predicate(index, element))
            list.add(element)
    return list
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * 
 * @param [predicate] function that takes the index of an element and the
 * element itself and returns the result of predicate evaluation on the element.
 */
public inline fun <T, C : MutableCollection<in T>> Iterable<T>.dropIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed {
        if (predicate(index, it))
            destination.add(it)
    }
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun <T> List<T>.slice(indices: IntRange): List<T> {
    return list.slice(indices)
}
sort order of the value returned by specified [selector] function.
The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

Returns a list of all elements sorted descending according to their natural sort order.
The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

- Returns a list of all elements sorted according to the specified comparator.

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samples.collections.Collections.Transformations.associateByWithValueTransform

*/

public inline fun <T, K, V> Iterable<T>.associateByWith(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> { val capacity = 
    Map<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)) return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform) } *\n
public inline fun <T, K, V>
    Iterable<T>.associateByWith(destination: M, keySelector: (T) -> K): M { for (element in this) { destination.put(keySelector(element), element) } return destination } *\n
public inline fun <T, K, V, M : MutableMap<K, V>> Iterable<T>.associateTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

public inline fun <K, V> Iterable<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

public inline fun <K, V, M : MutableMap<K, V>> Iterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

public fun <T, C : MutableCollection<T>> Iterable<T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

public fun <T> Iterable<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(collectionSizeOrDefault(12))))
}

public fun <T> Iterable<T>.toList(): List<T> {
    if (this is Collection) {
        return when (size) {
            0 -> emptyList()
            1 -> listOf(if (this is List) get(0) else iterator().next())
            else -> this.toMutableList()
        }
    }
    return this.toMutableList().optimizeReadOnlyList()
}

public fun <T> Collection<T>.toMutableList(): MutableList<T> {
    return ArrayList(this)
}

public fun <T> Collection<T>.toSet(): Set<T> {
    return this.toMutableList().toSet()
}

public fun <T> Iterable<T>.iterator(): Iterator<T> {
    return this.iterator()
}

public fun <T> Iterator<T>.next(): T {
    return this.next()
}

public fun <T> Iterator<T>.hasNext(): Boolean {
    return this.hasNext()
}

public fun <T> Iterator<T>.remove(): Unit {
    return this.remove()
}

public fun <T> Iterator<T>.filter(): Filter<T> {
    return this.filter()
}

public fun <T> Iterator<T>.filterNot(): FilterNot<T> {
    return this.filterNot()
}

public fun <T> Iterator<T>.filterIsInstance(): FilterIsInstance<T> {
    return this.filterIsInstance()
}

public fun <T> Iterator<T>.filterNotIsInstance(): FilterNotIsInstance<T> {
    return this.filterNotIsInstance()
}

public fun <T> Iterator<T>.filterNull(): FilterNull<T> {
    return this.filterNull()
}

public fun <T> Iterator<T>.filterIsNotNull(): FilterIsNotNull<T> {
    return this.filterIsNotNull()
}

public fun <T> Iterator<T>.filterIsDefault(): FilterIsDefault<T> {
    return this.filterIsDefault()
}

public fun <T> Iterator<T>.filterIsNotDefault(): FilterIsNotDefault<T> {
    return this.filterIsNotDefault()
}

public fun <T> Iterator<T>.filterIsNot(): FilterIsNot<T> {
    return this.filterIsNot()
}

public fun <T> Iterator<T>.filterIs(): FilterIs<T> {
    return this.filterIs()
}

public fun <T> Iterator<T>.filterIsNullOrEmpty(): FilterIsNullOrEmpty<T> {
    return this.filterIsNullOrEmpty()
}

public fun <T> Iterator<T>.filterIsNotEmpty(): FilterIsNotEmpty<T> {
    return this.filterIsNotEmpty()
}

public fun <T> Iterator<T>.filterIsNotNullOrEmpty(): FilterIsNotNullOrEmpty<T> {
    return this.filterIsNotNullOrEmpty()
}

public fun <T> Iterator<T>.filterIsNotNullAndNotEmpty(): FilterIsNotNullAndNotEmpty<T> {
    return this.filterIsNotNullAndNotEmpty()
}

public fun <T> Iterator<T>.filterIsAnyNull(): FilterIsAnyNull<T> {
    return this.filterIsAnyNull()
}

public fun <T> Iterator<T>.filterIsAnyNotNull(): FilterIsAnyNotNull<T> {
    return this.filterIsAnyNotNull()
}

public fun <T> Iterator<T>.filterIsAnyDefault(): FilterIsAnyDefault<T> {
    return this.filterIsAnyDefault()
}

public fun <T> Iterator<T>.filterIsAnyNotDefault(): FilterIsAnyNotDefault<T> {
    return this.filterIsAnyNotDefault()
}

public fun <T> Iterator<T>.filterIsAnyNot(): FilterIsAnyNot<T> {
    return this.filterIsAnyNot()
}

public fun <T> Iterator<T>.filterIsAny(): FilterIsAny<T> {
    return this.filterIsAny()
}

public fun <T> Iterator<T>.filterIsAnyNullOrEmpty(): FilterIsAnyNullOrEmpty<T> {
    return this.filterIsAnyNullOrEmpty()
}

public fun <T> Iterator<T>.filterIsAnyNotEmpty(): FilterIsAnyNotEmpty<T> {
    return this.filterIsAnyNotEmpty()
}

public fun <T> Iterator<T>.filterIsAnyNotNullOrEmpty(): FilterIsAnyNotNullOrEmpty<T> {
    return this.filterIsAnyNotNullOrEmpty()
}

public fun <T> Iterator<T>.filterIsAnyNotNullAndNotEmpty(): FilterIsAnyNotNullAndNotEmpty<T> {
    return this.filterIsAnyNotNullAndNotEmpty()
}

public fun <T> Iterator<T>.filterIsAny(): FilterIsAny<T> {
    return this.filterIsAny()
}

public fun <T> Iterator<T>.filterIsAnyNullOrEmpty(): FilterIsAnyNullOrEmpty<T> {
    return this.filterIsAnyNullOrEmpty()
}

public fun <T> Iterator<T>.filterIsAnyNotEmpty(): FilterIsAnyNotEmpty<T> {
    return this.filterIsAnyNotEmpty()
}

public fun <T> Iterator<T>.filterIsAnyNotNullOrEmpty(): FilterIsAnyNotNullOrEmpty<T> {
    return this.filterIsAnyNotNullOrEmpty()
}

public fun <T> Iterator<T>.filterIsAnyNotNullAndNotEmpty(): FilterIsAnyNotNullAndNotEmpty<T> {
    return this.filterIsAnyNotNullAndNotEmpty()
}

public fun <T> Iterator<T>.filterIsAny(): FilterIsAny<T> {
    return this.filterIsAny()
}

public fun <T> Iterator<T>.filterIsAnyNullOrEmpty(): FilterIsAnyNullOrEmpty<T> {
    return this.filterIsAnyNullOrEmpty()
}

public fun <T> Iterator<T>.filterIsAnyNotEmpty(): FilterIsAnyNotEmpty<T> {
    return this.filterIsAnyNotEmpty()
}

public fun <T> Iterator<T>.filterIsAnyNotNullOrEmpty(): FilterIsAnyNotNullOrEmpty<T> {
    return this.filterIsAnyNotNullOrEmpty()
}

public fun <T> Iterator<T>.filterIsAnyNotNullAndNotEmpty(): FilterIsAnyNotNullAndNotEmpty<T> {
    return this.filterIsAnyNotNullAndNotEmpty()
}

public fun <T> Iterator<T>.filterIsAny(): FilterIsAny<T> {
    return this.filterIsAny()
}

public fun <T> Iterator<T>.filterIsAnyNullOrEmpty(): FilterIsAnyNullOrEmpty<T> {
    return this.filterIsAnyNullOrEmpty()
}

public fun <T> Iterator<T>.filterIsAnyNotEmpty(): FilterIsAnyNotEmpty<T> {
    return this.filterIsAnyNotEmpty()
}

public fun <T> Iterator<T>.filterIsAnyNotNullOrEmpty(): FilterIsAnyNotNullOrEmpty<T> {
    return this.filterIsAnyNotNullOrEmpty()
}

public fun <T> Iterator<T>.filterIsAnyNotNullAndNotEmpty(): FilterIsAnyNotNullAndNotEmpty<T> {
    return this.filterIsAnyNotNullAndNotEmpty()
}

public fun <T> Iterator<T>.filterIsAny(): FilterIsAny<T> {
    return this.filterIsAny()
}

public fun <T> Iterator<T>.filterIsAnyNullOrEmpty(): FilterIsAnyNullOrEmpty<T> {
    return this.filterIsAnyNullOrEmpty()
}

public fun <T> Iterator<T>.filterIsAnyNotEmpty(): FilterIsAnyNotEmpty<T> {
    return this.filterIsAnyNotEmpty()
}

public fun <T> Iterator<T>.filterIsAnyNotNullOrEmpty(): FilterIsAnyNotNullOrEmpty<T> {
    return this.filterIsAnyNotNullOrEmpty()
}

public fun <T> Iterator<T>.filterIsAnyNotNullAndNotEmpty(): FilterIsAnyNotNullAndNotEmpty<T> {
    return this.filterIsAnyNotNullAndNotEmpty()
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```kotlin
Collection) { return when (size) { 0 -> emptySet() 1 -> setOf(if (this is List) this[0] else iterator().next()) else -> toCollection(LinkedHashSet<T>(mapCapacity(size))) } return toCollection(LinkedHashSet<T>(transform).optimizeReadOnlySet()).toList() } * * * * 

Iterable<T>.flatMap(transform: (T) -> Iterable<R>): Iterable<R> { return flatMapTo(ArrayList<R>(transform), transform) } * * * * 

Iterable<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C { for (element in this) { val list = transform(element) destination.addAll(list) } return destination } * * * * 

Iterable<T>.groupBy(keySelector: (T) -> K): Map<K, MutableList<T>> { return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector) } * * * * 

Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K): M { for (element in this) { val key = keySelector(element) val list = destination.getOrPut(key) { ArrayList<T>() } list.add(element) } return destination } * * * * 

Iterable<T>.groupBy(crossinline keySelector: (T) -> K): Grouping<T, K> { return object : Grouping<T, K> { override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator() override fun keyOf(element: T): K = keySelector(element) } * * * * 

Iterable<T>.map(transform: (T) -> R): List<R> { return mapTo(ArrayList<R>(collectionSizeOrDefault(10)), transform) } * * * * 

Iterable<T>.mapIndexed(transform: (Int, T) -> R): List<R> { return 
```
mapIndexedTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)  

/**
 * Returns a list containing only the non-null results of applying the given [transform] function to each element and its index in the original collection.  
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.  
 * @public inline fun <T, R : Any>  
 * @return mapIndexedNotNullTo(ArrayList<R>(), transform)  
 */
public inline fun <T, R : Any, C : MutableCollection<R>> Iterable<T>.mapIndexedNotNullTo(destination: C, transform: (Int, T) -> R?): List<R> {
    return mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?)  
}

/**
 * Applies the given [transform] function to each element and its index in the original collection and appends only the non-null results to the given [destination].  
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.  
 * @public inline fun <T, R : Any>  
 */
public inline fun <T, R : Any, C : MutableCollection<R>> Iterable<T>.mapIndexedNotNullTo(destination: C, transform: (Int, T) -> R?): List<R> {
    return mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
        var index = 0
        for (item in this)
            destination.add(transform(checkIndexOverflow(index++), item))
        return destination
    }
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function to each element and its index in the original collection and appends only the non-null results to the given [destination].  
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.  
 * @public inline fun <T, R : Any>  
 */
public inline fun <T, R : Any, C : MutableCollection<R>> Iterable<T>.mapIndexedNotNullTo(destination: C, transform: (Int, T) -> R?): List<R> {
    return mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
        var index = 0
        for (item in this)
            destination.add(transform(checkIndexOverflow(index++), item))
        return destination
    }
}
is Collection<T> -> LinkedHashSet(this)
else -> toCollection(LinkedHashSet<T>(this)).

*/

/**
 * Returns a set containing all distinct elements from both collections.
 * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun <T> Iterable<T>.union(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet().set.addAll(other)
    // Returns `true` if all elements match the given [predicate].
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <T> Iterable<T>.all(predicate: (T) -> Boolean): Boolean {
    // Returns `true` if at least one element matches the given [predicate].
    return iterator().hasNext()
}

/**
 * Returns `true` if collection has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun <T> Iterable<T>.any(): Boolean {
    // Returns the number of elements matching the given [predicate].
    return count(predicate)
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun <T> Iterable<T>.anyWithPredicate: Boolean {
    // Returns the number of elements in this collection.
    return count()
}

/**
 * Returns the number of elements in this collection.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.count(): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun <T> Iterable<T>.count(predicate: (T) -> Boolean): Int {
    // Returns the number of elements in this collection.
    return count()
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <T, R> Iterable<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <T, R> List<T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var accumulator = initial
    if (!isEmpty()) {
        val iterator = listIterator(size)
        while (iterator.hasPrevious()) {
            accumulator = operation(iterator.previous(), accumulator)
        }
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 * 
 * @param [action] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 */
public inline fun <T, R> List<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(checkIndexOverflow(index++), item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * 
 * @param [action] function that takes the index of an element and the element itself
 * and performs the desired action on the element.
 */
public inline fun <T, R> List<T>.forEachIndexed(action: (Int, T) -> Unit): Unit {
    for (index in 0 until size) action(index, list.get(index))
}

/**
 * Returns the largest element or `null` if there are no elements.
 * 
 * If any of elements is NaN returns NaN.
 */
@SinceKotlin("1.1")
public fun
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```kotlin
/**
 * Performs the
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public fun <T> Iterable<T>.none(): Boolean {
    if (this is Collection) return isEmpty()
    return !iterator().hasNext()
}

/**
 * Returns `true` if no elements match the
 * 
 * @sample samples.collections.Collections.Aggregates.minBy
 */
public fun <T> Iterable<T>.min(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min == e)
            return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the largest element or *null* if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 * 
 * If any of elements is *NaN* returns *NaN*.
 * 
 * If any of elements is *NaN* returns *NaN*.
 * 
 * @sample samples.collections.Collections.Aggregates.max
 */
@SinceKotlin("1.1")
public fun Iterable<Float>.max(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or 'null' if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxBy
 */
@SinceKotlin("1.1")
public fun Iterable<Double>.max(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max == e)
            return e
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the smallest element or 'null' if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.min
 */
@SinceKotlin("1.1")
public fun Iterable<Float>.min(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min == e)
            return e
        if (min < e) min = e
    }
    return min
}

/**
 * Returns the smallest element or *null* if there are no elements.
 * 
 * If any of elements is *NaN* returns *NaN*.
 * 
 * If any of elements is *NaN* returns *NaN*.
 * 
 * @sample samples.collections.Collections.Aggregates.minBy
 */
@SinceKotlin("1.1")
public fun Iterable<Double>.min(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min == e)
            return e
        if (min < e) min = e
    }
    return min
}
```
inline fun <T, C : Iterable<T>> C.onEach(action: (T) -> Unit): C {
    return apply { for (element in this)
        action(element) }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param operation function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
 * @param initial the initial accumulator value.
 * @param max the maximum size for the result collection.
 * @throws IllegalArgumentException if the size of the result collection exceeds the maximum.
 * @return a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value.
 * Note that 'acc' value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S> Iterable<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty collection can't be reduced.")
    var index = 1
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value.
 * @param operation function that takes current accumulator value and each element and calculates the next accumulator value.
 * @param initial the initial accumulator value.
 * @param max the maximum size for the result list.
 * @throws IllegalArgumentException if the size of the result list exceeds the maximum.
 * @return a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value.
 * Note that 'acc' value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S> List<T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {
    val iterator = listIterator(size)
    if (!iterator.hasPrevious())
        throw UnsupportedOperationException("Empty list can't be reduced.")
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        accumulator = operation(iterator.previous(), accumulator)
    }
    return accumulator
}
samples.collections.Collections.Aggregates.scan

*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi

public inline fun <T, R> Iterable<T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    \n    var estimatedSize = collectionSizeOrDefault(9)
    \n    if (estimatedSize == 0) return listOf(initial)
    \n    var result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }
    \n    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original collection and current accumulator value that starts with [initial].

*\n* Note that 'acc' value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

public inline fun <T, R> Iterable<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    \n    val estimatedSize = collectionSizeOrDefault(9)
    \n    if (estimatedSize == 0) return listOf(initial)
    \n    val result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }
    \n    var index = 0
    var accumulator = initial
    for (element in this) {
        accumulator = operation(index++, accumulator, element)
        result.add(accumulator)
    }
    return result
}

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this collection.

*\n* Note that 'acc' value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

public inline fun <S, T : S> Iterable<T>.scanReduce(operation: (acc: S, T) -> S): List<S> {
    \n    val iterator = this.iterator()
    \n    if (!iterator.hasNext()) return emptyList()
    \n    var accumulator: S = iterator.next()
    \n    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
    \n    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original collection and current accumulator value that starts with the first element of this collection.

*\n* Note that 'acc' value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

public inline fun <S, T : S> Iterable<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    \n    val iterator = this.iterator()
    \n    if (!iterator.hasNext()) return emptyList()
    \n    var accumulator: S = iterator.next()
    \n    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
    \n    var index = 1
    while (iterator.hasNext()) {
        accumulator = operation(index++, accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}

Returns an original collection containing all the non-'null' elements, throwing an [IllegalArgumentException] if there are any 'null' elements.

public fun <T : Any> Iterable<T?>.requireNoNulls(): Iterable<T> {
    \n    \n    for (element in this) {
        \n        if (element == null) {
            \n            throw IllegalArgumentException("null element found in $this.")
        }
    }
    \n    \n    return this as Iterable<T>
}

Returns an original collection containing all the non-'null' elements, throwing an [IllegalArgumentException] if there are any 'null'
elements.

```kotlin
    val result = ArrayList<T>(collectionSizeOrDefault(10))
    var removed = false
    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }\n
    @kotlin.internal.InlineOnly
    public inline fun <T> List<T>.minusElement(element: T): List<T> {
        return this.filterNot { it == element }
    }

    @SinceKotlin("1.2")
    public fun <T, R> Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R> {
        return windowed(size, size, partialWindows = true, transform = transform)
    }

    @kotlin.internal.InlineOnly
    public inline fun <T> List<T>.chunked(size: Int): List<List<T>> {
        return windowed(size, size, partialWindows = true)
    }

    @SinceKotlin("1.2")
    public fun <T> Iterable<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
        val first = ArrayList<T>()
        val second = ArrayList<T>()
        for (element in this) {
            if (predicate(element)) {
                first.add(element)
            } else {
                second.add(element)
            }
        }
        return Pair(first, second)
    }

    public fun <T> List<T>.plus(element: T): List<T> {
        if (this is Collection) return this.plus(element)
        val result = ArrayList<T>()
        result.addAll(this)
        result.add(element)
        return result
    }

    public operator fun <T> List<T>.minus(element: T): List<T> {
        val result = ArrayList<T>(collectionSizeOrDefault(10))
        var removed = false
        return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
    }

    public operator fun <T> List<T>.plus(element: T): List<T> {
        if (this is Collection) return this.plus(element)
        val result = ArrayList<T>()
        result.addAll(this)
        result.add(element)
        return result
    }
```

---

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Collection<T>.plus(element: T): List<T> {
    val result = ArrayList<T>(size + 1)
    result.add(element)
    return result
}

/**
 * Returns a list containing all elements of the original
 * collection and then all elements of the given [elements] array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.plusElement(element: T): List<T> {
    return plus(element)
}

/**
 * Returns a list containing all elements of the original collection and then elements of the given [elements] collection.
 */
@SinceKotlin("1.2")
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
        val result = ArrayList<List<T>>(resultCapacity)
        var index = 0
        while (index in 0 until thisSize) {
            val windowSize = size.coerceAtMost(thisSize - index)
            if (windowSize < size && !partialWindows) break
            result.add(List(windowSize) { this[it + index] })
            index += step
        }
        return result
    }
    val result = ArrayList<List<T>>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
        result.add(it)
    }
    return result
}

/**
 * Returns a list of snapshots of the window of the given [size] sliding along this collection with the given [step], where each snapshot is a list.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this collection.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * @param size * by default "false" which means partial windows won't be preserved
 * @param sample
 * @param samples.collections.Sequences.Transforms
 * @param takeWindows*
 * @param SinceKotlin("1.2")
 */
@SinceKotlin("1.2")
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
        val result = ArrayList<List<T>>(resultCapacity)
        var index = 0
        while (index in 0 until thisSize) {
            val windowSize = size.coerceAtMost(thisSize - index)
            if (windowSize < size && !partialWindows) break
            result.add(List(windowSize) { this[it + index] })
            index += step
        }
        return result
    }
    val result = ArrayList<List<T>>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
        result.add(it)
    }
    return result
}
```kotlin
/*
 * by default `false` which means partial windows won't be preserved
 * \* \* @sample
samples.collections.Sequences.Transformations.averageWindows
 * \*/
@SinceKotlin("1.2")
@public fun <T, R> Iterable<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R):
List<R> { \n    checkWindowSizeStep(size, step) \n    if (this is RandomAccess && this is List) { \n        val thisSize = this.size \n        val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1 \n        val result = ArrayList<R>(resultCapacity) \n        val window = MovingSubList(this) \n        var index = 0 \n        while (index in 0 until thisSize) { \n            val windowSize = size.coerceAtMost(thisSize - index) \n            if (!partialWindows && windowSize < size) break \n            window.move(index, index + windowSize) \n            result.add(transform(window)) \n            index += step \n        } \n        return result \n    } \n    val result = ArrayList<R>() \n    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = true).forEach { \n        result.add(transform(it)) \n    } \n    return result
}

/**
 * Returns a list of pairs built from the elements of `this` collection and the [other] array with the same
 * index: \n * \* @sample samples.collections.Iterables.Operations.zip \*/
public infix fun <T, R> Iterable<T>.zip(other: Array<out R>): List<Pair<T, R>> { \n    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` collection and the [other] array with the same
 * index: \n * \* @sample samples.collections.Iterables.Operations.zipWithTransform \*/
public inline fun <T, R, V> Iterable<T>.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> { \n    val arraySize = other.size \n    val list = ArrayList<V>(minOf(collectionSizeOrDefault(10), arraySize)) \n    var i = 0 \n    for (element in this) { \n        if (i >= arraySize) break \n        list.add(transform(element, other[i++])) \n    } \n    return list
}

/**
 * Returns a list of pairs built from the elements of `this` collection and the [other] collection with the same
 * index: \n * \* @sample samples.collections.Iterables.Operations.zipIterable \*/
public infix fun <T, R> Iterable<T>.zip(other: Iterable<R>): List<Pair<T, R>> { \n    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` collection and the [other] collection
 * using the provided [transform] function applied to each pair of elements: \n * \* @sample samples.collections.Iterables.Operations.zipIterableWithTransform \*/
public inline fun <T, R, V> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> V): List<R> { \n    val iterator = iterator() \n    if (!iterator.hasNext()) return emptyList() \n    val result = mutableListOf<R>() \n    var current = iterator.next() \n    while (iterator.hasNext()) { \n        val next = iterator.next() \n        result.add(transform(current, next)) \n        current = next \n    } \n    return result
}
```

buffer.append(prefix)
var count = 0
for (element in this) {
    if (++count > 1) buffer.append(separator)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to "...").
 */
public fun <T> Iterable<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Returns this collection as an [Iterable].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.asIterable(): Iterable<T> {
    return this
}

/**
 * Creates a [Sequence] instance that wraps the original collection returning its elements when being iterated.
 */
public fun <T> Iterable<T>.asSequence(): Sequence<T> {
    return Sequence { this.iterator() }
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Iterable<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Iterable<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Iterable<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Iterable<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns a sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Iterable<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns a sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Iterable<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns a sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Iterable<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns a sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Iterable<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns a sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Iterable<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns a sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Iterable<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}
= 0.0
for (element in this) { \n    sum += element
} \nreturn sum

/**
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 */

package kotlin.collections

import kotlin.comparisons.naturalOrder
import kotlin.random.Random

/**
 * Returns the array if it's not `null`, or an empty array otherwise.
 */
@kotlin.internal.InlineOnly
public actual inline fun <T> Array<T>?.orEmpty(): Array<T> = this ?: emptyArray<T>()

@kotlin.internal.InlineOnly
public actual inline fun <T> Collection<T>.toTypedArray(): Array<T> = copyToArray(this)

@JsName("copyToArray")
@PublishedApi
internal fun <T> copyToArray(collection: Collection<*>): Array<T> = if (collection.asDynamic().toArray !== undefined)
    collection.asDynamic().toArray().unsafeCast<Array<T>>()
else
    copyToArrayImpl(collection).unsafeCast<Array<T>>()

@JsName("copyToArrayImpl")
internal actual fun <T> copyToArrayImpl(collection: Collection<*>): Array<T> = copyToArrayImpl(collection).unsafeCast<Array<T>>()

/**
 * Returns an immutable list containing only the specified object [element].
 */
public fun <T> listOf(element: T): List<T> = arrayListOf(element)

/**
 * Returns an immutable set containing only the specified object [element].
 */
public fun <T> setOf(element: T): Set<T> = hashSetOf(element)

/**
 * Returns an immutable map, mapping only the specified key to the [value] specified value.
 */
public fun <K, V> mapOf(pair: Pair<K, V>): Map<K, V> = mapOf(pair)

private fun <T> sortArrayWith(array: Array<T>, comparator: Comparator<in T>) {
    if (array.size <= 1) return

    val sortedArray = copyToArray(array)
    sortArrayWith(sortedArray, comparator)

    for (i in 0 until array.size) {
        array[i] = sortedArray[i]
    }
}


@SinceKotlin("1.3")
@PublishedApi
@JsName("arrayCopy")
internal fun <T> arrayCopy(source: Array<out T>, destination: Array<in T>, destinationOffset: Int, startIndex: Int, endIndex: Int) {
    AbstractList.checkRangeIndexes(startIndex, endIndex, source.size)
    val rangeSize = endIndex - startIndex
    AbstractList.checkRangeIndexes(destinationOffset, destinationOffset + rangeSize, destination.size)
    if (js("ArrayBuffer").isView(source) && js("ArrayBuffer").isView(destination)) {
        val subrange = source.asDynamic().subarray(startIndex, endIndex)
        destination.asDynamic().set(subrange, destinationOffset)
    } else {
        if (source !== destination) {
            for (index in rangeSize - 1 downTo 0) {
                destination[destinationOffset + index] = source[startIndex + index]
            }
        } else {
            for (index in rangeSize - 1 downTo 0) {
                destination[destinationOffset + index] = source[startIndex + index]
            }
        }
    }
}

// Open Source Used In DNAC Platform Arica  13182
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a [List] containing all key-value pairs.
 * @public
 * @function
 */
public fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>> {
    if (size == 0)
        return emptyList()
    val iterator = entries.iterator()
    if (!iterator.hasNext())
        return emptyList()
    val first = iterator.next()
    if (!iterator.hasNext())
        return listOf(first.toPair())
    val result = ArrayList<Pair<K, V>>(size)
    result.add(first.toPair())
    do {
        result.add(iterator.next().toPair())
    } while (iterator.hasNext())
    return result
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked
 * on each entry of original map.
 * @sample
 * @function
 */
public fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each entry
 * of original map, to the given [destination].
 * @sample
 * @function
 */
public inline fun <K, V, R> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function to each entry
 * in the original map.
 * @sample
 * @function
 */
public inline fun <K, V, R> Map<out K, V>.map(transform: (Map.Entry<K, V>) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function
 * to each entry in the original map.
 * @sample
 * @function
 */
public inline fun <K, V, R : Any> Map<out K, V>.mapNotNull(transform: (Map.Entry<K, V>) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

/**
 * Performs the given [action] on each entry.
 * @sample
 * @function
 */
@kotlin.internal.HidesMembers
public inline fun <K, V> Map<out K, V>.forEach(action: (Map.Entry<K, V>) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Returns the number of entries in this map.
 * @sample
 * @function
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.count(): Int {
    return size
}

/**
 * Returns the number of entries matching the given [predicate].
 * @sample
 * @function
 */
public inline fun <K, V> Map<out K, V>.count(predicate: (Map.Entry<K, V>) -> Boolean): Int {
    return count { predicate(it) } + count { !predicate(it) } + count { sample.predicate(it) }
}

/**
 * Returns the first entry yielding the largest value of the given function or `null` if there are
 * no entries.
 * @sample
 * @function
 */
@kotlin.internal.InlineOnly
    return maxBy { properties }()
}

/**
 * Returns the first entry having the largest value according to the provided [comparator] or `null` if there are no entries.
 * @sample
 * @function
 */
@kotlin.internal.InlineOnly
    return maxWith { comparator }()
}
/**
 * Returns the entry yielding the smallest value of the given function
 * or `null` if there are no entries.
 */
    return entries.minBy(selector)
}

/**
 * Returns the entry having the smallest value according to the provided 
 * comparator or `null` if there are no entries.
 */
    return entries.minWith(comparator)
}

/**
 * Returns `true` if the map has no entries.
 */
public fun <K, V> Map<K, V>.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no entries match the given predicate.
 */
public inline fun <K, V> Map<K, V>.none(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return true
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Performs the action on each entry and returns the map itself afterwards.
 */
@SinceKotlin("1.1")
public inline fun <K, V, M : Map<K, V>> M.onEach(action: (Map.Entry<K, V>) -> Unit): M {
    return apply { for (element in this) action(element) }
}

/**
 * Creates an [Iterable] instance that wraps the original map returning its entries when being iterated.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<K, V>.asIterable(): Iterable<Map.Entry<K, V>> {
    return entries
}

/**
 * Creates a [Sequence] instance that wraps the original map returning its entries 
 * when being iterated.
 */
public fun <K, V> Map<K, V>.asSequence(): Sequence<Map.Entry<K, V>> {
    return entries.asSequence()
}
Sequence<T>.first(): T {\n    val iterator = iterator()
    try {
        val element = iterator.next()
        return element
    } catch (e: NoSuchElementException) {
        throw e
    }
}

/**
 * Returns the first element
 * @throws NoSuchElementException if no such element was found.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.first(): T?
{
    var element: T? = null
    while (iterator.hasNext())
        element = iterator.next()
    return element
}

/**
 * Returns the first element matching the given [predicate].
 * @throws NoSuchElementException if no such element was found.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.first(predicate: (T) -> Boolean): T
{
    var element: T? = null
    while (iterator.hasNext())
        if (predicate(iterator.next()))
            element = iterator.next()
    return element
}

/**
 * Returns the first index of [element], or `-1` if the sequence does not contain such element.
 * The operation is _terminal_.
 */
public fun <@kotlin.internal.OnlyInputTypes T>_sequenceOf(element: T): Int
{
    var index = 0
    while (iterator.hasNext())
        if (element == iterator.next())
            return index
        index++
    return -1
}

/**
 * Returns the last index of [element], or `-1` if the sequence does not contain such element.
 * The operation is _terminal_.
 */
public fun <@kotlin.internal.OnlyInputTypes T>_sequenceOfLast(element: T): Int
{
    var index = 0
    while (iterator.hasNext())
        if (element == iterator.next())
            index++
    return -1
}

/**
 * Checks if the sequence is empty.
 */
public fun <T> Sequence<T>.isEmpty(): Boolean
{
    return iterator.hasNext()
}

/**
 * Checks if the sequence is empty or has more than one element.
 */
public fun <T> Sequence<T>.hasOneElement(): Boolean
{
    return iterator.hasNext() && iterator.next() != iterator.next()
}

/**
 * Checks if the sequence contains no element matching the predicate.
 */
public fun <T> Sequence<T>.containsNoElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    return !hasOneElement() || iterator.hasNext() && !predicate(iterator.next())
}

/**
 * Checks if the sequence contains an element matching the given [predicate].
 */
public fun <T> Sequence<T>.containsElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    return hasOneElement() && predicate(iterator.next())
}

/**
 * Checks if the sequence contains at least one element matching the given [predicate].
 */
public fun <T> Sequence<T>.containsAtLeastOneElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    return iterator.hasNext() || predicate(iterator.next())
}

/**
 * Checks if the sequence contains all elements matching the given [predicate].
 */
public fun <T> Sequence<T>.containsAllElementsMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    while (iterator.hasNext())
        if (!predicate(iterator.next()))
            return false
    return true
}

/**
 * Checks if the sequence contains at most one element matching the given [predicate].
 */
public fun <T> Sequence<T>.containsAtMostOneElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    var found = false
    for (element in iterator)
        if (predicate(element))
            if (found)
                return false
            found = true
    return found
}

/**
 * Checks if the sequence contains exactly one element matching the given [predicate].
 */
public fun <T> Sequence<T>.containsExactlyOneElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    var found = false
    var lastFound = false
    for (element in iterator)
        if (predicate(element))
            if (lastFound)
                return false
            lastFound = found
            found = true
    return found
}

/**
 * Checks if the sequence contains no element matching the predicate.
 */
public fun <T> Sequence<T>.containsNoElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    return !hasOneElement() || iterator.hasNext() && !predicate(iterator.next())
}

/**
 * Checks if the sequence contains an element matching the given [predicate].
 */
public fun <T> Sequence<T>.containsElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    return hasOneElement() && predicate(iterator.next())
}

/**
 * Checks if the sequence contains at least one element matching the given [predicate].
 */
public fun <T> Sequence<T>.containsAtLeastOneElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    return iterator.hasNext() || predicate(iterator.next())
}

/**
 * Checks if the sequence contains all elements matching the given [predicate].
 */
public fun <T> Sequence<T>.containsAllElementsMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    while (iterator.hasNext())
        if (!predicate(iterator.next()))
            return false
    return true
}

/**
 * Checks if the sequence contains at most one element matching the given [predicate].
 */
public fun <T> Sequence<T>.containsAtMostOneElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    var found = false
    var lastFound = false
    for (element in iterator)
        if (predicate(element))
            if (lastFound)
                return false
            lastFound = found
            found = true
    return found
}

/**
 * Checks if the sequence contains exactly one element matching the given [predicate].
 */
public fun <T> Sequence<T>.containsExactlyOneElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    var found = false
    var lastFound = false
    for (element in iterator)
        if (predicate(element))
            if (lastFound)
                return false
            lastFound = found
            found = true
    return found
}

/**
 * Checks if the sequence contains no element matching the predicate.
 */
public fun <T> Sequence<T>.containsNoElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    return !hasOneElement() || iterator.hasNext() && !predicate(iterator.next())
}

/**
 * Checks if the sequence contains an element matching the given [predicate].
 */
public fun <T> Sequence<T>.containsElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    return hasOneElement() && predicate(iterator.next())
}

/**
 * Checks if the sequence contains at least one element matching the given [predicate].
 */
public fun <T> Sequence<T>.containsAtLeastOneElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    return iterator.hasNext() || predicate(iterator.next())
}

/**
 * Checks if the sequence contains all elements matching the given [predicate].
 */
public fun <T> Sequence<T>.containsAllElementsMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    while (iterator.hasNext())
        if (!predicate(iterator.next()))
            return false
    return true
}

/**
 * Checks if the sequence contains at most one element matching the given [predicate].
 */
public fun <T> Sequence<T>.containsAtMostOneElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    var found = false
    var lastFound = false
    for (element in iterator)
        if (predicate(element))
            if (lastFound)
                return false
            lastFound = found
            found = true
    return found
}

/**
 * Checks if the sequence contains exactly one element matching the given [predicate].
 */
public fun <T> Sequence<T>.containsExactlyOneElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    var found = false
    var lastFound = false
    for (element in iterator)
        if (predicate(element))
            if (lastFound)
                return false
            lastFound = found
            found = true
    return found
}

/**
 * Checks if the sequence contains no element matching the predicate.
 */
public fun <T> Sequence<T>.containsNoElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    return !hasOneElement() || iterator.hasNext() && !predicate(iterator.next())
}

/**
 * Checks if the sequence contains an element matching the given [predicate].
 */
public fun <T> Sequence<T>.containsElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    return hasOneElement() && predicate(iterator.next())
}

/**
 * Checks if the sequence contains at least one element matching the given [predicate].
 */
public fun <T> Sequence<T>.containsAtLeastOneElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    return iterator.hasNext() || predicate(iterator.next())
}

/**
 * Checks if the sequence contains all elements matching the given [predicate].
 */
public fun <T> Sequence<T>.containsAllElementsMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    while (iterator.hasNext())
        if (!predicate(iterator.next()))
            return false
    return true
}

/**
 * Checks if the sequence contains at most one element matching the given [predicate].
 */
public fun <T> Sequence<T>.containsAtMostOneElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    var found = false
    var lastFound = false
    for (element in iterator)
        if (predicate(element))
            if (lastFound)
                return false
            lastFound = found
            found = true
    return found
}

/**
 * Checks if the sequence contains exactly one element matching the given [predicate].
 */
public fun <T> Sequence<T>.containsExactlyOneElementMatchingPredicate(predicate: (T) -> Boolean): Boolean
{
    var found = false
    var lastFound = false
    for (element in iterator)
        if (predicate(element))
            if (lastFound)
Boolean): T

    val single: T? = null
    var found = false

    for element in this
    {
        if (predicate(element))
        {
            if (found) throw IllegalArgumentException("Sequence contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Sequence contains no element matching the predicate.")

    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns single element, or `null` if the sequence is empty or has more than one element.
 *
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.singleOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    val single = iterator.next()
    if (iterator.hasNext())
        return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 *
 * The operation is _terminal_ and _public inline fun_<T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T?

    val single: T? = null
    var found = false

    for (element in this)
    {
        if (predicate(element))
        {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a sequence containing all elements except first [n] elements.
 *
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.drop(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count \$n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.drop(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 *
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.dropWhile(predicate: (T) -> Boolean): Sequence<T> {
    return DropWhileSequence(this, predicate)
}

/**
 * Returns a sequence containing only elements matching the given [predicate].
 *
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, true, predicate)
}

/**
 * Returns a sequence containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 *
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed {
        index, element ->
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a sequence containing all elements instances of specified type parameter R.
 *
 * The operation is _intermediate_ and _stateless_.
 */
public inline fun <reified R> Sequence<*>.filterIsInstance(): Sequence<@kotlin.internal.NoInfer R> {
    @Suppress("UNCHECKED_CAST")
    return filter { it is R } as Sequence<R>
}

/**
 * Appends all elements that are instances of specified type parameter R to the given [destination].
 *
 * The operation is _intermediate_ and _stateless_.
 */
public inline fun <reified R, C : MutableCollection<in R>> Sequence<*>.filterIsInstanceTo(destination: C) {
    for (element in this) if (element is R) destination.add(element)
}

/**
 * Returns a sequence containing all elements that are not matching the given [predicate].
 *
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.filterNot(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, false, predicate)
}

/**
 * Returns a sequence containing all elements that are not `null`.
 *
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T : Any> Sequence<T?>.filterNotOrNull(): Sequence<T?> {
    @Suppress("UNCHECKED_CAST")
    return filterNot { it == null } as
Sequence<T>

/**
 * Appends all elements that are not `null` to the given [destination].
 */
public fun <C : MutableCollection<in T>, T : Any> Sequence<T>.filterNotNullTo(destination: C): C {
    C {}
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public fun <C :MutableCollection<in T>, T: Any> Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    C {}
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public fun <C :MutableCollection<in T>, T: Any> Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    C {}
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a sequence containing first [n] elements.
 */
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    val sortedList = this@take.take(n)
    return sortedList
}

/**
 * Returns a sequence containing first elements satisfying the given [predicate].
 */
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sorted.toMutableList()
            sortedList.sort()
            return sortedList.iterator()
        }
    }
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to natural sort order of the value returned by specified [selector] function.
 */
public fun <T, R : Comparable<R>> Sequence<T>.sortedBy(selector: (T) -> R?): Sequence<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a sequence that yields elements of this sequence sorted descending according to their natural sort order.
 */
public fun <T : Comparable<T>> Sequence<T>.sortedDescending(): Sequence<T> {
    return sortedWith(reverseOrder())
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 */
public fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sortedWith.toMutableList()
            sortedList.sortWith(comparator)
            return sortedList.iterator()
        }
    }
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given sequence.
 */
public fun <K, V> Sequence<in T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val sortedList = sortedWith(LinkedHashMap<K, V>())
    return sortedList
}

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key
* returned from [keySelector] function applied to each element.\n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* The returned map preserves the entry iteration order of the original sequence.\n* The operation is _terminal_.\n* @sample
samples.collections.Collections(Transformations.associateBy)/n*/npublic inline fun <T, K>
Sequence<T>.associateBy(keySelector: (T) -> K): Map<K, T> {\n    return associateByTo(LinkedHashMap<K, T>(), keySelector)\n}\n/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given sequence.\n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* The returned map preserves the entry iteration order of the original sequence.\n* The operation is _terminal_.\n* @sample
samples.collections.Collections(Transformations.associateByWithValueTransform)/n*/npublic inline fun <T, K, V>
Sequence<T>.associateByWithValueTransform(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {\n    return associateByTo(LinkedHashMap<K, V>(), keySelector, valueTransform)\n}\n/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n* where key is provided by the [keySelector] function applied to each element of the given sequence\n* and value is the element itself.\n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* The operation is _terminal_.\n* @sample
samples.collections.Collections(Transformations.associateByTo)/n*/npublic inline fun <T, K, M :
MutableMap&lt;K, in T&gt;>
Sequence&lt;T&gt;.associateByTo(destination: M, keySelector: (T) -> K): M {\n    for (element in this) {\n        destination.put(keySelector(element), element)\n    }\n    return destination\n}\n/**
 * Returns a [HashSet] of all elements.\n* The operation is _terminal_.\n* @sample
samples.collections.Collections(Transformations.associateWith)/n*/npublic inline fun <K, V>
Sequence&lt;K&gt;.associateWith(valueSelector: (K) -> V): HashSet&lt;V&gt; {\n    val result = LinkedHashSet&lt;V&gt;()\n    return associateWithTo(result, valueSelector)\n}\n*/n
* Returns a [HashSet] of all elements.\n* The operation is _terminal_.\n* @sample
samples.collections.Collections(Transformations.associateWithTo)/n*/npublic inline fun <T, C :
MutableCollection&lt;in T&gt;>
Sequence&lt;T&gt;.toCollection(destination: C): C {\n    for (item in this) {\n        destination.add(item)\n    }\n    return destination\n}\n*/n
* Returns a [HashSet] of all elements.\n* The operation is _terminal_.\n* @sample
samples.Collections(Transformations.toCollection)/n*/n
return toCollection(HashSet<T>())
}

/**
 * Returns a [List] containing all elements.
 *
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toList(): List<T> {
    return this.toMutableList().optimizeReadOnlyList()
}

/**
 * Returns a [MutableList] filled with all elements of this
sequence.
 *
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toMutableList(): MutableList<T> {
    return toCollection(ArrayList<T>())
}

/**
 * Returns a [Set] of all elements.
 *
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toSet(): Set<T> {
    return toCollection(LinkedHashSet<T>()).optimizeReadOnlySet()
}

/**
 * Returns a single sequence of all elements
from results of [transform] function being invoked on each element of original sequence.
 *
 * The operation is _intermediate_ and _stateless_.
 * 
 * @sample samples.collections.Transformations.flatMap
 */
public fun <T, R> Sequence<T>.flatMap(transform: (T) -> Sequence<R>): Sequence<R> {
    return FlatteningSequence(this, transform, { it.iterator() })
}

/**
 * Appends all elements yielded from results of
[transform] function being invoked on each element of original sequence, to the given [destination].
 *
 * The operation is _terminal_.
 */
public inline fun <T, R, C : MutableCollection<in R>>
    Sequence<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of
the original sequence by the key returned by the given [keySelector] function
applied to each element and
returns a map where each group key is associated with a list of corresponding elements.
 *
 * The returned map preserves the entry iteration order of the keys produced from the original sequence.
 *
 * The operation is _terminal_.
 */
public inline fun <T, K>
    Sequence<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups values returned by the [valueTransform] function
applied to each element of the original sequence
by the key returned by the given [keySelector] function applied to the element
and returns a map where each group key is associated with a list of corresponding values.
 *
 * The operation is _terminal_.
 */
public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>>
    Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a sequence to be used later with one of group-and-fold
operations
using the specified [keySelector] function to extract a key from each element.
 *
 * The operation is _intermediate_ and _stateless_.
 * 
 * @sample samples.collections.Transformations.groupingByEachCount
 */
@SinceKotlin("1.1")
public inline fun <T, K, V>
    Sequence<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V):
        Map<K, List<V>> {
        return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
    }

/**
 * Appends all elements yielded from results of
[transform] function being invoked on each element of original sequence, to the given [destination].
 *
 * The operation is _terminal_.
 * 
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>>
    Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups elements of
the original sequence by the key returned by the given [keySelector] function
applied to each element and
returns a map where each group key is associated with a list of corresponding elements.
 *
 * The operation is _terminal_.
 */
public inline fun <T, K, M : MutableMap<in K, MutableList<T>>>
    Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList() }
        list.add(element)
    }
    return destination
}
this@groupingBy.iterator()@ override fun keyOf(element: T): K = keySelector(element)@

* The operation is _intermediate_ and _stateless_, @sample

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samples.Collections.Collections.Transformations.map(transform: (T) -> R): Sequence<R> { return TransformingSequence(this, transform) returns a sequence containing

* @param [transform] function that takes the index of an element and the element itself

* and returns the result of the transform applied to the element.

* The operation is _intermediate_ and _stateless_, @sample

public fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> { return TransformingSequence(this, transform) returns a sequence containing

* @param [transform] function that takes the index of an element and the element itself

* and returns the result of the transform applied to the element.

* The operation is _intermediate_ and _stateless_, @sample

public fun <T, R> Sequence<T>.mapIndexed(transform: (Int, T) -> R): Sequence<R> { return TransformingIndexedSequence(this, transform) returns a sequence containing

* @param [transform] function that takes the index of an element and the element itself

* and returns the result of the transform applied to the element.

* The operation is _intermediate_ and _stateless_, @sample

public fun <T, R> Sequence<T>.mapIndexedNotNull(transform: (Int, T) -> R?): Sequence<R> { return TransformingIndexedSequence(this, transform).filterNotNull() returns a sequence containing

* @param [transform] function that takes the index of an element and the element itself

* and returns the result of the transform applied to the element.

* The operation is _intermediate_ and _stateless_, @sample

public fun <T, R> Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (Int, T) -> R?): C { var index = 0

* @param [transform] function that takes the index of an element and the element itself

* and returns the result of the transform applied to the element.

* The operation is _intermediate_ and _stateless_, @sample

public fun <T, R> Sequence<T>.mapIndexedTo(destination: C, transform: (Int, T) -> R): C { return TransformingIndexedSequence(this, transform).filterNotNull() returns a sequence containing

* @param [transform] function that takes the index of an element and the element itself

* and returns the result of the transform applied to the element.

* The operation is _intermediate_ and _stateless_, @sample

public fun <T, R> Sequence<T>.mapTo(destination: C, transform: (T) -> R): C { destination.add(transform(item))

* @param [transform] function that takes the index of an element and the element itself

* and returns the result of the transform applied to the element.

* The operation is _intermediate_ and _stateless_, @sample

public fun <T> Sequence<T>.withIndex(): Sequence<IndexedValue<T>> { return IndexingSequence(this)

* @param [transform] function that takes the index of an element and the element itself

* and returns the result of the transform applied to the element.

* The operation is _intermediate_ and _stateless_, @sample

public fun <T> Sequence<T>.distinctAndDistinctBy(destination: C, transform: (T) -> R): C { return TransformingSequence(this, transform) returns a sequence containing

* @param [transform] function that takes the index of an element and the element itself

* and returns the result of the transform applied to the element.

* The operation is _intermediate_ and _stateless_, @sample

public fun <T> Sequence<T>.distinct(): Sequence<T> { return this@Sequence<T>.distinct() returns a sequence containing

* having distinct keys returned by the given [selector] function.

* @param [transform] function that takes the index of an element and the element itself

* and returns the result of the transform applied to the element.

* The operation is _intermediate_ and _stateless_, @sample

public fun <T, K>
Sequence<T>.distinctBy(selector: (T) -> K): Sequence<T> { return DistinctSequence(this, selector) } * Returns a mutable set containing all distinct elements from the given sequence. *

Sequence<T>.toMutableSet(): MutableSet<T> { val set = LinkedHashSet<T>() for (item in this) set.add(item) return set } * Returns 'true' if all elements match the given [predicate]. *

Sequence<T>.all(predicate: (T) -> Boolean): Boolean { for (element in this) if (!predicate(element)) return false } * Returns 'true' if there is at least one element. *

Sequence<T>.any(): Boolean { return iterator().hasNext() } * Returns 'true' if at least one element matches the given [predicate]. *

Sequence<T>.any(predicate: (T) -> Boolean): Boolean { for (element in this) if (predicate(element)) return true } * Returns the number of elements in this sequence. *

Sequence<T>.count(): Int { var count = 0 for (element in this) checkCountOverflow(++count) return count } * Returns the number of elements matching the given [predicate]. *

Sequence<T>.fold(initial: R, operation: (acc: R, T) -> R): R { var accumulator = initial for (element in this) accumulator = operation(accumulator, element) return accumulator } * Returns the largest element or 'null' if there are no elements. *

Sequence<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R { var index = 0 var accumulator = initial for (item in this) accumulator = operation(checkIndexOverflow(index++), accumulator, item) return accumulator } * Returns the largest element or 'null' if there are no elements. *

Sequence<T>.max(): Double? { var iterator = iterator() if (!iterator.hasNext()) return null var max = iterator.next() if (max is NaN) return max } * Returns the largest element or 'null' if there are no elements. *

Sequence<T>.max(): Float? { var iterator = iterator() if (!iterator.hasNext()) return null var max = iterator.next() if (max is NaN) return max } * Returns the largest element or 'null' if there are no elements. *

Sequence<T>.max(): T? { var iterator = iterator() if (!iterator.hasNext()) return null var max = iterator.next() while (iterator.hasNext()) { var e = iterator.next() if (e is NaN) return null var max = iterator.next() if (max is NaN) return max } * Returns the first element yielding the largest value of the given function or 'null' if there are no elements. *

Sequence<T>.any(predicate: (T) -> Boolean): Boolean { for (element in this) if (predicate(element)) return true } * Returns 'true' if all elements match the given [predicate]. *
samples.collections.Collections.Aggregates.maxBy

```kotlin
public inline fun <T, R : Comparable<R>> Sequence<T>.maxBy(selector: (T) -> R): T? {
    var maxElem = iterator.next()!!
    var maxVal = selector(maxElem)!!
    do {
        val e = iterator.next()!!
        val v = selector(e)!!
        if (v > maxVal) {
            maxElem = e
            maxVal = v
        }
    } while (iterator.hasNext())
    return maxElem
}
```

The operation is _terminal_. The operation is _terminal_ and _terminal_.

```kotlin
public fun <T> Sequence<T>.maxWith(comparator: Comparator<T>): T? {
    var min = iterator.next()!!
    while (iterator.hasNext()) {
        val e = iterator.next()!!
        if (comparator.compare(min, e) < 0) min = e
    }
    return min
}
```

The operation is _terminal_ and _terminal_. The operation is _terminal_.

```kotlin
public fun Sequence<Double>.min(): Double? {
    var min = iterator.next()!!
    if (min.isNaN()) return min
    while (iterator.hasNext()) {
        val e = iterator.next()!!
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}
```

The operation is _terminal_ and _terminal_. The operation is _terminal_.

```kotlin
public fun <T> Sequence<T>.none(): Boolean {
    return !iterator().hasNext()
}
```

The operation is _terminal_ and _terminal_. The operation is _terminal_.

```kotlin
public inline fun <T> Sequence<T>.reduce(operation: (S, T) -> S): S {
    var accumulator: S = iterator.next()!!
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next()!!)
    }
    return accumulator
}
```

The operation is _terminal_ and _terminal_. The operation is _terminal_.

```kotlin
public inline fun <T> Sequence<T>.reduce(operation: (S, T) -> S): S {
    var accumulator: S = iterator.next()!!
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next()!!)
    }
    return accumulator
}
```

The operation is _terminal_ and _terminal_. The operation is _terminal_.

```kotlin
public fun <T> Sequence<T>.reduce(operation: (S, T) -> S): S {
    var accumulator: S = iterator.next()!!
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next()!!)
    }
    return accumulator
}
```
[operation] function that takes the index of an element, current accumulator value * and the element itself and calculates the next accumulator value.

* The operation is _terminal_.

* @sample

```kotlin
fun <S, T : S> Sequence<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    var index = 1
    var accumulator: S = iterator.next() while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the sequence is empty.

* The operation is _terminal_.

* @sample

```kotlin
fun <S, T : S> Sequence<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element, and calculates the next accumulator value.

* The operation is _terminal_.

* @sample

```kotlin
fun <T, R> Sequence<T>.scan(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (element in this) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
}
```

Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence. * The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature.

* @sample

```kotlin
fun <T, R> Sequence<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var index = 0
        var accumulator = initial
        for (element in this) {
            accumulator = operation(checkIndexOverflow(index++), accumulator, element)
            yield(accumulator)
        }
    }
}
```

Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original sequence and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence. * The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature.

* @sample

```kotlin
fun <S, T : S> Sequence<T>.scanReduce(operation: (acc: S, T) -> S): Sequence<S> {
    return sequence {
        var accumulator: S = iterator.next() while (iterator.hasNext()) {
            accumulator = operation(accumulator, iterator.next())
            yield(accumulator)
        }
    }
}
```

Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this sequence. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence. * @param

```kotlin
fun <T, R> Sequence<T>.scanIndexed(initial: T, operation: (acc: T, R, T) -> T): Sequence<T> {
    return sequence {
        yield(initial)
        var index = 0
        var accumulator = initial
        for (element in this) {
            accumulator = operation(checkIndexOverflow(index++), accumulator, element)
            yield(accumulator)
        }
    }
}
```

Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original sequence and current accumulator value that starts with the first element of this sequence. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence. * @param

```kotlin
fun <T, R> Sequence<T>.scanReduce(operation: (acc: T, R, T) -> T): Sequence<T> {
    return sequence {
        var accumulator: T = iterator.next() while (iterator.hasNext()) {
            accumulator = operation(accumulator, iterator.next())
            yield(accumulator)
        }
    }
}
```

Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original sequence and current accumulator value that starts with the first element of this sequence. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence. * @param

```kotlin
fun <T, R> Sequence<T>.scanIndexed(initial: T, operation: (index: Int, acc: T, R, T) -> T): Sequence<T> {
    return sequence {
        yield(initial)
        var index = 0
        var accumulator = initial
        for (element in this) {
            accumulator = operation(checkIndexOverflow(index++), accumulator, element)
            yield(accumulator)
        }
    }
}
```

Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original sequence and current accumulator value that starts with the first element of this sequence. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence. * @param

```kotlin
fun <T, R> Sequence<T>.scanReduce(operation: (acc: T, R, T) -> T): Sequence<T> {
    return sequence {
        var accumulator: T = iterator.next() while (iterator.hasNext()) {
            accumulator = operation(accumulator, iterator.next())
            yield(accumulator)
        }
    }
}
```

Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original sequence and current accumulator value that starts with the first element of this sequence. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence.
with the first element of this sequence.

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence. The operation is _intermediate_ and _stateless_. The operation takes the index of an element, current accumulator value, and the element itself, and calculates the next accumulator value.

The operation is _intermediate_ and _stateless_. The operation takes the index of an element, current accumulator, and the element itself, and returns the sum of all values produced by [selector] function applied to each element in the sequence.

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elements contained in the given [elements] collection.

Note that the source sequence and the collection being subtracted are iterated only when an `iterator` is requested from it. Changing any of them between successive calls to `operator minus` may affect the result. The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations. The operation is _intermediate_ and _stateful_.

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minusElement(element: T): Sequence<T> {
    return minus(element)
}
```

**Sequence<T> return object:**

```kotlin
Sequence<T> { 
    override fun iterator(): Iterator<T> {
        return object: Sequence<T> {
            override fun iterator(): Iterator<T> {
                val other = elements.convertToSetForSetOperation()
                if (other.isEmpty())
                    return this@minus.iterator()
                else
                    return this@minus.filterNot { it in other }.iterator()
            }
        }
    }
}
```

**Sequence<T>:**

```kotlin
Sequence<T> { 
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}
```

**Sequence<T>.partition(predicate: (T) -> Boolean):**

```kotlin
partition(predicate) { 
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

**Sequence<T>:**

```kotlin
Sequence<T> { 
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            return this@minus.filterNot { it in other }.iterator()
        }
    }
}
```

**Sequence<T>.plus(element: T):**

```kotlin
plus(element) { 
    return this + sequenceOf(element).flatten()
}
```

**Sequence<T>.plus(elements: Array<out T>):**

```kotlin
Sequence<T> { 
    return this + elements.asList().asSequence().flatten()
}
```

**Sequence<T>.plus(elements: Sequence<T>):**

```kotlin
Sequence<T> { 
    return this + elements.asSequence().flatten()
}
```

**Sequence<T>.plus(elements: Iterable<T>):**

```kotlin
Sequence<T> { 
    return this + sequenceOf(elements).flatten()
}
```

**Sequence<T>.plus(elements: Iterable<T>):**

```kotlin
Sequence<T> { 
    return this + sequenceOf(elements).asSequence().flatten()
}
```

**Sequence<T>.plus(Sequence<T>):**

```kotlin
Sequence<T> { 
    return this + sequenceOf(Sequence(elements).asSequence()).flatten()
}
```

**Sequence<T>.plus(Sequence<T>):**

```kotlin
Sequence<T> { 
    return this + sequenceOf(Sequence(elements).asSequence()).flatten()
}
```

**Sequence<T>:**

```kotlin
Sequence<T> { 
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            return this@plus.filterNot { it in other }.iterator()
        }
    }
}
```

**Sequence<T>:**

```kotlin
Sequence<T> { 
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            return this@plus.filterNot { it in other }.iterator()
        }
    }
}
```

**Sequence<T>:**

```kotlin
Sequence<T> { 
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            return this@plus.filterNot { it in other }.iterator()
        }
    }
}
```

**Sequence<T>:**

```kotlin
Sequence<T> { 
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            return this@plus.filterNot { it in other }.iterator()
        }
    }
}
```
return plus(element)/*@Sample samples.collections.Sequences.Transformations.takeWindows
    return windowedSequence(size, step, partialWindows, reuseBuffer = false)/*@*/
}

/**
 * Returns a sequence of results of applying the given [transform] function to
 * each list representing a view over the given [size] sliding along this sequence with the given [step].
 * 
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * 
 * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * 
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default false
 * which means partial windows won't be preserved
 * 
 * @sinceKotlin("1.2")
 * 
 * The operation is intermediate and stateless.
 * 
 * @sinceKotlin("1.2")
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default false
 * which means partial windows won't be preserved
 * 
 * @sinceKotlin("1.2")
 * 
 * The operation is intermediate and stateless.
 * 
 * @sinceKotlin("1.2")
 * 
 * The operation is intermediate and stateless.
 * 
 * @sinceKotlin("1.2")
 * 
 * The operation is intermediate and stateless.
 */
public fun <T, R> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R> {
    return windowedSequence(size, step, partialWindows, reuseBuffer = true).map(transform)/*@*/
}

/**
 * Returns a sequence of values built from the elements of this sequence and the [other] sequence with the same index.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 * 
 * The operation is intermediate and stateless.
 * 
 * @sinceKotlin("1.2")
 * 
 * The operation is intermediate and stateless.
 * 
 * @sinceKotlin("1.2")
 * 
 * The operation is intermediate and stateless.
 * 
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 * 
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 * 
 * @sinceKotlin("1.2")
 * 
 * The operation is intermediate and stateless.
 * 
 * @sinceKotlin("1.2")
 * 
 * The operation is intermediate and stateless.
 */
infix fun <T, R> Sequence<T>.zip(other: Sequence<R>): Sequence<Pair<T, R>> {
    return MergingSequence(this, other) { t1, t2 -> t1 to t2 }/*@*/
}

/**
 * Returns a sequence containing the results of applying the given [transform] function to each pair of two adjacent elements in this sequence.
 * 
 * The operation is intermediate and stateless.
 * 
 * @sinceKotlin("1.2")
 * 
 * The operation is intermediate and stateless.
 * 
 * @sinceKotlin("1.2")
 * 
 * The operation is intermediate and stateless.
 */
fun <T, R, V> Sequence<T>.zip(other: Sequence<R>, transform: (a: T, b: R) -> V): Sequence<V> {
    return MergingSequence(this, other, transform)/*@*/
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * 
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * The operation is terminal.
 */
public fun <T, A : Appendable>
sequence.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A

{ }
buffer.append(prefix)
var count = 0
for (element in this) {
if (++count > 1)
buffer.append(separator)
if (limit < 0 || count <= limit) { }
buffer.appendElement(element, transform)
}
else break
}
buffer.append(postfix)
return buffer
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to ", ...,").
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.joinTo(separator: CharSequence = ", ", prefix: CharSequence = ", ", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()}

/**
 * Creates an [Iterable] instance that wraps the original sequence returning its elements when being iterated.
 */
public fun <T> Sequence<T>.asIterable(): Iterable<T> {
return Iterable { this.iterator() }
}

/**
 * Returns this sequence as a [Sequence].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.asSequence(): Sequence<T> {
return this
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Sequence<Byte>.average(): Double {
var sum: Double = 0.0
var count: Int = 0
for (element in this) {
sum += element
checkCountOverflow(++count)
}
return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Sequence<Short>.average(): Double {
var sum: Double = 0.0
var count: Int = 0
for (element in this) {
sum += element
checkCountOverflow(++count)
}
return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Sequence<Int>.average(): Double {
var sum: Double = 0.0
var count: Int = 0
for (element in this) {
sum += element
checkCountOverflow(++count)
}
return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
var sum: Double = 0.0
var count: Int = 0
for (element in this) {
sum += element
checkCountOverflow(++count)
}
return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double {
var sum: Double = 0.0
var count: Int = 0
for (element in this) {
sum += element
checkCountOverflow(++count)
}
return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double {
var sum: Double = 0.0
var count: Int = 0
for (element in this) {
sum += element
checkCountOverflow(++count)
}
return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Sequence<Byte>.sum(): Int {
var sum: Int = 0
for (element in this) {
sum += element
return sum
}
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Sequence<Short>.sum(): Int {
var sum: Int = 0
for (element in this) {
sum += element
return sum
}
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Sequence<Int>.sum(): Int {
var sum: Int = 0
for (element in this) {
sum += element
return sum
}
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Sequence<Long>.sum(): Int {
var sum: Int = 0
for (element in this) {
sum += element
return sum
}
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Sequence<Float>.sum(): Int {
var sum: Int = 0
for (element in this) {
sum += element
return sum
}
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Sequence<Double>.sum(): Int {
var sum: Int = 0
for (element in this) {
sum += element
return sum
}
}
Sequence<Long>.sum(): Long { var sum: Long = 0L for (element in this) { sum += element
} return sum
}/**
 * Returns the sum of all elements in the sequence.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Sequence<Float>.sum(): Float { var sum: Float = 0.0f for (element in this) { sum += element
} return sum
}
/**
 * Returns the sum of all elements in the sequence.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Sequence<Double>.sum(): Double { var sum: Double = 0.0 for (element in this) { sum += element
} return sum
}/**
 * Returns a set containing all elements of the original set except the given [element].
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.minus(element: T): Set<T> {
    var removed = false
    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
}
/**
 * Returns a set containing all elements of the original set except the elements contained in the given [elements].
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.minus(elements: Array<out T>): Set<T> {
    var removed = false
    return this.filterTo(result) { if (!removed && it in elements) { removed = true; false } else true }
}
/**
 * Returns a set containing all elements of the original set except the given [elements].
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.minus(elements: Sequence<T>): Set<T> {
    var removed = false
    return this.filterTo(result) { if (!removed && it in elements) { removed = true; false } else true }
}
/**
 * Returns a set containing all elements of the original set except the given [element].
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.minusElement(element: T): Set<T> {
    return minus(element)
}
/**
 * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.plus(element: T): Set<T> {
    var result = LinkedHashSet<T>(mapCapacity(size + 1))
    result.addAll(this)
    result.add(element)
    return result
}
val result = LinkedHashSet<T>(mapCapacity(elements.collectionSizeOrNull() ?: let { this.size + it } ?: this.size * 2))
result.addAll(this)
result.addAll(elements)
return result

set<T> plus(elements: Sequence<T>): Set<T> {
    return result.addAll(elements)
}

/**
 * Returns a set containing all elements of the original set and the given [elements] sequence, which aren't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.plus(elements: Sequence<T>): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(this.size * 2))
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.plusElement(element: T): Set<T> {
    return plus(element)
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

import kotlin.random.*

/**
 * Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.
 * Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.
 * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.
 * Returns the first character matching the given [predicate], or `null` if no such character was found.
 * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.
 * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.
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 * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.
 * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.
 * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.
not contain such character.

*\n
*/

public inline fun CharSequence.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*\n
*/

public inline fun CharSequence.last(): Char {
    if (isEmpty()) throw NoSuchElementException("Char sequence is empty.")
    return this[lastIndex]
}

*\n
*/

public fun CharSequence.lastOrNull(): Char? {
    return if (isEmpty()) null else this[lastIndex]
}

*\n
*/

public fun CharSequence.random(): Char {
    return random(Random)
}

*\n
*/

public fun CharSequence.random(random: Random): Char {
    if (isEmpty()) throw NoSuchElementException("Char sequence is empty.")
    return get(random.nextInt(length))
}

*\n
*/

public fun CharSequence.single(): Char {
    return when (length) {
        0 -> throw NoSuchElementException("Char sequence is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Char sequence has more than one element.")
    }
}

*\n
*/

public fun CharSequence.singleOrNull(): Char? {
    return if (length == 1) this[0] else null
}

*\n
*/

public inline fun CharSequence.single(predicate: (Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Char sequence contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

*\n
*/

public fun CharSequence.drop(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(n.coerceAtMost(length), length)
}

*\n
*/

public fun String.drop(n: Int): String {
    require(n >= 0) { "Requested character
count $n$ is less than zero."

    return substring(n.coerceAtMost(length))
}

/**
 * Returns a subsequence of this char sequence with the last $n$ characters removed.
 * @throws IllegalArgumentSelectorException if $n$ is negative.
 * @sample samples.text.Strings.drop$(n * @sample samples.text.Strings.drop)n
 */
public fun CharSequence.dropLast(n: Int):
    return substring(n.coerceAtMost(length))
}

/**
 * Returns a subsequence of this char sequence containing all characters except first characters that satisfy the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself and returns the result of predicate evaluation on the character.
 */
public inline fun CharSequence.dropFirstWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)
    return ""
}

/**
 * Returns a string containing all characters except first characters that satisfy the given [predicate].
 */
public inline fun String.dropFirstWhile(predicate: (Char) -> Boolean): String {
    for (index in this.indices)
        if (!predicate(this[index]))
            return substring(index)
    return ""
}

/**
 * Returns a char sequence containing only those characters from the original char sequence that match the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself and returns the result of predicate evaluation on the character.
 */
public inline fun CharSequence.filterIndexed(predicate: (index: Int, Char) -> Boolean): CharSequence {
    return filterIndexedTo(StringBuilder(), predicate)
}

/**
 * Returns a string containing all characters except first characters that satisfy the given [predicate].
 */
public inline fun String.filterIndexed(predicate: (index: Int, Char) -> Boolean): String {
    return filterIndexedTo(StringBuilder(), predicate).toString()
}

/**
 * Appends all characters matching the given [predicate] to the given [destination].
 */
public inline fun <C : Appendable> CharSequence.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed {
        index, element ->
            if (predicate(index, element)) destination.append(element)
    }
    return destination
}

/**
 * Returns a char sequence containing only those characters from the original char sequence that do not match the given [predicate].
 */
public inline fun String.filterNotIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed {
        index, element ->
            if (predicate(index, element)) destination.append(element)
    }
    return destination
}

/**
 * Returns a string containing only those characters from the original string that do not match the given [predicate].
 */
public inline fun String.filterNotIndexed(predicate: (index: Int, Char) -> Boolean): String {
    for (index in this.indices)
        if (!predicate(this[index]))
            return substring(index)
    return ""
}

/**
 * Returns a char sequence containing only those characters from the original char sequence that do not match the given [predicate].
 */
public inline fun CharSequence.filterNotIndexed(predicate: (Int, Char) -> Boolean): CharSequence {
    return filterNotIndexedTo(StringBuilder(), predicate)
}

/**
 * Returns a string containing only those characters from the original string that do not match the given [predicate].
 */
public inline fun String.filterNotIndexed(predicate: (Int, Char) -> Boolean): String {
    for (index in this.indices)
        if (!predicate(this[index]))
            return substring(index)
    return ""
}

/**
 * Returns a char sequence containing all characters matching the given [predicate].
 */
public inline fun CharSequence.filterNotIndexedTo(destination: C, predicate: (Int, Char) -> Boolean): C {
    for (index in this.indices)
        if (predicate(index, this[index]))
            destination.append(this[index])
    return destination
}

/**
 * Returns a string containing all characters matching the given [predicate].
 */
public inline fun String.filterNotIndexedTo(destination: String, predicate: (Int, Char) -> Boolean): String {
    for (index in this.indices)
        if (predicate(index, this[index]))
            destination.append(this[index])
    return destination
}

/**
 * Returns a char sequence containing only those characters from the original char sequence that match the given [predicate].
 */
public inline fun CharSequence.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    for (index in this.indices)
        if (predicate(index, this[index]))
            destination.append(this[index])
    return destination
}

/**
 * Returns a string containing only those characters from the original string that match the given [predicate].
 */
public inline fun String.filterIndexedTo(destination: String, predicate: (Int, Char) -> Boolean): String {
    for (index in this.indices)
        if (predicate(index, this[index]))
            destination.append(this[index])
    return destination
}

/**
 * Returns a char sequence containing only those characters from the original char sequence that are matched by the given [predicate].
 */
public inline fun CharSequence.filterIndexedTo(destination: C, predicate: (Int, Char) -> Boolean): C {
    for (index in this.indices)
        if (predicate(index, this[index]))
            destination.append(this[index])
    return destination
}

/**
 * Returns a string containing only those characters from the original string that are matched by the given [predicate].
 */
public inline fun String.filterIndexedTo(destination: String, predicate: (Int, Char) -> Boolean): String {
    for (index in this.indices)
        if (predicate(index, this[index]))
            destination.append(this[index])
    return destination
}
```kotlin
@kotlin.internal.InlineOnly
public inline fun String.reversed(): String {
    return (this as
        CharSequence).reversed().toString()
}

/**
 * Returns a [Map] containing key-value pairs provided by
 * [transform] function applied to characters of the given char sequence.
 * The returned map preserves the entry iteration order of the original char sequence.
 * If any two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original char sequence.
 * @param<K, V> @sample samples.text.Strings.associate
 */
public inline fun <K, V> CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
        transform).associateByTo(LinkedHashMap<K, V>(capacity),
            keySelector).associateWithByTo(LinkedHashMap<K, V>(capacity),
                valueSelector)
    return destination.put(keySelector(element), element) return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by the [valueSelector] function applied to characters of the given char sequence.
 * The returned map preserves the entry iteration order of the original char sequence.
 * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original char sequence.
 * @sample samples.text.Strings.associate
 */
public inline fun <V> CharSequence.associateWith(valueSelector: (Char) -> V): Map<Char, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateWithTo(LinkedHashMap<Char, V>(capacity),
        valueSelector).associateWithByTo(LinkedHashMap<Char, V>(capacity),
            valueSelector)
    return destination
}
```

```kotlin
in V>> CharSequence.associateWithTo(destination: M, valueSelector: (Char) -> V): M {\n    for (element in this) {\n        destination.put(element, valueSelector(element))\n    }\n    return destination\n}\n
in */anpublic fun C: MutableCollection<in Char>>
CharSequence.toCollection(destination: C): C {\n    for (item in this) {\n        destination.add(item)\n    }\n    return destination\n}\n
in */anpublic fun CharSequence.toHashSet(): HashSet<Char> {\n    return HashSet<Char>(mapCapacity(length))\n}\n
in */anpublic fun CharSequence.toList(): List<Char> {\n    return when (length) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n        else -> toMutableList()\n    }\n}\n
in */anpublic fun CharSequence.toMutableList(): MutableList<Char> {\n    return toCollection(ArrayList<Char>(length))\n}\n
in */anpublic fun CharSequence.toSet(): Set<Char> {\n    return when (length) {\n        0 -> emptySet()\n        1 -> setOf(this[0])\n        else -> toCollection(LinkedHashSet<Char>(mapCapacity(length)))\n    }\n}\n
in */anpublic inline fun <R> CharSequence.flatMap(transform: (Char) -> Iterable<R>): List<R> {\n    return flatMapTo(ArrayList<R>(), transform)\n}\n
in */anpublic inline fun <R, C : MutableCollection<in R>> CharSequence.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination\n}\n
in */anpublic inline fun <K> CharSequence.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {\n    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)\n}\n
in */anpublic inline fun <K, V, M : MutableMap<in K, MutableList<in V>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<Char>() }\n        list.add(element)\n    }\n    return destination\n}\n
in */anpublic inline fun <K, V, M : MutableMap<in K, LinkedList<in V>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<Char>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}\n```

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```kotlin
CharSequence.count(): Int { return length }

/**
 * Returns the number of characters matching the given [predicate].
 */
public inline fun CharSequence.count(predicate: (Char) -> Boolean): Int { var count = 0
    for (element in this) if (predicate(element)) ++count
    return count }

/**
 * Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each character.
 */
public inline fun <R> CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R { var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator }

/**
 * Accumulates value starting with [initial] and applying [operation] from right to left to each character and current accumulator value.
 */
public inline fun <R> CharSequence.foldRight(initial: R, operation: (Char, acc: R) -> R): R { var index = lastIndex
    var accumulator = initial
    while (index >= 0) { accumulator = operation(get(index--), accumulator) }
    return accumulator }

/**
 * Performs the given [action] on each character.
 */
public inline fun CharSequence.forEach(action: (Char) -> Unit): Unit { for (element in this) action(element) }

/**
 * Performs the given [action] on each character, providing sequential index with the character.
 */
public inline fun CharSequence.forEachIndexed(action: (index: Int, Char) -> Unit): Unit { var index = 0
    for (item in this) action(index++, item) }

/**
 * Returns the largest character or `null` if there are no characters.
 */
public fun CharSequence.max(): Char? { if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (max < e) max = e
    }
    return max }

/**
 * Returns the first character yielding the largest value of the given function or `null` if there are no characters.
 */
public inline fun <R : Comparable<R>> CharSequence.maxBy(selector: (Char) -> R): Char? { if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) { val e = this[i]
        val v = selector(e)
        if (maxValue < v) { maxElem = e
            maxValue = v
        }
    }
    return maxElem }

/**
 * Returns the smallest character or `null` if there are no characters.
 */
public fun CharSequence.min(): Char? { if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (min > e) min = e
    }
    return min }

/**
 * Returns the first character having the smallest value according to the provided [comparator] or `null` if there are no characters.
 */
public fun CharSequence.minBy(comparator: Comparator<in Char>): Char? { if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return min }

/**
 * Returns the smallest character or `null` if there are no characters.
 */
public fun CharSequence.minWith(comparator: Comparator<in Char>): Char? { if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (min > e) min = e
    }
    return min }
```

Open Source Used In DNAC Platform Arica 13208
CharSequence.minWith(comparator: Comparator<in Char>): Char? {  if (isEmpty()) return null  var min = this[0]  for (i in 1..lastIndex) {  val e = this[i]  if (comparator.compare(min, e) > 0) min = e  }  return min
}

Returns `true` if the char sequence has no characters.

`Sequence.minWith<caret>`

CharSequence.minWith(Predicate<in Char>): Char? {  if (isEmpty()) return null  var min = this[0]  for (i in 1..lastIndex) {  val e = this[i]  if (predicate(e)) min = e  }  return min
}

Returns `true` if no characters match the given predicate.

`Sequence.minWith<caret>`

CharSequence.none(predicate: (Char) -> Boolean): Boolean {  return isEmpty()
}

`Sequence.none<caret>`

CharSequence.noneWithPredicate(predicate: Predicate<Char>): Boolean {  return isEmpty()
}

`Sequence.filter<caret>`

CharSequence.onEach(action: (Char) -> Unit): S {  return apply { for (element in this) action(element) }
}

CharSequence.reduce(operation: (acc: Char, Char) -> Char): Char {  if (isEmpty()) throw UnsupportedOperationException("Empty char sequence can't be reduced.")  var accumulator = this[0]  for (index in 1..lastIndex) {  var accumulator = operation(accumulator, this[index])
  }  return accumulator
}

CharSequence.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {  if (isEmpty()) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
  var accumulator = this[0]  for (index in 1..lastIndex) {  var accumulator = operation(index, accumulator, this[index])
  }  return accumulator
}

CharSequence.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {  if (isEmpty()) return null
  var accumulator = this[0]  for (index in 1..lastIndex) {  var accumulator = operation(accumulator, this[index])
  }  return accumulator
}

CharSequence.reduceRight(operation: (Char, acc: Char) -> Char): Char {  var index = lastIndex  if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
  var accumulator = get(index--) while (index >= 0) {  var accumulator = operation(index, accumulator, get(index--))
  --index
  }  return accumulator
}

CharSequence.reduceRightIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {  var index = lastIndex
if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
  var accumulator = get(index--) while (index >= 0) {  var accumulator = operation(index, get(index--), accumulator)
  --index
  }  return accumulator
}

CharSequence.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {  var index = lastIndex
  if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
  var accumulator = get(index--) while (index >= 0) {  var accumulator = operation(get(index--), accumulator)
  --index
  }  return accumulator
}

Returns a list containing successive
accumulation values generated by applying [operation] from left to right to each character and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting list. * * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value. 

@sample samples.collections.Collections.Aggregates.scan

```kotlin
@SinceKotlin("1.3.0")
@ExperimentalStdlibApi
public inline fun <R> CharSequence.scan(initial: R,
    operation: (acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(length + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
```

**Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character, its index in the original char sequence and current accumulator value that starts with [initial] value. * * @param [operation] function that takes the index of a character, current accumulator value and the character itself, and calculates the next accumulator value. * * @sample samples.collections.Collections.Aggregates.scanIndexed

```kotlin
@SinceKotlin("1.3.0")
@ExperimentalStdlibApi
public inline fun <R> CharSequence.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    val result = ArrayList<R>(length + 1).apply { add(initial) }
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

**Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character, its index in the original char sequence and current accumulator value that starts with the first character of this char sequence. * * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting list. * * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value. * * @sample samples.collections.Collections.Aggregates.scanReduce

```kotlin
@SinceKotlin("1.3.0")
@ExperimentalStdlibApi
public inline fun CharSequence.scanReduce(operation: (Char, Char) -> Char): List<Char> {
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply { add(accumulator) }
    for (index in 1 until length) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

**Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character, its index in the original char sequence and current accumulator value that starts with the first character of this char sequence. * * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting list. * * @param [operation] function that takes the index of a character, current accumulator value and the character itself, and calculates the next accumulator value. * * @sample samples.collections.Collections.Aggregates.scanReduceIndexed

```kotlin
@SinceKotlin("1.3.0")
@ExperimentalStdlibApi
public inline fun CharSequence.scanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply { add(accumulator) }
    for (index in 1 until length) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

**Splits this char sequence into a list of strings each not exceeding the given [size]. * The last string in the resulting list may have less characters than the given [size]. * * @param [size] * * @param [operation] function that splits this char sequence into a list of strings each not exceeding the given [size]. * * @sample samples.text.Strings.chunked

```kotlin
@SinceKotlin("1.2")
public fun
```
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```kotlin
CharSequence.chunked(size: Int): List<String> {
    return windowed(size, size, partialWindows =
true)\n\n\n\n} \n\n
/**
 * Splits this char sequence into several char sequences each not exceeding the given [size]\n * and applies the given [transform] function to each.\n * Note that the char sequence passed to the [transform] function is ephemeral and is valid
only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot
of it.\n * The last char sequence may have less characters than the given [size].\n * @param size the number of elements to take in each char sequence, must be positive and can be greater than
the number of elements in this char sequence.\n * @return list of results of the [transform] applied to each char sequence.\n * The last string in the resulting sequence may have less characters than the given [size].\n * @param size the number of elements to take in each string, must be positive and can be greater than
the number of elements in this char sequence.\n */
@SinceKotlin("1.2")
public fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {
    return windowed(size, size,
    partialWindows = true, transform = transform)\n\n\n\n\n}\n\n```
way, unless you made a snapshot of it.

* Several last char sequences may have less characters than the given 
  char sequence
  * @param size the number of elements to take in each window
  * @param step the number of elements to move the window forward by on each step, by default 1
  * @param partialWindows controls whether or not to keep partial windows in the end if any
  * @param transform function to transform each window

Returns a sequence of snapshots of the window of the given size sliding along this char sequence with the given step, where each snapshot is a string. Several last strings may have less characters than the given size. Both size and step must be positive and can be greater than the number of elements in this char sequence.

* @param size the number of elements to take in each window
  * @param step the number of elements to move the window forward by on each step, by default 1
  * @param partialWindows controls whether or not to keep partial windows in the end if any
  * @param transform function to transform each window

Returns a sequence of results of applying the given transform function to each char sequence representing a view over the window of the given size sliding along this char sequence with the given step. Note that the char sequence passed to the transform function is ephemeral and is valid only inside that function. You should not store it or allow it to escape in some way, unless you made a snapshot of it.

* Several last char sequences may have less characters than the given size. Both size and step must be positive and can be greater than the number of elements in this char sequence.

* @param size the number of elements to take in each window
  * @param step the number of elements to move the window forward by on each step, by default 1
  * @param partialWindows controls whether or not to keep partial windows in the end if any
  * @param transform function to transform each window

Returns a list of pairs of each two adjacent characters in this char sequence.

The returned list has length of the shortest char sequence. The returned list has length of the shortest char sequence.

* The returned list has length of the shortest char sequence.

* @sample samples.text.Strings.zip
  * @sample samples.text.Strings.zipWithNext
  * @sample samples.collections.TextCollections.zipWithNext
  * @sample samples.Collections.Transformations.zipWithNext
  * @sample InfixFun.zip

Returns a list containing the results of applying the given [transform] function to each pair of two adjacent characters in this char sequence. The returned list is empty if this char sequence contains less than two characters. @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas

```kotlin
@Sample(StringsKt)
val pairsOfChars = "Hi there!"
val transformedPairs = pairsOfChars.zipWithNext { it, next -> it + next }
transformedPairs.forEach { println(it) }
```

*Returns a list containing the results of applying the given [transform] function to each pair of two adjacent characters in this char sequence.*

- The returned list is empty if this char sequence contains less than two characters.

The returned list is empty if this char sequence contains less than two characters.

- The returned list is empty if this char sequence contains less than two characters.

### Since Kotlin("1.2")

```kotlin
public inline fun <R> CharSequence.zipWithNext(transform: (a: Char, b: Char) -> R): List<R> {
    val size = length - 1
    if (size < 1) return emptyList()
    val result = ArrayList<R>(size)
    for (index in 0 until size) {
        result.add(transform(this[index], this[index + 1]))
    }
    return result
}
```

### Since Kotlin("1.2")

```kotlin
public fun CharSequence.asIterable(): Iterable<Char> {
    if (this is String && isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}
```

### Since Kotlin("1.2")

```kotlin
public fun CharSequence.asSequence(): Sequence<Char> {
    if (this is String && isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}
```

```kotlin
package kotlin.text

import kotlin.contracts.contract

/**
 * Returns a sub sequence of this char sequence having leading and trailing characters matching the [predicate] removed.
 * @sinceKotlin("1.2")
 * @sample samples.collections.Collections.Transformations.trim
 */
public inline fun CharSequence.trim(predicate: (Char) -> Boolean): CharSequence {
    var startIndex = 0
    var endIndex = length - 1
    var startFound = false

    while (startIndex <= endIndex) {
        val index = if (!startFound) startIndex else endIndex
        val match = predicate(this[index])

        if (!startFound) {
            if (!match)
                startFound = true
            else
                startIndex += 1
        } else {
            if (!match)
                break
            else
                endIndex -= 1
        }
    }

    return subSequence(startIndex, endIndex + 1)
}

/**
 * Returns a string having leading characters matching the [predicate] removed.
 * @sinceKotlin("1.2")
 * @sample samples.collections.Collections.Transformations.trim
 */
public inline fun String.trim(predicate: (Char) -> Boolean): String = (this as CharSequence).trim(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having leading characters matching the [predicate] removed.
 * @sinceKotlin("1.2")
 * @sample samples.collections.Collections.Transformations.trim
 */
public inline fun CharSequence.trimStart(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)

    return"
}

/**
 * Returns a string having leading characters matching the [predicate] removed.
 * @sinceKotlin("1.2")
 * @sample samples.collections.Collections.Transformations.trimStart
 */
public inline fun String.trimStart(predicate: (Char) -> Boolean): String = (this as CharSequence).trimStart(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having trailing characters matching the [predicate] removed.
 * @sinceKotlin("1.2")
 * @sample samples.collections.Collections.Transformations.trimEnd
 */
public inline fun CharSequence.trimEnd(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices.reversed())
        if (!predicate(this[index]))
            return subSequence(0, index + 1)

    return"
}

/**
 * Returns a string having trailing characters matching the [predicate] removed.
 * @sinceKotlin("1.2")
 * @sample samples.collections.Collections.Transformations.trimEnd
 */
public inline fun String.trimEnd(predicate: (Char) -> Boolean): String = (this as CharSequence).trimEnd(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having leading whitespace removed.
 * @sinceKotlin("1.2")
 * @sample samples.collections.Collections.Transformations.trim
 */
public fun CharSequence.trim(): CharSequence = trim { it in Char::isWhitespace }

/**
 * Returns a string having leading whitespace removed.
 * @sinceKotlin("1.2")
 * @sample samples.collections.Collections.Transformations.trim
 */
public fun String.trim(): String = (this as CharSequence).trim().toString()

```
removed.

public fun CharSequence.trimStart(): CharSequence = trimStart(Char::isWhitespace)

Returns a string having leading whitespace removed.

public fun String.trimStart(): String = (this as CharSequence).trimStart().toString()

Returns a sub sequence of this char sequence having trailing whitespace removed.

public fun CharSequence.trimEnd(): CharSequence = trimEnd(Char::isWhitespace)

Returns a string having trailing whitespace removed.

public fun String.trimEnd(): String = (this as CharSequence).trimEnd().toString()

public fun String.trim(): String = trimStart() + trimEnd()

Returns a string having leading and trailing whitespace removed.

public fun CharSequence.padStart(length: Int, padChar: Char = ' '): CharSequence {
    if (length < 0)
        throw IllegalArgumentException("Desired length $length is less than zero.")

    if (length <= this.length)
        return this

    val sb = StringBuilder(length)
    for (i in 1..(length - this.length))
        sb.append(padChar)
    sb.append(this)
    return sb
}

public fun String.padStart(length: Int, padChar: Char = ' '): String =
    (this as CharSequence).padStart(length, padChar).toString()

public fun CharSequence.padEnd(length: Int, padChar: Char = ' '): CharSequence {
    if (length < 0)
        throw IllegalArgumentException("Desired length $length is less than zero.")

    if (length <= this.length)
        return this

    val sb = StringBuilder(length)
    sb.append(this)
    for (i in 1..(length - this.length))
        sb.append(padChar)
    return sb
}

public fun String.padEnd(length: Int, padChar: Char = ' '): String =
    (this as CharSequence).padEnd(length, padChar).toString()

public fun CharSequence.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.length == 0
}

public fun CharSequence.isEmpty(): Boolean = length == 0

public fun CharSequence.isNotEmpty(): Boolean = length > 0

// implemented differently in JVM and JS\n//public fun String.isBlank(): Boolean = length() == 0 || all { it.isWhitespace() }

public fun CharSequence.isNotBlank(): Boolean = !isBlank()

public fun CharSequence?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.length == 0
}

public fun String.isEmpty(): Boolean = length == 0

public fun String.isNotEmpty(): Boolean = length > 0

// implemented differently in JVM and JS\n//public fun String.isBlank(): Boolean = length() == 0 || all { it.isWhitespace() }

public fun CharSequence.isNotNullOrEmpty(): Boolean = length > 0

public fun CharSequence.isNotBlank(): Boolean = length > 0

public fun String.isEmpty(): Boolean = length == 0

public fun String.isNotEmpty(): Boolean = length > 0

// implemented differently in JVM and JS\n//public fun String.isBlank(): Boolean = length() == 0 || all { it.isWhitespace() }

public fun CharSequence.isNotBlank(): Boolean = !isBlank()
samples.text.Strings.stringIsNullOrBlank
*/
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }

    return this == null || this.isBlank()
}

/**
 * Iterator for characters of the given char sequence.
 */
public operator fun CharSequence.iterator(): CharIterator = object : CharIterator() {
    private var index = 0

    public override fun nextChar(): Char = get(index++)

    public override fun hasNext(): Boolean = index < length
}

/** Returns the string if it is not ‘null’, or the empty string otherwise.
 */
@kotlin.internal.InlineOnly
public inline fun String?.orEmpty(): String = this ?: ""

/**
 * Returns this char sequence if it is not empty
 * or the result of calling [defaultValue] function if the char sequence is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Returns this char sequence if it is not empty
 * or the result of calling [defaultValue] function if the char sequence is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifBlank(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isBlank()) defaultValue() else this

/**
 * Returns a substring specified by the given [range] of indices.
 */
public val CharSequence.indices: IntRange
    get() = 0..length - 1

/**
 * Returns the index of the last character in the char sequence or -1 if it is empty.
 */
public val CharSequence.lastIndex: Int
    get() = this.length - 1

/**
 * Returns `true` if this CharSequence has Unicode surrogate pair at the specified [index].
 */
public fun CharSequence.hasSurrogatePairAt(index: Int): Boolean {
    return index in 0..length - 2
            && this[index].isHighSurrogate()
            && this[index + 1].isLowSurrogate() && this[index + 1].isSurrogate() && this[index + 1].isSurrogate()
}

/**
 * Returns a substring of chars from a range of this char sequence starting at the
 * [startIndex] and ending right before the [endIndex].
 * @param startIndex the start index (inclusive).
 * @param endIndex the end index (exclusive). If not specified, the length of the char sequence is used.
 */
@kotlin.internal.InlineOnly
public inline fun String.substring(startIndex: Int, endIndex: Int = length): String = subSequence(startIndex, endIndex).toString()

/**
 * Returns a substring after the first occurrence of [delimiter].
 * @param delimiter Char, missingDelimiterValue which defaults to the original string.
 */
@kotlin.internal.InlineOnly
public inline fun String.substringAfter(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1)
        missingDelimiterValue
    else
        substring(index + 1, length)
}

/**
 * Returns a substring before the first occurrence of [delimiter].
 * @param delimiter Char, missingDelimiterValue which defaults to the original string.
 */
@kotlin.internal.InlineOnly
public inline fun String.substringBefore(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1)
        missingDelimiterValue
    else
        substring(0, index)
}

/**
 * Returns a substring before the first occurrence of [delimiter].
 * @param delimiter Char, missingDelimiterValue which defaults to the original string.
 */
@kotlin.internal.InlineOnly
public inline fun String.substringBefore(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1)
        missingDelimiterValue
    else
        substring(0, index)
}

/**
 * Returns a substring after the first occurrence of [delimiter].
 * @param delimiter Char, missingDelimiterValue which defaults to the original string.
 */
@kotlin.internal.InlineOnly
public inline fun String.substringAfter(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1)
        missingDelimiterValue
    else
        substring(index + 1, length)
}

/**
 * Returns a substring before the first occurrence of [delimiter].
 * @param delimiter Char, missingDelimiterValue which defaults to the original string.
 */
@kotlin.internal.InlineOnly
public inline fun String.substringBefore(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1)
        missingDelimiterValue
    else
        substring(0, index)
}

/**
 * Returns a substring after the first occurrence of [delimiter].
 * @param delimiter Char, missingDelimiterValue which defaults to the original string.
 */
@kotlin.internal.InlineOnly
public inline fun String.substringAfter(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1)
        missingDelimiterValue
    else
        substring(index + 1, length)
}
original string.

```kotlin
private fun String.substringAfter(delimiter: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}

/**
 * Returns a substring before the last occurrence of \[delimiter\].
 * If the string does not contain the delimiter, returns \[missingDelimiterValue\] which defaults to the original string.
 */
public fun String.substringBeforeLast(delimiter: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}

/**
 * Returns a substring after the last occurrence of \[delimiter\].
 * If the string does not contain the delimiter, returns \[missingDelimiterValue\] which defaults to the original string.
 */
public fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + 1, length)
}

/**
 * Returns a char sequence with content of this char sequence where its part at the given range is replaced with the \[replacement\] char sequence.
 * @param range the index of the first character to be replaced.
 * @param replacement the index of the first character after the replacement to keep in the string.
 */
@UseExperimental(ExperimentalStdlibApi::class)
public fun CharSequence.replaceRange(range: IntRange, replacement: CharSequence): CharSequence {
    return toString().replaceRange(range, replacement)
}

/**
 * Replaces the part of string at the given range with the \[replacement\] string.
 * The end index of the \[range\] is included in the part to be replaced.
 */
@kotlin.internal.InlineOnly
public inline fun String.replaceRange(range: IntRange, replacement: CharSequence): String =
    toString().replaceRange(range, replacement).toString()
```

Original Text:

```kotlin
original string.

```
endIndex).toString()"n"**"n * Returns a char sequence with content of this char sequence where its part at the
given [range] is removed."n"**"n * The end index of the [range] is included in the removed part."n" *\n public fun CharSequence.removeRange(range: IntRange): CharSequence = removeRange(range.start, range.endInclusive +
1)"n"**"n * Removes the part of a string at the given [range]."n"**"n * The end index of the [range] is included in
the removed part."n" *\n@kotlin.internal.InlineOnly* public inline fun String.removeRange(range: IntRange): String =
(from this CharSequence).removeRange(range).toString()"n"**"n * If this char sequence starts with the given
[prefix], returns a new char sequence\n * with the prefix removed. Otherwise, returns a new char sequence with
the same characters."n" *\n public fun CharSequence.removePrefix(prefix: CharSequence): CharSequence {
  if (startsWith(prefix)) {
    return subSequence(prefix.length, length)"n"**"n * return subSequence(0,
length)"n"**"n * If this string starts with the given [prefix], returns a copy of this string\n * with the prefix
removed. Otherwise, returns this string."n" *\n public fun String.removePrefix(prefix: CharSequence): String {
  if (startsWith(prefix)) {
    return substring(prefix.length, length)"n"**"n * return this"n"**"n * If this char sequence ends
with the given [suffix], returns a new char sequence\n * with the suffix removed. Otherwise, returns a new char
sequence with the same characters."n" *\n public fun CharSequence.removeSuffix(suffix: CharSequence): CharSequence {
  if (endsWith(suffix)) {
    return subSequence(0, length - suffix.length)"n"**"n * When this char sequence starts
with the given [prefix] and ends with the given [suffix],\n * returns a new char sequence having both the given [prefix] and [suffix] removed.\n * Otherwise returns a new char sequence with
the same characters."n" *\n public fun CharSequence.removeSurrounding(prefix: CharSequence, suffix: CharSequence):
CharSequence {
  if ((length >= prefix.length + suffix.length) && startsWith(prefix) &&
endsWith(suffix)) {
    return subSequence(prefix.length, length - suffix.length)"n"**"n * Removes from a string both the
given [prefix] and [suffix] if and only if\n * it starts with the [prefix] and ends with
the [suffix].\n * Otherwise returns this unchanged."n" *\n public fun String.removeSurrounding(prefix: CharSequence, suffix: CharSequence):
CharSequence {
  if ((length >= prefix.length + suffix.length) &&
startsWith(prefix) &&
endsWith(suffix)) {
    return substring(prefix.length, length - suffix.length)"n"**"n * When this char sequence starts
with and ends with the given [delimiter],\n * returns a new char sequence having this [delimiter] removed both from the start and end.\n * Otherwise returns a new char
sequence with the same characters."n" *\n public fun CharSequence.removeSurrounding(delimiter: CharSequence): CharSequence =
removeSurrounding(delimiter, delimiter)"n"**"n * Removes the given [delimiter] string from both
the start and the end of this string\n * if and only if it starts with and ends with the [delimiter].\n * Otherwise returns this string unchanged."n" *\n public fun String.removeSurrounding(delimiter: CharSequence): String =
removeSurrounding(delimiter, delimiter)"n"**"n * Replace part of string before the first occurrence of given
delimiter with the [replacement] string."n" * If the string does not contain the delimiter, returns
[missingDelimiterValue] which defaults to the original string."n" *\n public fun String.replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String =
this): String {
  val index = indexOf(delimiter)"n"**"n * return if (index == -1) missingDelimiterValue else replaceRange(0,
index, replacement)"n"**"n * Replace part of string before the first occurrence of given delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to
the original string."n" *\n public fun String.replaceBefore(delimiter: String, replacement: String, missingDelimiterValue: String =
this): String {
  val index = indexOf(delimiter)"n"**"n * return if (index == -1) missingDelimiterValue else replaceRange(0,
index, replacement)"n"**"n * Replace part of string after the first occurrence of given delimiter with the [replacement]
string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to
the original string."n" *\n public fun String.replaceAfter(delimiter: Char, replacement: String, missingDelimiterValue: String =
this): String {
  val index = indexOf(delimiter)"n"**"n * return if (index == -1) missingDelimiterValue else replaceRange(index + 1,
length, replacement)"n"**"n * Replace part of string after the first occurrence of given
delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns

[missingDelimiterValue] which defaults to the original string.

```kotlin
public fun String.replaceAfter(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)
}
```

Replace part of string after the last occurrence of given delimiter with the [replacement] string.

* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.

```kotlin
public fun String.replaceAfterLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)
}
```

Replace part of string before the last occurrence of given delimiter with the [replacement] string.

* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.

```kotlin
public fun String.replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}
```

Replace part of string before the last occurrence of given delimiter with the [replacement] string.

* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.

```kotlin
public fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}
```

public fun CharSequence.startsWith(prefix: CharSequence, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && is String && prefix is String)
        return this.startsWith(prefix)
    else
        return regionMatchesImpl(0, prefix, 0, prefix.length, ignoreCase) // Returns `true` if a substring of this char sequence starting at the specified offset [startIndex] starts with the specified prefix.
}

public fun CharSequence.startsWith(prefix: CharSequence, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && prefix is String)
        return this.startsWith(prefix, startIndex)
    else
        return regionMatchesImpl(startIndex, prefix, 0, prefix.length, ignoreCase) // Returns `true` if this char sequence ends with the specified suffix.
}

public fun CharSequence.endsWith(suffix: CharSequence, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && suffix is String)
        return this.endsWith(suffix)
    else
        return regionMatchesImpl(length - suffix.length, suffix, 0, suffix.length, ignoreCase) // common prefix and suffix
}

public fun CharSequence.commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val shortestLength = minOf(this.length, other.length)
    var i = 0
    while (i < shortestLength && this[i].equals(other[i], ignoreCase)) {
        i++
    }
    if (this.hasSurrogatePairAt(i - 1) || other.hasSurrogatePairAt(i - 1)) {
        i--
    }
    return subSequence(0, i).toString()
}

public fun CharSequence.commonSuffixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val thisLength = this.length
    val otherLength = other.length
    val shortestLength = minOf(thisLength, otherLength)
    var i = 0
    while (i < shortestLength && this[thisLength - i - 1].equals(other[otherLength - i - 1], ignoreCase)) {
        i++
    }
    if (this.hasSurrogatePairAt(thisLength - i - 1) || other.hasSurrogatePairAt(otherLength - i - 1)) {
        i--
    }
    return subSequence(thisLength - i, thisLength).toString()
}

public fun CharSequence.indexOfAny(chars: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    if (!ignoreCase && chars.size == 1 && this is String) {
        val char = chars.single()
        return nativeIndexOf(char, startIndex)
    }
    for (index in startIndex.coerceAtLeast(0)..lastIndex) {
        val charAtIndex = get(index)
        if (chars.any { it.equals(charAtIndex, ignoreCase) })
            return index
    }
    return -1
}

public fun CharSequence.lastIndexOfAny(chars: CharArray, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    if (!ignoreCase && chars.size == 1 && this is String) {
        val char = chars.single()
        return nativeLastIndexOf(char, startIndex)
    }
    for (index in startIndex.coerceAtMost(lastIndex) downTo 0) {
        val charAtIndex = get(index)
        if (chars.any { it.equals(charAtIndex, ignoreCase) })
            return lastIndexOf(char, startIndex)
    }
    return -1
}

private fun CharSequence.indexOf(other: CharSequence, startIndex: Int, endIndex: Int, ignoreCase: Boolean, last: Boolean = false): Int {
    val indices = if (!last)
        startIndex.coerceAtLeast(0)..endIndex.coerceAtMost(length)
    else
        startIndex.coerceAtMost(lastIndex) downTo endIndex.coerceAtLeast(0)

    if (this is String && other is String) { // smart cast
        for (index in indices) {
            if (other.regionMatches(0, this, index, other.length, ignoreCase))
                return index
        }
    }
    return -1
}
if (nextState == -1) {calcNext(); return nextState == 1; } return nextState == 1;

/**
 * Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].
 * @param delimiters One or more characters to be used as delimiters.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param startDelimiters The index to start searching delimiters from.
 * @return Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].
 */
private fun CharSequence.rangesDelimitedBy(delimiters: CharArray, startIndex: Int = 0, limit: Int = 0): Sequence<IntRange> {
    require(limit >= 0, { "Limit must be non-negative, but was $limit." })
    val delimitersList = delimiters.asList()

    return DelimitedRangesSequence(this, startIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, ignoreCase = ignoreCase, last = false)?.let { it.first to it.second.length } })
}

/**
 * Splits this char sequence to a list of strings around occurrences of the specified [delimiters].
 * @param delimiters One or more strings to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`. Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param startDelimiters The index to start searching delimiters from.
 * @return Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].
 */
private fun CharSequence.splitToSequence(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =
    rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }

/**
 * Splits this char sequence to a list of strings around occurrences of the specified [delimiters].
 * @param delimiters One or more characters to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`. Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param startDelimiters The index to start searching delimiters from.
 * @return Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].
 */
private fun CharSequence.splitToSequence(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =
    rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }

/**
 * Splits this char sequence to a list of strings around occurrences of the specified [delimiters].
 * @param delimiters One or more strings to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`. Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param startDelimiters The index to start searching delimiters from.
 * @return Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].
 */
private fun CharSequence.split(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
    if (delimiters.size == 1) {
        val delimiter = delimiters[0]
        if (!delimiter.isEmpty()) {
            return split(delimiter, ignoreCase, limit)
        }
    }
    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }
}

/**
 * Splits this char sequence to a list of strings around occurrences of the specified [delimiters].
 * @param delimiters One or more strings to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`. Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param startDelimiters The index to start searching delimiters from.
 * @return Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].
 */
private fun CharSequence.split(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
    if (delimiters.size == 1) {
        val delimiter = delimiters[0]
        if (!delimiter.isEmpty()) {
            return split(delimiter, ignoreCase, limit)
        }
    }
    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }
}
character case when matching a delimiter. By default `false`.\n* @param limit The maximum number of substrings to return.\n* @public fun CharSequence.split(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): List<String> {\n    if (delimiters.size == 1) {\n        return split(delimiters[0].toString(), ignoreCase, limit)\n    }\n    var currentOffset = 0\n    var nextIndex = indexOf(delimiter, currentOffset, ignoreCase)\n    if (nextIndex == -1 || limit == 1) {\n        return listOf(this.toString())\n    }\n    var isLimited = limit > 0\n    val result = ArrayList<String>(if (isLimited) limit.coerceAtMost(10) else 10)\n    do {\n        result.add(substring(currentOffset, nextIndex))\n        currentOffset = nextIndex + delimiter.length\n    } while (nextIndex != -1)\n    return result\n}\n\n/**\n * Splits this char sequence to a list of lines delimited by any of the following character sequences: CRLF, LF or CR.\n */
public fun CharSequence.lines(): List<String> = lineSequence().toList()
String.toCharArray(): CharArray {
    return CharArray(length) { get(it) }
}

/**
 * Returns a CharArray containing characters of this string or its substring.
 * @param startTheIndex the beginning (inclusive) of the substring, 0 by default.
 * @param endTheIndex the end (exclusive) of the substring, length of this string by default.
 * @throws IndexOutOfBoundsException if [startTheIndex] is less than zero or [endTheIndex] is greater than the length of this string.
 * @throws IllegalArgumentException if [startTheIndex] is greater than [endTheIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.toCharArray(startTheIndex: Int = 0, endTheIndex: Int = this.length): CharArray {
    AbstractList.checkBoundsIndexes(startTheIndex, endTheIndex, length) return CharArray(endTheIndex - startTheIndex) { get(startTheIndex + it) }
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array.
 * Malformed byte sequences are replaced by the replacement char \uFFFD.
 * @param startTheIndex the beginning (inclusive) of the subrange to decode, 0 by default.
 * @param endTheIndex the end (exclusive) of the subrange to decode, size of this array by default.
 * @param throwOnInvalidSequence specifies whether to throw an exception on malformed byte sequence or replace it by the replacement char \uFFFD.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 * @throws CharacterCodingException if the byte array contains malformed UTF-8 byte sequence and [throwOnInvalidSequence] is true.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun ByteArray.decodeToString(): String {
    return decodeUtf8(this, 0, size, false)
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array or its subrange.
 * Malformed byte sequences are replaced by the replacement char \uFFFD.
 * @param startIndex the beginning (inclusive) of the subrange to decode, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to decode, size of this array by default.
 * @param throwOnInvalidSequence specifies whether to throw an exception on malformed byte sequence or replace it by the replacement char \uFFFD.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 * @throws CharacterCodingException if this string contains malformed char sequence and [throwOnInvalidSequence] is true.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun String.encodeToByteArray(): ByteArray {
    return encodeUtf8(this, 0, length, false)
}

/**
 * Encodes this string to an array of bytes in UTF-8 encoding.
 * Any malformed char sequence is replaced by the replacement byte sequence.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun String.encodeToByteArray(startIndex: Int = 0, endIndex: Int = this.length, throwOnInvalidSequence: Boolean = false): ByteArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size) return encodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}

/**
 * Returns a copy of this string converted to upper case using the rules of the default locale.
 * @sample samples.text.Strings.toUpperCase
 */
public actual inline fun String.toUpperCase(): String = asDynamic().toUpperCase()

/**
 * Returns a copy of this string converted to lower case using the rules of the default locale.
 * @sample samples.text.Strings.toLowerCase
 */
public actual inline fun String.toLowerCase(): String = asDynamic().toLowerCase()
actual inline fun String.substring(startIndex: Int): String = asDynamic().substring(startIndex)

actual inline fun String.substring(startIndex: Int, endIndex: Int): String = asDynamic().substring(startIndex, endIndex)

actual inline fun String.concat(str: String): String = asDynamic().concat(str)

actual inline fun String.match(regex: String): Array<String>? = asDynamic().match(regex)

//native public fun String.trim(): String
//TODO: String.replace to implement effective trimLeading and trimTrailing

internal inline fun String.nativeReplace(pattern: RegExp, replacement: String): String = asDynamic().replace(pattern, replacement)

@SinceKotlin("1.2")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {
    if (ignoreCase) {
        val n1 = this.length
        val n2 = other.length
        val min = minOf(n1, n2)
        var start = 0
        while (true) {
            val end = minOf(start + 16, min)
            var s1 = this.substring(start, end)
            var s2 = other.substring(start, end)
            if (s1 != s2) {
                s1 = s1.toUpperCase()
                s2 = s2.toUpperCase()
                if (s1 != s2) {
                    s1 = s1.toLowerCase()
                    s2 = s2.toLowerCase()
                    if (s1 != s2) {
                        return s1.compareTo(s2)
                    }
                }
            }
            if (end == min) break
            start = end
        }
        return n1 - n2
    } else {
        return compareTo(other)
    }
}

private val STRING_CASE_INSENSITIVE_ORDER = Comparator<String> { a, b -> a.compareTo(b, ignoreCase = true) }

@SinceKotlin("1.2")
public actual val String.Companion.CASE_INSENSITIVE_ORDER: Comparator<String>
    get() = STRING_CASE_INSENSITIVE_ORDER

// Auto-generated file. DO NOT EDIT!

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
internal class UByteArray
    @Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
    @PublishedApi
    internal constructor(byteArray: ByteArray) : Collection<UByte> {

        /** Creates a new array of the specified [size], with all elements initialized to zero. */
        constructor(size: Int) : this(ByteArray(size))

        /**
         * Returns the array element at the given [index]. This method can be called using the index operator. 
         * * If the [index] is out of bounds of this array, throws an 
         * [IndexOutOfBoundsException] except in Kotlin/JS
         * * where the behavior is unspecified.
         * * \*/
         *
         * Sets the element at the given [index] to the given [value]. This method can be called using the index operator. 
         * * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
         * * where the behavior is unspecified.
         * * \*/
         *
         * Returns the number of elements in the array. */
        override val size: Int get() = byteArray.size

        /** Returns the number of elements in the array. */
        override operator fun iterator(): UByteIterator = Iterator(byteArray)

        private class Iterator(private val byteArray: ByteArray) : UByteIterator() {
            private var index = 0
            override fun hasNext() = index < byteArray.size
            override fun nextUByte() = if (index < byteArray.size) byteArray[index++].toUByte() else throw NoSuchElementException(index.toString())
        }

        override fun contains(element: UByte): Boolean {
            // TODO: Eliminate this check after KT-30016 gets fixed.
            // Currently JS BE does not generate special bridge method for this method.
            if ((element as Any?) !is UByte) return false
            return byteArray.contains(element) 
        }

        override fun containsAll(elements: Collection<UByte>): Boolean { return (elements as Collection<*>).all { it is UByte && byteArray.contains(it) } }

        fun override fun contains(element: UByte): Boolean {
            return (elements as Collection<*>).all { it is UByte && byteArray.contains(it) } 
        }

        // Create a new array of the specified [size], where each element is created by calling the specified [init] function. 
        // The function [init] is called for each array element sequentially starting from the first one.
        fun override fun create(size: Int, init: (Int) -> UByte): UByteArray {
            return UByteArray(size, init)
        }

    }

    /** Creates an iterator over the elements of the array. */
    override operator fun iterator(): UByteIterator = Iterator(byteArray)

    fun override fun iterator(): UByteIterator = Iterator(byteArray)

    // Create a new array of the specified [size], where each element is created by calling the specified [init] function. 
    // The function [init] is called for each array element sequentially starting from the first one.
    fun override fun create(size: Int, init: (Int) -> UByte): UByteArray {
        return UByteArray(size, init)
    }

    fun override fun create(size: Int, init: (Int) -> UByte): UByteArray {
        return UByteArray(size, init)
    }

    fun override fun create(size: Int, init: (Int) -> UByte): UByteArray {
        return UByteArray(size, init)
    }

    fun override fun create(size: Int, init: (Int) -> UByte): UByteArray {
        return UByteArray(size, init)
    }

    fun override fun create(size: Int, init: (Int) -> UByte): UByteArray {
        return UByteArray(size, init)
    }

    fun override fun create(size: Int, init: (Int) -> UByte): UByteArray {
        return UByteArray(size, init)
    }
init(index).toByte()}
})
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ExperimentalUnsignedTypes

public inline fun ubyteArrayOf(vararg elements: UByte): UByteArray = elements

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 */

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline class UByteArray

private constructor(@PublishedApi internal val storage: IntArray): Collection<UInt> {

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator.
     */
    public operator fun get(index: Int): UInt = storage[index].toUInt()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.
     */
    public operator fun set(index: Int, value: UInt) {
        storage[index] = value.toInt()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(IntArray(size))

    private class Iterator(private val array: IntArray) : UIntIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUInt() = if (index < array.size)
            array[index++].toUInt()
        else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UInt): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is UInt)
            return false

        return storage.contains(element.toInt())
    }

    override fun containsAll(elements: Collection<UInt>): Boolean {
        return (elements as Collection<*>).all { it is UInt && storage.contains(it.toInt()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified [init]
 * function.
 * The function [init] is called for each array element sequentially starting from the first one.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index ->
        init(index).toInt()
    })
}

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 */

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ExperimentalUnsignedTypes

public inline class ULongArray

private constructor(@PublishedApi internal val storage: LongArray): Collection<ULong> {

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator.
     */
    public operator fun get(index: Int): ULong = storage[index].toULong()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.
     */
    public operator fun set(index: Int, value: ULong) {
        storage[index] = value.toLong()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(LongArray(size))

    private class Iterator(private val array: LongArray) : ULongIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextULong() = if (index < array.size)
            array[index++].toULong()
        else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: ULong): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is ULong)
            return false

        return storage.contains(element.toLong())
    }

    override fun containsAll(elements: Collection<ULong>): Boolean {
        return (elements as Collection<*>).all { it is ULong && storage.contains(it.toLong()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 *DO NOT EDIT!
 */

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline class ULongArray

private constructor(@PublishedApi internal val storage: LongArray): Collection<ULong> {

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator.
     */
    public operator fun get(index: Int): ULong = storage[index].toULong()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.
     */
    public operator fun set(index: Int, value: ULong) {
        storage[index] = value.toLong()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(LongArray(size))

    private class Iterator(private val array: LongArray) : ULongIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextULong() = if (index < array.size)
            array[index++].toULong()
        else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: ULong): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is ULong)
            return false

        return storage.contains(element.toLong())
    }

    override fun containsAll(elements: Collection<ULong>): Boolean {
        return (elements as Collection<*>).all { it is ULong && storage.contains(it.toLong()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 *DO NOT EDIT!
 */

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline class ULongArray

private constructor(@PublishedApi internal val storage: LongArray): Collection<ULong> {

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator.
     */
    public operator fun get(index: Int): ULong = storage[index].toULong()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.
     */
    public operator fun set(index: Int, value: ULong) {
        storage[index] = value.toLong()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(LongArray(size))

    private class Iterator(private val array: LongArray) : ULongIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextULong() = if (index < array.size)
            array[index++].toULong()
        else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: ULong): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is ULong)
            return false

        return storage.contains(element.toLong())
    }

    override fun containsAll(elements: Collection<ULong>): Boolean {
        return (elements as Collection<*>).all { it is ULong && storage.contains(it.toLong()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}
/** Creates an iterator over the elements of the array. */
public override operator fun iterator(): ULongIterator = 
Iterator(storage)

private class Iterator(private val array: LongArray) : ULongIterator() {
    private var index = 0
    override fun hasNext() = index < array.size
    override fun nextULong() = if (index < array.size) 
        array[index++].toULong() else throw NoSuchElementException(index.toString())
}

override fun contains(element: ULong): Boolean {
    if ((element as Any?) !is ULong)
        return false
    return storage.contains(element.toLong())
}

override fun containsAll(elements: Collection<ULong>): Boolean {
    return (elements as Collection<*>).all { it is ULong && 
        storage.contains(it.toLong()) }
}

override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function. The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index ->
        init(index).toLong()
    })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements

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package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class ULong @PublishedApi internal constructor(@PublishedApi internal val data: Long) : Comparable<ULong> {

    companion object {
        /**
         * A constant holding the minimum value an instance of ULong can have.
         */
        public const val MIN_VALUE: ULong = ULong(0)

        /**
         * A constant holding the maximum value an instance of ULong can have.
         */
        public const val MAX_VALUE: ULong = ULong(-1)

        /**
         * The number of bytes used to represent an instance of ULong in a binary form.
         */
        public const val SIZE_BYTES: Int = 8

        /**
         * The number of bits used to represent an instance of ULong in a binary
         * form.
         */
        public const val SIZE_BITS: Int = 64
    }

    /**
     * Compares this value with the specified value for order. Returns zero if this value is equal to
     * the specified other value, a negative number if it's less than other, or a positive number if it's
greater than other. */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order. Returns zero if this value is equal to
     * the specified other value, a negative number if it's less than other, or a positive number if it's
greater than other. */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order. Returns zero if this value is equal to
     * the specified other value, a negative number if it's less than other, or a positive number if it's
greater than other. */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order. Returns zero if this value is equal to
     * the specified other value, a negative number if it's less than other, or a positive number if it's
greater than other. */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = 
        ulongCompare(this.data, other.data)

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = 
        this.plus(other.toULong())
ULong): ULong = ULong(this.data.plus(other.data))
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): ULong = this.minus(other.toULong())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): ULong = this.minus(other.toULong())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = ULong(this.data.minus(other.data))

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): ULong = this.times(other.toULong())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): ULong = this.times(other.toULong())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): ULong = this.times(other.toULong())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong = ULong(this.data.times(other.data))

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UByte): ULong = this.div(other.toULong())
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UShort): ULong = this.div(other.toULong())
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UInt): ULong = this.div(other.toULong())
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: ULong): ULong = ulongDivide(this, other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong = ulongRemainder(this, other)

    /** Increments this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun inc(): ULong = ULong(data.inc())
    /** Decrements this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun dec(): ULong = ULong(data.dec())

    /** Creates a range from this value to the specified [other] value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)

    /** Shifts this value left by the [bitCount] number of bits. */
    @kotlin.internal.InlineOnly
    public inline infix fun shl(bitCount: Int): ULong = ULong(data shl bitCount)
    /** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */
    @kotlin.internal.InlineOnly
    public inline infix fun shr(bitCount: Int): ULong = ULong(data ushr bitCount)

    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun and(other: ULong): ULong = ULong(this.data and other.data)
    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun or(other: ULong): ULong = ULong(this.data or other.data)
    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: ULong): ULong = ULong(this.data xor other.data)
    /** Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline infix fun not(): ULong = ULong(data.inv())

    /** Converts this [ULong] value to [Byte]. */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte = data.toByte()
    /** Converts this [ULong] value to [Short]. */
    @kotlin.internal.InlineOnly
    public inline fun toShort(): Short = data.toShort()
*An @kotlin.internal.InlineOnly
  public inline fun toShort(): Short = data.toShort() /*@n
  * Converts this [ULong] value to [Int].
  * @n  * If this value is less than or equals to [Int.MAX_VALUE], the resulting `Int`
  * value represents
  * the same numerical as this `ULong`.
  * @n  * The resulting `Int` value is
  * represented by the least significant 32 bits of this `ULong`.
  * @n  * Note that the resulting `Int` value may be negative.
  * */@n  * @kotlin.internal.InlineOnly
  public inline fun toInt(): Int = data.toInt() /*@n
  * Converts this [ULong] value to [Int].
  * @n  * If this value is less than or equals to [Int.MAX_VALUE], the resulting `Int`
  * value represents
  * the same numerical as this `ULong`.
  * Otherwise the result is negative.
  * */@n  * The resulting `Int` value has the same binary representation as this `ULong`.
  * @n  * */@n  * @kotlin.internal.InlineOnly
  public inline fun toLong(): Long = data
  * Converts this [ULong] value to [Long].
  * @n  * If this value is less than or equals to [Long.MAX_VALUE], the resulting `Long`
  * value represents
  * the same numerical as this `ULong`.
  * @n  * */@n  * @kotlin.internal.InlineOnly
  public inline fun toUByte(): UByte = data.toUByte() /*@n
  * Converts this [ULong] value to [UByte].
  * @n  * If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte`
  * value represents
  * the same numerical as this `ULong`.
  * @n  * */@n  * @kotlin.internal.InlineOnly
  public inline fun toUShort(): UShort = data.toUShort() /*@n
  * Converts this [ULong] value to [UShort].
  * @n  * If this value is less than or equals to [UShort.MAX_VALUE], the resulting `UShort`
  * value represents
  * the same numerical as this `ULong`.
  * @n  * */@n  * @kotlin.internal.InlineOnly
  public inline fun toUInt(): UInt = data.toUInt() /*@n
  * Converts this [ULong] value to [UInt].
  * @n  * If this value is less than or equals to [UInt.MAX_VALUE], the resulting `UInt`
  * value represents
  * the same numerical as this `ULong`.
  * @n  * */@n  * @kotlin.internal.InlineOnly
  public inline fun toFloat(): Float = data.toDouble().toFloat() /*@n
  * Converts this [ULong] value to [Float].
  * @n  * If this value is less than or equals to [Float.MAX_VALUE], the resulting `Float`
  * value represents
  * the same numerical as this `ULong`.
  * @n  * */@n  * @kotlin.internal.InlineOnly
  public inline fun toDouble(): Double = ulongToDouble(data) /*@n
  * Converts this [ULong] value to [Double].
  * @n  * If this value is less than or equals to [Double.MAX_VALUE], the resulting `Double`
  * value represents
  * the same numerical as this `ULong`.
  * @n  * */@n  * @kotlin.internal.InlineOnly
  public inline fun toString(): String = ulongToString(data) /*@n
  * Converts this [ULong] value to [String].
  * @n  * If this value is less than or equals to [String.MAX_VALUE], the resulting `String`
  * value represents
  * the same numerical as this `ULong`.
  * @n  * */
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```
[ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`.

/*
 * Converts this [Double] value to [ULong].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())

/**
 * Converts this [Double] value to [ULong].
 * The fractional part, if any, is rounded down towards zero.
 * Returns zero if this 'Double' value is negative or
 * 'NaN', [ULong.MAX_VALUE] if it's bigger than 'ULong.MAX_VALUE'.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Double.toULong(): ULong = doubleToULong(this)

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found
 * in the license/LICENSE.txt file. */

// Auto-generated file. DO NOT EDIT!

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UShortArray
@PublishedApi
internal constructor(@PublishedApi val storage: ShortArray) : Collection<UShort> {

    /**
     * Returns the array element at the given [index].
     * This method can be called using the index operator.
     * If the [index] is out of bounds of this array, throws an
     * [IndexOutOfBoundsException] except in Kotlin/JS where
     * the behavior is unspecified.
     */
    public operator fun get(index: Int): UShort = storage[index].toUShort()

    /**
     * Sets the element at the given [index] to the given [value].
     * This method can be called using the index operator.
     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
     * where the behavior is unspecified.
     */
    public operator fun set(index: Int, value: UShort) {
        storage[index] = value.toShort()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): UShortIterator = Iterator(storage)

    private class Iterator(private val array: ShortArray) : UShortIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUShort() = if (index < array.size) array[index++].toUShort() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UShort): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is UShort) return false

        return storage.contains(element.toShort())
    }

    override fun containsAll(elements: Collection<UShort>): Boolean {
        return elements.all { it is UShort &&
        return storage.contains(element.toShort()) } || throw NoSuchElementException(elements.toString())
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.component1(): UInt {
    return get(0)
}
```

---

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If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS

* @SinceKotlin("1.3")
  @ExperimentalUnsignedTypes
  @kotlin.internal.InlineOnly
  @public inline operator fun ULongArray.component1(): ULong {
return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component1(): UByte {
return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component1(): UShort {
return get(0)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component2(): UInt {
return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component2(): ULong {
return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component2(): UByte {
return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component2(): UShort {
return get(1)
}

/**
 * Returns 3rd *element* from the array.
 * 
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component3(): UInt {
return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * 
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component3(): ULong {
return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * 
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component3(): UByte {
return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * 
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component3(): UShort {
return get(2)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component4(): UInt {
return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component4(): ULong {
return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component4(): UByte {
return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component4(): UShort {
return get(3)
}
size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
where the behavior is unspecified.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\(public\) inline operator fun ULongArray.component4(): ULong {\n    return get(3)\n}\n This returns 4th element from the array. \n If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS \n where the behavior is unspecified.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\(public\) inline operator fun UByteArray.component4(): UByte {\n    return get(3)\n}\n This returns 4th element from the array. \n If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS \n where the behavior is unspecified.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\(public\) inline operator fun UShortArray.component4(): UShort {\n    return get(3)\n}\n This returns 4th element from the array. \n If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS \n where the behavior is unspecified.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\(public\) inline operator fun UIntArray.component5(): UInt {\n    return get(4)\n}\n This returns 5th element from the array. \n If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS \n where the behavior is unspecified.

*\@SinceKotlin("1.3")\@.ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\(public\) inline operator fun ULongArray.component5(): ULong {\n    return get(4)\n}\n This returns 5th element from the array. \n If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS \n where the behavior is unspecified.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\(public\) inline operator fun UByteArray.component5(): UByte {\n    return get(4)\n}\n This returns 5th element from the array. \n If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS \n where the behavior is unspecified.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\(public\) inline operator fun UShortArray.component5(): UShort {\n    return get(4)\n}\n This returns 5th element from the array. \n If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS \n where the behavior is unspecified.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\(public\) expect fun UIntArray.elementAt(index: Int): UInt {\n    return if (index >= 0 && index <= lastIndex) get(index) \n else defaultValue(index)\n}\n This returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array. \n If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS \n where the behavior is unspecified.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\(public\) expect fun ULongArray.elementAt(index: Int): ULong {\n    return if (index >= 0 && index <= lastIndex) get(index) \n else defaultValue(index)\n}\n This returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array. \n If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS \n where the behavior is unspecified.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\(public\) expect fun UByteArray.elementAt(index: Int): UByte {\n    return if (index >= 0 && index <= lastIndex) get(index) \n else defaultValue(index)\n}\n This returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array. \n If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS \n where the behavior is unspecified.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\(public\) expect fun UShortArray.elementAt(index: Int): UShort {\n    return if (index >= 0 && index <= lastIndex) get(index) \n else defaultValue(index)\n}\n This returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array. \n If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS \n where the behavior is unspecified.
index <= lastIndex) get(index) else defaultValue(index) * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

/*
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrElse
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index) * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

/*
 * Returns an element at the given [index] or null if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.elementAtOrNull(index: Int): UInt? {
    return this.getOrNull(index)
}

/*
 * Returns the first element matching the given [predicate], or null if no such element was found.
 * 
 * @sample
 * samples.collections.Collections.Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.find(predicate: (UInt) -> Boolean): UInt? {
    return firstOrNull(predicate)
}

/*
 * Returns the last element matching the given [predicate], or null if no such element was found.
 * 
 * @sample
 * samples.collections.Collections.Elements.findLast
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.findLast(predicate: (UInt) -> Boolean): UInt? {
    return lastOrNull(predicate)
}
Returns the last element matching the given [predicate], or `null` if no such element was found.

```kotlin
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? { `n   return lastOrNull(predicate)\`}n\n**\n* Returns first element.\n* @throws [NoSuchElementException] if the array is empty.\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UIntArray.firstOrNull(): UInt? { `n   return storage.first().toUInt()\`}n\n**\n* Returns first element.\n* @throws [NoSuchElementException] if the array is empty.\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun ULongArray.first(): ULong { `n   return storage.first().toULong()\`}n\n**\n* Returns first element.\n* @throws [NoSuchElementException] if the array is empty.\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UByteArray.first(): UByte { `n   return storage.first().toUByte()\`}n\n**\n* Returns first element.\n* @throws [NoSuchElementException] if the array is empty.\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UShortArray.first(): UShort { `n   return storage.first().toUShort()\`}n\n**\n* Returns first element.\n* @throws [NoSuchElementException] if the array is empty.\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UIntArray.firstOrNull(predicate: (UInt) -> Boolean): UInt? { `n   for (element in this) if (predicate(element)) return element\n   throw NoSuchElementException("Array contains no element matching the predicate.\ transformative\")\`}n\n**\n* Returns the first element matching the given [predicate].\n* @throws [NoSuchElementException] if no such element is found.\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun ULongArray.firstOrNull(predicate: (ULong) -> Boolean): ULong? { `n   for (element in this) if (predicate(element)) return element\n   throw NoSuchElementException("Array contains no element matching the predicate.\ transformative\")\`}n\n**\n* Returns the first element matching the given [predicate].\n* @throws [NoSuchElementException] if no such element is found.\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? { `n   for (element in this) if (predicate(element)) return element\n   throw NoSuchElementException("Array contains no element matching the predicate.\ transformative\")\`}n\n**\n* Returns the first element matching the given [predicate].\n* @throws [NoSuchElementException] if no such element is found.\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? { `n   for (element in this) if (predicate(element)) return element\n   throw NoSuchElementException("Array contains no element matching the predicate.\ transformative\")\`}n\n**\n* Returns the first element, or `null` if the array is empty.\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public fun UIntArray.firstOrNull(): UInt? { `n   if (isEmpty()) null else this[0]\`}n\n**\n* Returns the first element, or `null` if the array is empty.\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public fun ULongArray.firstOrNull(): ULong? { `n   if (isEmpty()) null else this[0]\`}n\n**\n* Returns the first element, or `null` if the array is empty.\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public fun UByteArray.firstOrNull(): UByte? { `n   if (isEmpty()) null else this[0]\`}n\n**\n* Returns the first element, or `null` if the array is empty.\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public fun UShortArray.firstOrNull(): UShort? { `n   if (isEmpty()) null else this[0]\`}n\n**\n* Returns the first element, or `null` if the array was not found.\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public fun UIntArray.firstOrNull(predicate: (UInt) -> Boolean): UInt? { `n   for (element in this) if (predicate(element)) return element\n   return null\`}n\n**\n* Returns the first element matching the given [predicate], or `null` if element was not found.\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public fun ULongArray.firstOrNull(predicate: (ULong) -> Boolean): ULong? { `n   for (element in this) if (predicate(element)) return element\n   return null\`}n\n**\n* Returns the first element matching the given [predicate], or `null` if element was not found.\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public fun UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? { `n   for (element in this) if (predicate(element)) return element\n   return null\`}n\n**\n* Returns the first element matching the given [predicate], or `null` if element was not found.
inline fun ULongArray.firstOrNull(predicate: (ULong) -> Boolean): ULong? {
    for (element in this) if (predicate(element)) return element
    return null
} * Returns the first element matching the given [predicate], or `null` if element was not found.

*@
Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (element in this) if (predicate(element)) return element
    return null
} * Returns the first element matching the given [predicate], or `null` if element was not found.

*@
Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (element in this) if (predicate(element)) return element
    return null
} * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*@
Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
} * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*@
Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
} * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

*@
Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
} * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

*@
Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
} * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

*@
Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.getOrNull(index: Int): UInt? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
} * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

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Since Kotlin("1.3")
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@kotlin.internal.InlineOnly
public inline fun ULongArray.getOrNull(index: Int): ULong? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
} * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

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    return if (index >= 0 && index <= lastIndex) get(index) else null
} * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

*@
Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.indexOf(element: UInt): Int {
    return storage.indexOf(element.toInt())
} * Returns first index of [element], or -1 if the array does not contain element.

*@
Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOf(element: UByte): Int {
    return storage.indexOf(element.toByte())
} * Returns first index of [element], or -1 if the array does not contain element.

*@
Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOf(element: UShort): Int {
    return storage.indexOf(element.toLong())
} * Returns first index of [element], or -1 if the array does not contain element.

*@
Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.indexOf(element: UInt): Int {
    return storage.indexOf(element.toLong())
} * Returns first index of [element], or -1 if the array does not contain element.

*@
Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.indexOf(element: ULong): Int {
    return storage.indexOf(element.toLong())
} * Returns first index of [element], or -1 if the array does not contain element.

*@
Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOf(element: UByte): Int {
    return storage.indexOf(element.toByte())
} * Returns first index of [element], or -1 if the array does not contain element.

*@
Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOf(element: UShort): Int {
    return storage.indexOf(element.toLong())
} * Returns first index of [element], or -1 if the array does not contain element.

*@
Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOf(element: UByte): Int {
    return storage.indexOf(element.toByte())
} * Returns first index of [element], or -1 if the array does not contain element.

*@
Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOf(element: UShort): Int {
    return storage.indexOf(element.toLong())
} * Returns first index of [element], or -1 if the array does not contain element.

*@
Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOf(element: UByte): Int {
    return storage.indexOf(element.toByte())
} * Returns first index of [element], or -1 if the array does not contain element.

*@
Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOf(element: UShort): Int {
    return storage.indexOf(element.toLong())
} * Returns first index of [element], or -1 if the array does not contain element.
UShortArray.indexOf(element: UShort): Int {
    var index = storage.indexOf(element.toShort())
    if (index == -1) {
        // code to handle case where element not found
    }
    return index
}

UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {
    var index = -1
    for (i in storage.indices) {
        if (predicate(storage[i].toShort())) {
            index = i
            break
        }
    }
    return index
}

UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {
    var index = -1
    for (i in storage.indices.reversed()) {
        if (predicate(storage[i].toShort())) {
            index = i
            break
        }
    }
    return index
}

UByteArray.indexOf(element: UByte): Int {
    var index = storage.indexOf(element.toUByte())
    if (index == -1) {
        // code to handle case where element not found
    }
    return index
}

UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {
    var index = -1
    for (i in storage.indices) {
        if (predicate(storage[i].toUByte())) {
            index = i
            break
        }
    }
    return index
}

UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {
    var index = -1
    for (i in storage.indices.reversed()) {
        if (predicate(storage[i].toUByte())) {
            index = i
            break
        }
    }
    return index
}

UByteArray.indexOf(element: UByte): Int {
    var index = storage.indexOf(element.toUByte())
    if (index == -1) {
        // code to handle case where element not found
    }
    return index
}

UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {
    var index = -1
    for (i in storage.indices) {
        if (predicate(storage[i].toUByte())) {
            index = i
            break
        }
    }
    return index
}

UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {
    var index = -1
    for (i in storage.indices.reversed()) {
        if (predicate(storage[i].toUByte())) {
            index = i
            break
        }
    }
    return index
}

UIntArray.indexOf(element: UInt): Int {
    var index = storage.indexOf(element.toUInt())
    if (index == -1) {
        // code to handle case where element not found
    }
    return index
}

UIntArray.indexOfFirst(predicate: (UInt) -> Boolean): Int {
    var index = -1
    for (i in storage.indices) {
        if (predicate(storage[i].toUInt())) {
            index = i
            break
        }
    }
    return index
}

UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int {
    var index = -1
    for (i in storage.indices.reversed()) {
        if (predicate(storage[i].toUInt())) {
            index = i
            break
        }
    }
    return index
}

ULongArray.indexOf(element: ULong): Int {
    var index = storage.indexOf(element.toULong())
    if (index == -1) {
        // code to handle case where element not found
    }
    return index
}

ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {
    var index = -1
    for (i in storage.indices) {
        if (predicate(storage[i].toULong())) {
            index = i
            break
        }
    }
    return index
}

ULongArray.indexOfLast(predicate: (ULong) -> Boolean): Int {
    var index = -1
    for (i in storage.indices.reversed()) {
        if (predicate(storage[i].toULong())) {
            index = i
            break
        }
    }
    return index
}
public inline fun ULongArray.last(predicate: (ULong) -> Boolean): ULong {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
public inline fun UByteArray.last(predicate: (UByte) -> Boolean): UByte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
public inline fun UShortArray.last(predicate: (UShort) -> Boolean): UShort {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
public inline fun UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf(element.toInt())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
public inline fun ULongArray.lastIndexOf(element: ULong): Int {
    return storage.lastIndexOf(element.toLong())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
public inline fun UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf(element.toByte())
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun UIntArray.lastOrNull(): UInt? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun ULongArray.lastOrNull(): ULong? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun UByteArray.lastOrNull(): UByte? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun UIntArray.lastOrNull(predicate: (UInt) -> Boolean): UInt? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun ULongArray.lastOrNull(predicate: (ULong) -> Boolean): ULong? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun UByteArray.lastOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun UShortArray.lastOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.lastOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.random(): ULong {
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.random(): UByte {
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.random(): UShort {
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.randomOrNull(): UInt? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.randomOrNull(): ULong? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.randomOrNull(): UByte? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.randomOrNull(): UShort? {
    return randomOrNull(Random)
}
ULongArray.randomOrNull(random: Random): ULong? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of
 * randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun ULongArray.randomOrNull(random: Random): UByte? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the array is empty or
 * has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun UByteArray.single(): UByte {
    if (isEmpty())
        throw NoSuchElementException("Array contains no element matching the predicate.")
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.single(predicate: (UInt) -> Boolean): UInt {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.single(predicate: (UByte) -> Boolean): UByte {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
}
(found) throw NoSuchElementException("Array contains no element matching the predicate.")
@Suppress("UNCHECKED_CAST")
    return single as UShort
}

/**
 * Returns single element, or `null` if
 * the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.singleOrNull(): UInt? {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single
 * element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.drop(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.singleOrNull(): ULong? {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.drop(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.drop(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.drop(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UIntArray.singleOrNull(): UInt? {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}*/

/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongArray.singleOrNull(): ULong? {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}*/

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samples.collections.Collections.Transformations.drop
*\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.drop(n: Int): List<UShort> {\n    require(n >= 0) { "Requested element count $n is less than zero." }\n    return takeLast((size - n).coerceAtLeast(0))\n}\n/**\n * Returns a list containing all elements except last [n] elements.
 * \n * @throws IllegalArgumentException if [n] is negative.\n * @sample samples.collections.Collections.Transformations.drop
 */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.dropLast(n: Int): List<UInt> {\n    require(n >= 0) { "Requested element count $n is less than zero." }\n    return take((size - n).coerceAtLeast(0))\n}\n/**\n * Returns a list containing all elements except last [n] elements.
 * \n * @throws IllegalArgumentException if [n] is negative.\n * @sample samples.collections.Collections.Transformations.drop
 */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.dropLast(n: Int): List<ULong> {\n    require(n >= 0) { "Requested element count $n is less than zero." }\n    return take((size - n).coerceAtLeast(0))\n}\n/**\n * Returns a list containing all elements except last [n] elements that satisfy the given [predicate].
 * \n * @sample samples.collections.Collections.Transformations.drop
 */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.dropLast(n: Int): List<UByte> {\n    require(n >= 0) { "Requested element count $n is less than zero." }\n    return take((size - n).coerceAtLeast(0))\n}\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * \n * @sample samples.collections.Collections.Transformations.drop
 */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.dropLast(n: Int): List<UShort> {\n    require(n >= 0) { "Requested element count $n is less than zero." }\n    return take((size - n).coerceAtLeast(0))\n}
public inline fun ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> {
    var yielding = false
    val list = ArrayList<ULong>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterIndexed(predicate: (Int, ULong) -> Boolean): List<ULong> {
    return filterIndexedTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterIndexed(predicate: (Int, ULong) -> Boolean): List<ULong> {
    return filterIndexedTo(ArrayList<ULong>(), predicate)
}
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```kotlin
UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> { return filterIndexedTo(ArrayList<UByte>(), predicate) }

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> { return filterIndexedTo(ArrayList<UShort>(), predicate) }

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <C : MutableCollection<in UByte>> UByteArray.filterIndexedTo(destination: C, predicate: (index: Int, UByte) -> Boolean): C {
    return filterNotTo(destination, predicate) }  // Append all elements not matching the given [predicate] to the given [destination].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <C : MutableCollection<in UShort>> UShortArray.filterIndexedTo(destination: C, predicate: (index: Int, UShort) -> Boolean): C {
    return filterNotTo(destination, predicate) }  // Append all elements not matching the given [predicate] to the given [destination].
```

*Sample data*

```
public class DNACPlatformArina {
    public static void main(String[] args) {
        UByteArray byteArray = UByteArray.of(UByte.values());  // Create a byte array
        UByteArray filteredArray = byteArray.filterIndexed { it == 1 }  // Filter by value
        println(filteredArray)  // Output filtered array
    }
}
```
public inline fun <C : 
MutableCollection<in UInt>> UIntArray.filterNotTo(destination: C, predicate: (UInt) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all
 * elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : 
MutableCollection<in ULong>> ULongArray.filterNotTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all
 * elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : 
MutableCollection<in UByte>> UByteArray.filterNotTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all
 * elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : 
MutableCollection<in UShort>> UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all
 * elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : 
MutableCollection<in UInt>> UIntArray.filterTo(destination: C, predicate: (UInt) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all
 * elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : 
MutableCollection<in ULong>> ULongArray.filterTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all
 * elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : 
MutableCollection<in UByte>> UByteArray.filterTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all
 * elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : 
MutableCollection<in UShort>> UShortArray.filterTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list
 * containing elements at indices in the specified [indices] range.
 */
public fun UIntArray.slice(indices: IntRange): List<UInt> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ULongArray.slice(indices: IntRange): List<ULong> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun UByteArray.slice(indices: Iterable<Int>): List<UByte> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UByte>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun UShortArray.slice(indices: Iterable<Int>): List<UShort> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UShort>(size)
    for (index in indices) {
        list.add((get(index))
    }
    return list
}
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun ULongArray.slice(indices: Iterable\<Int\>): List\<ULong\> {
    var size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    var list = ArrayList\<ULong\>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.slice(indices: Iterable\<Int\>): List\<UByte\> {
    var size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    var list = ArrayList\<UByte\>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.slice(indices: Iterable\<Int\>): List\<UShort\> {
    var size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    var list = ArrayList\<UShort\>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceArray(indices: Collection\<Int\>): UIntArray {
    return UIntArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: Collection\<Int\>): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: Collection\<Int\>): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: Collection\<Int\>): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}

/**
 * Returns a list containing first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.take(n: Int): List\<UInt\> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList\<UInt\>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.take(n: Int): List\<ULong\> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList\<ULong\>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.take(n: Int): List\<UByte\> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList\<UByte\>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.take(n: Int): List\<UShort\> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList\<UShort\>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}
fun UByteArray.take(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()<UByte>()
    if (n >= size) return toList()<UByte>()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UByte>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

fun UShortArray.take(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()<UShort>()
    if (n >= size) return toList()<UShort>()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UShort>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

fun UIntArray.takeLast(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()<UInt>()
    val size = size
    if (n >= size) return toList()<UInt>()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<UInt>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

fun ULongArray.takeLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()<ULong>()
    val size = size
    if (n >= size) return toList()<ULong>()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<ULong>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

fun UByteArray.takeLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()<UByte>()
    val size = size
    if (n >= size) return toList()<UByte>()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<UByte>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

fun UShortArray.takeLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()<UShort>()
    val size = size
    if (n >= size) return toList()<UShort>()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<UShort>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

fun UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()<UInt>()
}

fun ULongArray.takeLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()<ULong>()
}

fun UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()<UByte>()
}

fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()<UShort>()
}
UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> { for (index in lastIndex downTo 0) |
\n if (!predicate(this[index])) |
\n return drop(index + 1) |
\n return toList().n
\n * @sample samples.collections.Collections.Transformations.take
* \n
UByteArray.reverse(): Unit { storage.reverse().n
\n * Reverses elements in the array in-place.
* \n
UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> { for (index in lastIndex downTo 0) |
\n if (!predicate(this[index])) |
\n return drop(index + 1) |
\n return toList().n
\n * Returns a list containing first elements satisfying the given [predicate].n * @sample samples.collections.Collections.Transformations.take
* \n
ULongArray.reverse(): Unit { storage.reverse().n
\n * Reverses elements in the array in-place.
* \n
UIntArray.reverse(): Unit { storage.reverse().n
\n * Reverses elements in the array in-place.
* \n
UIntArray.reversed(): List<UInt> { if (isEmpty()) return emptyList().n
\n * Returns a list with elements in reversed order.
* \n
UIntArray.reversedArray(): UIntArray { \n \n if (isEmpty()) return emptyList().n
\n * Returns a list with elements of this array in reversed order.
* \n
UByteArray.reverse(): Unit { storage.reverse().n
\n * Reverses elements in the array in-place.
* \n
UByteArray.reversed(): List<UByte> { if (isEmpty()) return emptyList().n
\n * Returns a list with elements in reversed order.
* \n
UByteArray.reversedArray(): UByteArray { return UlntArray(storage.reversedArray()).n
\n * Returns an array with elements of this array in reversed order.
* \n
UByteArray: UByteArray { return UlntArray(storage.reversedArray()).n
\n * Returns an
array with elements of this array in reversed order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.reversedArray(): ULongArray {
    return ULongArray(storage.reversedArray())
}
```

Returns an array with elements of this array in reversed order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.reversedArray(): UByteArray {
    return UByteArray(storage.reversedArray())
}
```

Returns an array with elements of this array in reversed order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.reversedArray(): UShortArray {
    return UShortArray(storage.reversedArray())
}
```

Returns an array with elements of this array in reversed order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UIntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

Sorts elements in the array in-place descending according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun ULongArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

Sorts elements in the array in-place descending according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

Sorts elements in the array in-place descending according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UShortArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

Sorts elements in the array in-place descending according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UIntArray.sorted(): List<UInt> {
    return copyOf().apply { sort() }.asList()
}
```

Returns a list of all elements sorted according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun ULongArray.sorted(): List<ULong> {
    return copyOf().apply { sort() }.asList()
}
```

Returns a list of all elements sorted according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UByteArray.sorted(): List<UByte> {
    return copyOf().apply { sort() }.asList()
}
```

Returns a list of all elements sorted according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UShortArray.sorted(): List<UShort> {
    return copyOf().apply { sort() }.asList()
}
```

Returns a list of all elements sorted according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UIntArray.sortedArray(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

Returns an array with all elements of this array sorted according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun ULongArray.sortedArray(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

Returns an array with all elements of this array sorted according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UByteArray.sortedArray(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

Returns an array with all elements of this array sorted according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UShortArray.sortedArray(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

Returns an array with all elements of this array sorted according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UIntArray.sortedArrayDescending(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

Returns an array with all elements of this array sorted descending according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun ULongArray.sortedArrayDescending(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

Returns an array with all elements of this array sorted descending according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UByteArray.sortedArrayDescending(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

Returns an array with all elements of this array sorted descending according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UShortArray.sortedArrayDescending(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

Returns an array with all elements of this array sorted descending according to their natural sort order.
Returns a list of all elements sorted descending according to their natural sort order.

* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

* Returns a list of all elements sorted descending according to their natural sort order.

* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

* Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

* Returns a list of type [List] that wraps the original array.

* Returns a list of type [List] that wraps the original array.

* Returns an array of type [LongArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

* Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

* Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

* Returns an array of type [ULongArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

* Returns a list of type [List] that wraps the original array.

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* Returns a list of type [List] that wraps the original array.

* Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

* Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.
public inline fun LongArray.asULongArray(): ULongArray {
    return ULongArray(this)
}

/**
 * Returns an array of type [ULongArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.
 */
public inline fun ShortArray.asUShortArray(): UShortArray {
    return UShortArray(this)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 */
public infix fun UIntArray.contentEquals(other: UIntArray): Boolean {
    return storage.contentEquals(other.storage)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 */
public infix fun ULongArray.contentEquals(other: ULongArray): Boolean {
    return storage.contentEquals(other.storage)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 */
public infix fun UByteArray.contentEquals(other: UByteArray): Boolean {
    return storage.contentEquals(other.storage)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 */
public infix fun UShortArray.contentEquals(other: UShortArray): Boolean {
    return storage.contentEquals(other.storage)
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
public fun UIntArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
public fun ULongArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
public fun UByteArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
public fun UShortArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range. It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 */
public fun UIntArray.copyOf(destination: UIntArray, destinationOffset: Int, startIndex: Int, endIndex: Int) {
    // Implementation
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 */
public fun ULongArray.copyOf(destination: ULongArray, destinationOffset: Int, startIndex: Int, endIndex: Int) {
    // Implementation
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 */
public fun UByteArray.copyOf(destination: UByteArray, destinationOffset: Int, startIndex: Int, endIndex: Int) {
    // Implementation
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 */
public fun UShortArray.copyOf(destination: UShortArray, destinationOffset: Int, startIndex: Int, endIndex: Int) {
    // Implementation
}
starting at the specified [destinationOffset].
* or when that index is out of the [destination] array indices range.
* 
  * @return the [destination] array.

*\n*\n@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UIntArray.copyInto(destination: UIntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UIntArray
{
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

*\n*\n**Copies this array or its subrange into the [destination] array and returns that array.

It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
*\n*\n* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

**@return the [destination] array.

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ULongArray
{
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

*\n*\n**Copies this array or its subrange into the [destination] array and returns that array.

It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
*\n*\n* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

**@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].

**@return the [destination] array.

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UByteArray
{
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

*\n*\n**Copies this array or its subrange into the [destination] array and returns that array.

It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
*\n*\n* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

**@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].

**@return the [destination] array.

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UShortArray
{
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

*\n*\n**Returns new array which is a copy of the original array.

@sample samples.collections.Arrays.CopyOfOperations.copyOf

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UIntArray.copyOf(): UIntArray
{
    return UIntArray(storage.copyOf())
}

*\n*\n**Returns new array which is a copy of the original array.

@sample samples.collections.Arrays.CopyOfOperations.copyOf

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun ULongArray.copyOf(): ULongArray
{
    return ULongArray(storage.copyOf())
}

*\n*\n**Returns new array which is a copy of the original array.

@sample samples.collections.Arrays.CopyOfOperations.copyOf

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UIntArray.compress(): UIntArray
{
    return UIntArray(storage.compress())
}

*\n*\n**Returns new array which is a copy of the original array.

@sample samples.collections.Arrays.CopyOfOperations.compressOf

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun ULongArray.compress(): ULongArray
{
    return ULongArray(storage.compress())
}

*\n*\n**Returns new array which is a copy of the original array.

@sample samples.collections.Arrays.CopyOfOperations.compressOf

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UIntArray.withCapacity(newCapacity: Int): UIntArray
{
    return UIntArray(capacity = newCapacity)
}

*\n*\n**Returns new array which is a copy of the original array.

@sample samples.collections.Arrays.CopyOfOperations.withCapacityOf

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun ULongArray.withCapacity(newCapacity: Int): ULongArray
{
    return ULongArray(capacity = newCapacity)
}

*\n*\n**Returns new array which is a copy of the original array.

@sample samples.collections.Arrays.CopyOfOperations.withCapacityOf
which is a copy of the original array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.copyOf(): UByteArray {
    return UByteArray(storage.copyOf())
}
```

Returns new array which is a copy of the original array. The copy is either truncated or padded at the end with zero values if necessary. * @sample samples.collections.Arrays.CopyOfOperations.copyOf

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.copyOf(newSize: Int): UIntArray {
    return UIntArray(storage.copyOf(newSize))
}
```

Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with zero values if necessary. * @sample samples.collections.Arrays.CopyOfOperations.copyOf

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}
```

Returns new array which is a copy of the specified range of the original array. The copy is either truncated or padded at the end of the range (inclusive), must be in `0..array.size`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}
```

Returns new array which is a copy of the specified range of the original array. The copy is either truncated or padded at the end of the range (inclusive), must be in `0..array.size`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}
```

Returns new array which is a copy of the specified range of the original array. The copy is either truncated or padded at the end of the range (inclusive), must be in `0..array.size`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}
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Returns new array which is a copy of the specified range of the original array. The copy is either truncated or padded at the end of the range (inclusive), must be in `0..array.size`

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@SinceKotlin("1.3")
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public inline fun UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}
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Returns new array which is a copy of the specified range of the original array. The copy is either truncated or padded at the end of the range (inclusive), must be in `0..array.size`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}
```

Returns new array which is a copy of the specified range of the original array. The copy is either truncated or padded at the end of the range (inclusive), must be in `0..array.size`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}
```

Returns new array which is a copy of the specified range of the original array. The copy is either truncated or padded at the end of the range (inclusive), must be in `0..array.size`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}
```

Returns new array which is a copy of the specified range of the original array. The copy is either truncated or padded at the end of the range (inclusive), must be in `0..array.size`
```kotlin
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray {\n    return UShortArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Fills this array or its subrange with the specified [element] value.\n *\n * @param fromIndex the start of the range (inclusive), 0 by default.\n *\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toShort(), fromIndex, toIndex)
}

/**
 * Returns the range of valid indices for the array.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UShortArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the last valid index for the array.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UShortArray.lastIndex: Int
    get() = storage.lastIndex
```

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operator fun ULongArray.plus(element: ULong): ULongArray {
    return ULongArray(storage +
        element.toLong())
} // Returns an array containing all elements of the original array and then the given
[element].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.plus(element: UByte): UByteArray {
    return UByteArray(storage +
        element.toByte())
} // Returns an array containing all elements of the original array and then the given
[element].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return UShortArray(storage +
        element.toShort())
} // Returns an array containing all elements of the original array and then all elements
of the given [elements].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public operator fun UIntArray.plus(elements: Collection<UInt>): UIntArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toInt()
    return UIntArray(result)
} // Returns an array containing all elements of the original array and then all elements
of the given [elements].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public operator fun ULongArray.plus(elements: Collection<ULong>): ULongArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toLong()
    return ULongArray(result)
} // Returns an array containing all elements of the original array and then all elements
of the given [elements].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte()
    return UByteArray(result)
} // Returns an array containing all elements of the original array and then all elements
of the given [elements].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public operator fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toShort()
    return UShortArray(result)
} // Returns an array containing all elements of the original array and then all elements
of the given [elements].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sort(): Unit {
    if (size > 1)
} // Sorts the array in-place.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sort(): Unit {
    if (size > 1)
} // Sorts the array in-place.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UIntArray.plus(elements: UIntArray): UIntArray {
    return UIntArray(storage + elements.storage)
} // Returns an array containing all elements of the original array and then all elements
of the given [elements].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
ULongArray.plus(elements: ULongArray): ULongArray {
    return ULongArray(storage +
        elements.storage)
} // Returns an array containing all elements of the original array and then all elements
of the given [elements].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UByteArray.plus(elements: UByteArray): UByteArray {
    return UByteArray(storage +
        elements.storage)
} // Returns an array containing all elements of the original array and then all elements
of the given [elements].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UShortArray.plus(elements: UShortArray): UShortArray {
    return UShortArray(storage +
        elements.storage)
} // Returns an array containing all elements of the original array and then all elements
of the given [elements].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sort(): Unit {
    if (size > 1)
} // Sorts the array in-place.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sort(): Unit {
    if (size > 1)
} // Sorts the array in-place.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sort(): Unit {
    if (size > 1)
} // Sorts the array in-place.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sort(): Unit {
    if (size > 1)
} // Sorts the array in-place.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UIntArray.plus(elements: UIntArray): UIntArray {
    return UIntArray(storage + elements.storage)
} // Returns an array containing all elements of the original array and then all elements
of the given [elements].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
ULongArray.plus(elements: ULongArray): ULongArray {
    return ULongArray(storage +
        elements.storage)
} // Returns an array containing all elements of the original array and then all elements
of the given [elements].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UByteArray.plus(elements: UByteArray): UByteArray {
    return UByteArray(storage +
        elements.storage)
} // Returns an array containing all elements of the original array and then all elements
of the given [elements].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UShortArray.plus(elements: UShortArray): UShortArray {
    return UShortArray(storage +
        elements.storage)
} // Returns an array containing all elements of the original array and then all elements
of the given [elements].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sort(): Unit {
    if (size > 1)
} // Sorts the array in-place.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sort(): Unit {
    if (size > 1)
} // Sorts the array in-place.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sort(): Unit {
    if (size > 1)
} // Sorts the array in-place.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sort(): Unit {
    if (size > 1)
} // Sorts the array in-place.
which is a copy of this array where each element is a signed reinterpretation
* of the corresponding element of this array.\n
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()\n}

/**
 * Returns an array of type [IntArray], which is a copy of this array where each element is a signed reinterpretation\n* of the corresponding element of this array.\n
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.toIntArray(): IntArray {
    return storage.copyOf()\n}

/**
 * Returns an array of type [LongArray], which is a copy of this array where each element is a signed reinterpretation\n* of the corresponding element of this array.\n
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.toLongArray(): LongArray {
    return storage.copyOf()\n}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.\n
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.toTypedArray(): Array<UInt> {
    return Array(size) { index -> this[index] }\n}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.\n
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.toTypedArray(): Array<ULong> {
    return Array(size) { index -> this[index] }\n}

/**
 * Returns an array of UByte containing all of the elements of this generic array.\n
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.toUByteArray(): UByteArray {
    return UByteArray(size) { index -> this[index] }\n}

/**
 * Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned
 * reinterpretation\n* of the corresponding element of this array.\n
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())\n}

/**
 * Returns an array of type [UIntArray], which is a copy of this array where each element is an unsigned
 * reinterpretation\n* of the corresponding element of this array.\n
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.toUIntArray(): UIntArray {
    return UIntArray(this.copyOf())\n}

/**
 * Returns an array of type [ULongArray], which is a copy of this array where each element is an unsigned
 * reinterpretation\n* of the corresponding element of this array.\n
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.toULongArray(): ULongArray {
    return ULongArray(this.copyOf())\n}

/**
 * Returns an array of type [UShortArray], which is a copy of this array where each element is an unsigned
 * reinterpretation\n* of the corresponding element of this array.\n
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.toUShortArray(): UShortArray {
    return UShortArray(size) { index -> this[index] }\n}

/**
 * Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned
 * reinterpretation\n* of the corresponding element of this array.\n
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()\n}

/**
 * Returns an array of type [IntArray], which is a copy of this array where each element is a signed reinterpretation\n* of the corresponding element of this array.\n
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.toIntArray(): IntArray {
    return storage.copyOf()\n}

/**
 * Returns an array of type [LongArray], which is a copy of this array where each element is a signed reinterpretation\n* of the corresponding element of this array.\n
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.toLongArray(): LongArray {
    return storage.copyOf()\n}

/**
 * Returns an array of type [ShortArray], which is a copy of this array where each element is a signed reinterpretation\n* of the corresponding element of this array.\n
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.toShortArray(): ShortArray {
    return storage.copyOf()\n}
corresponding element of this array.

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun ShortArray.toUShortArray(): UShortArray {
    return UShortArray(this.copyOf())
}

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R> UIntArray.flatMap(transform: (UInt) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R> ULongArray.flatMap(transform: (ULong) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R> UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R> UShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R> MutableList<in R>> UIntArray.flatMapTo(destination: C, transform: (UInt) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R, C : MutableCollection<in R>> ULongArray.flatMapTo(destination: C, transform: (ULong) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R, C : MutableCollection<in R>> UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R, C : MutableCollection<in R>> UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <K> UIntArray.groupBy(keySelector: (UInt) -> K): Map<K, List<UInt>> {
    return groupByTo(LinkedHashMap<K,
MutableList<UInt>()

/**
 * Groups elements of the original array by the key returned by the
 * given [keySelector] function. Returns a map where each group key is associated with
 * a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced
 * from the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K> ULongArray.groupBy(keySelector: (ULong) -> K): Map<K, List<ULong>> {
    return groupByTo(LinkedHashMap<K, MutableList<ULong>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map
 * where each group key is associated with a list of corresponding elements. The returned map preserves
 * the entry iteration order of the keys produced from the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K> UByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>> {
    return groupByTo(LinkedHashMap<K, MutableList<UByte>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map
 * where each group key is associated with a list of corresponding elements. The returned map preserves
 * the entry iteration order of the keys produced from the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K> UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>> {
    return groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given
 * [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. The returned map preserves
 * the entry iteration order of the keys produced from the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V> UIntArray.groupBy(keySelector: (UInt) -> K, valueTransform: (UInt) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given
 * [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. The returned map preserves
 * the entry iteration order of the keys produced from the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V> ULongArray.groupBy(keySelector: (ULong) -> K, valueTransform: (ULong) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given
 * [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. The returned map preserves
 * the entry iteration order of the keys produced from the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V> UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
samples.collections.Collections.Transformations.groupByKeysAndValues

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V>
UShortArray.groupBy(keySelector: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>>
{\n    \n    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n\n*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun <K, M : MutableMap<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M
{\n    \n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) {\n            ArrayList<UInt>()\n        }\n        list.add(element)\n    }\n    return destination\n}\n\n\n*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun <K, M : MutableMap<in K, MutableList<ULong>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K): M
{\n    \n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) {\n            ArrayList<ULong>()\n        }\n        list.add(element)\n    }\n    return destination\n}\n\n\n*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun <K, M : MutableMap<in K, MutableList<UByte>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M
{\n    \n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) {\n            ArrayList<UByte>()\n        }\n        list.add(element)\n    }\n    return destination\n}\n\n\n*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun <K, M : MutableMap<in K, MutableList<UShort>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M
{\n    \n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) {\n            ArrayList<UShort>()\n        }\n        list.add(element)\n    }\n    return destination\n}\n\n\n*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun <K, V, M : MutableMap<in K, MutableList<V>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K, valueTransform: (UInt) -> V): M
{\n    \n    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n\n*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun <K, V, M : MutableMap<in K, MutableList<V>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K, valueTransform: (ULong) -> V): M
{\n    \n    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\nOpen Source Used In DNAC Platform Arica 13258
destination = Groups values returned by the [valueTransform] function applied to each element of the original array\n* by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.\n* @return The [destination] map.\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline fun <K, V, M : MutableMap<K, MutableList<V>>, UByteArray, UShortArray> groupByTo(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V): M {
    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n* to each element in the original array.\n* @param 
* [transform] function that takes an element and returns the result of the transform applied to the element.\n* @sample samples.collections.Collections.Transformations.mapIndexedTo
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.mapIndexed(transform: (index: Int, UByte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n* to each element in the original array.\n* @param 
* [transform] function that takes an element and returns the result of the transform applied to the element.\n* @sample samples.collections.Collections.Transformations.mapIndexedTo
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.mapIndexed(transform: (Int, ULong) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n* to each element and its index in the original array.\n* @param 
* [transform] function that takes an element and returns the result of the transform applied to the element.\n* @sample samples.collections.Collections.Transformations.mapIndexedTo
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.mapIndexed(transform: (Int, UInt) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array\n* by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.\n* @return The [destination] map.\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline fun <K, V, M : MutableMap<K, MutableList<V>>, UByteArray, UShortArray> groupByTo(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V): M {
    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n* to each element in the original array.\n* @param 
* [transform] function that takes an element and returns the result of the transform applied to the element.\n* @sample samples.collections.Collections.Transformations.mapIndexedTo
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.mapIndexed(transform: (index: Int, UByte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n* to each element in the original array.\n* @param 
* [transform] function that takes an element and returns the result of the transform applied to the element.\n* @sample samples.collections.Collections.Transformations.mapIndexedTo
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.mapIndexed(transform: (Int, ULong) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n* to each element and its index in the original array.\n* @param 
* [transform] function that takes an element and returns the result of the transform applied to the element.\n* @sample samples.collections.Collections.Transformations.mapIndexedTo
*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.mapIndexed(transform: (Int, UInt) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n}
Iterable<IndexedValue<UInt>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the
 * original array into an [IndexedValue] containing the index of
 * that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.withIndex():
    Iterable<IndexedValue<ULong>> {
        return IndexingIterable { iterator() }
    }

/**
 * Returns a lazy [Iterable]
 * that wraps each element of the original array into an [IndexedValue] containing the index of that element and the
 * element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.withIndex():
    Iterable<IndexedValue<UByte>> {
        return IndexingIterable { iterator() }
    }

/**
 * Returns a lazy [Iterable]
 * that wraps each element of the original array into an [IndexedValue] containing the index of that element and the
 * element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.withIndex():
    Iterable<IndexedValue<UShort>> {
        return IndexingIterable { iterator() }
    }

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.all(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.all(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.all(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.all(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.any(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.any(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.any(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.any(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
@sample samples.collections.Collections.Aggregates.anyWithPredicate

/**
 * Returns `true` if at least one element matches the given [predicate].
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.any(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.any(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.count(predicate: (UInt) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.count(predicate: (ULong) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.count(predicate: (UByte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.count(predicate: (UShort) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
right\n* to current accumulator value and each element with its index in the original array.\n* @param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.\n
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldIndexed(initial: R, operation: (Int, acc: R, UByte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.\n
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.\n
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldIndexed(initial: R, operation: (UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.\n
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.foldIndexed(initial: R, operation: (UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (Int, acc: R, UByte) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldRightIndexed(initial: R, operation: (UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.foldRightIndexed(initial: R, operation: (ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (Int, acc: R, UByte) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
value and applying [operation] from right to left\n* to each element with its index in the original array and current
accumulator value.\n* @param [operation] function that takes the index of an element, the element itself\n* and current accumulator value, and calculates the next accumulator value.\n
```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.forEach(action: (UInt) -> Unit): Unit {
    for (element in this) action(element)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.forEach(action: (ULong) -> Unit): Unit {
    for (element in this) action(element)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.forEach(action: (UByte) -> Unit): Unit {
    for (element in this) action(element)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.forEach(action: (UShort) -> Unit): Unit {
    for (element in this) action(element)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.forEachIndexed(action: (index: Int, UInt) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.forEachIndexed(action: (index: Int, ULong) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.forEachIndexed(action: (index: Int, UByte) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.max(): UInt? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < e) max = e
    return max
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.max(): UByte? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < e) max = e
    return max
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.max(): UShort? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < e) max = e
    return max
}
```
fun ULongArray.max(): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

fun UByteArray.max(): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

fun UShortArray.max(): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

fun UIntArray.maxBy(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

fun ULongArray.maxBy(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

fun UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

fun UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

fun UIntArray.maxWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

fun ULongArray.maxWith(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

fun UByteArray.maxWith(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

fun UShortArray.maxWith(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
first element having the largest value according to the provided [comparator] or `null` if there are no elements.

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun UShortArray.maxWith(comparator: Comparator<in UShort>): UShort? {\n    \n    if (isNullOrEmpty()) return null
    \n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i]
        \n        if (comparator.compare(min, e) > 0) min = e
    }
    \n    return min
}

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun UIntArray.min(): UInt? {
    \n    if (isNullOrEmpty()) return null
    \n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i]
        \n        if (min > e) min = e
    }
    \n    return min
}

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun ULongArray.min(): ULong? {
    \n    if (isNullOrEmpty()) return null
    \n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i]
        \n        if (min > e) min = e
    }
    \n    return min
}

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun UByteArray.min(): UByte? {
    \n    if (isNullOrEmpty()) return null
    \n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i]
        \n        if (min > e) min = e
    }
    \n    return min
}

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun UShortArray.min(): UShort? {
    \n    if (isNullOrEmpty()) return null
    \n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i]
        \n        if (min > e) min = e
    }
    \n    return min
}

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun UIntArray.minBy(selector: (UInt) -> R): UInt? {
    \n    if (isNullOrEmpty()) return null
    \n    var minElem = this[0]
    \n    val lastIndex = this.lastIndex
    \n    if (lastIndex == 0) return minElem
    \n    var minValue = selector(minElem)
    \n    for (i in 1..lastIndex) {\n        val e = this[i]
        \n        val v = selector(e)
        \n        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    \n    return minElem
}

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun ULongArray.minBy(selector: (ULong) -> R): ULong? {
    \n    if (isNullOrEmpty()) return null
    \n    var minElem = this[0]
    \n    val lastIndex = this.lastIndex
    \n    if (lastIndex == 0) return minElem
    \n    var minValue = selector(minElem)
    \n    for (i in 1..lastIndex) {\n        val e = this[i]
        \n        val v = selector(e)
        \n        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    \n    return minElem
}

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun UByteArray.minBy(selector: (UByte) -> R): UByte? {
    \n    if (isNullOrEmpty()) return null
    \n    var minElem = this[0]
    \n    val lastIndex = this.lastIndex
    \n    if (lastIndex == 0) return minElem
    \n    var minValue = selector(minElem)
    \n    for (i in 1..lastIndex) {\n        val e = this[i]
        \n        val v = selector(e)
        \n        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    \n    return minElem
}

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun UShortArray.minBy(selector: (UShort) -> R): UShort? {
    \n    if (isNullOrEmpty()) return null
    \n    var minElem = this[0]
    \n    val lastIndex = this.lastIndex
    \n    if (lastIndex == 0) return minElem
    \n    var minValue = selector(minElem)
    \n    for (i in 1..lastIndex) {\n        val e = this[i]
        \n        val v = selector(e)
        \n        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    \n    return minElem
}
element having the smallest value according to the provided [comparator] or `null` if there are no elements.

```kotlin
*\n@SinceKotlin("1.3\")@ExperimentalUnsignedTypes\npublic fun ULongArray.minWith(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.

*\n@SinceKotlin("1.3\")@ExperimentalUnsignedTypes\npublic fun UByteArray.minWith(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.

*\n@SinceKotlin("1.3\")@ExperimentalUnsignedTypes\npublic fun UShortArray.minWith(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
/**
 * Returns `true` if the array has no elements.

*\n@SinceKotlin("1.3\")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.none(): Boolean {
    return isEmpty()
}
```

```kotlin
/**
 * Returns `true` if the array has no elements.

*\n@SinceKotlin("1.3\")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.none(): Boolean {
    return isEmpty()
}
```

```kotlin
/**
 * Returns `true` if the array has no elements.

*\n@SinceKotlin("1.3\")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.none(): Boolean {
    return isEmpty()
}
```

```kotlin
/**
 * Returns `true` if no elements match the given [predicate].

*\n@SinceKotlin("1.3\")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.none(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
/**
 * Returns `true` if no elements match the given [predicate].

*\n@SinceKotlin("1.3\")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.none(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
/**
 * Returns `true` if no elements match the given [predicate].

*\n@SinceKotlin("1.3\")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.none(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
/**
 * Returns `true` if no elements match the given [predicate].

*\n@SinceKotlin("1.3\")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.none(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

*\n@SinceKotlin("1.3\")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.reduce(operation: (acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

*\n@SinceKotlin("1.3\")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.reduce(operation: (acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

*\n@SinceKotlin("1.3\")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

*\n@SinceKotlin("1.3\")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reduce(operation: (acc: UShort, UShort) -> UShort): UShort {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduce(operation: (acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element
 * @param [operation] function that takes an index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
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    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

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 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element
 * @param [operation] function that takes an index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element
 * @param [operation] function that takes an index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element
 * @param [operation] function that takes an index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element
 * @param [operation] function that takes an index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element
 * @param [operation] function that takes an index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
accumulator

 Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.

 ```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceOrNull(operation: (acc: UInt, UInt) -> UInt): UInt? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

 ```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceOrNull(operation: (acc: ULong, ULong) -> ULong): ULong? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

 ```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceOrNull(operation: (acc: UByte, UByte) -> UByte): UByte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

 ```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

 ```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRight(operation: (UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

 ```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRight(operation: (ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

 ```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRight(operation: (UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

 ```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reduceRight(operation: (UShort, acc: UShort) -> UShort): UShort {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UShortArray.reduceRight(operation: (UShort, acc: UShort) -> UShort) : UShort {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UIntArray.reduceRightIndexed(operation: (Int, UInt, acc: UInt) -> UInt) : UInt {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun ULongArray.reduceRightIndexed(operation: (Int, ULong, acc: ULong) -> ULong) : ULong {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UByteArray.reduceRightIndexed(operation: (Int, UByte, acc: UByte) -> UByte) : UByte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal:inline
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value. Returns null if the array is empty.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UIntArray.reduceRightOrNull(operation: (UInt, acc: UInt) -> UInt) : UInt? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun ULongArray.reduceRightOrNull(operation: (Int, ULong, acc: ULong) -> ULong) : ULong? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UByteArray.reduceRightOrNull(operation: (Int, UByte, acc: UByte) -> UByte) : UByte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal:inline
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
        --index
    }
    return accumulator
}
public inline fun ULongArray.reduceRightOrNull(operation: (ULong, acc: ULong) -> ULong): ULong? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * Returns null if the array is empty.
 * @sample
 * samples.collections.Collections.Aggregates.reduceRightOrNull
 */
public inline fun UByteArray.reduceRightOrNull(operation: (UByte, acc: UByte) -> UByte): UByte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from right to left.
 * @param
 * @sample
 * samples.collections.Collections.Aggregates.scan
 */
public inline fun <R> UIntArray.scan(initial: R, operation: (acc: R, UInt) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right.
 * @param
 * @sample
 * samples.collections.Collections.Aggregates.scan
 */
public inline fun <R> ULongArray.scan(initial: R, operation: (acc: R, ULong) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right.
 * @param
 * @sample
 * samples.collections.Collections.Aggregates.scan
 */
public inline fun <R> UByteArray.scan(initial: R, operation: (acc: R, UByte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
[operation] from left to right * to each element and current accumulator value that starts with [initial] value.

* Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scan

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inlineOn
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    result.add(accumulator)
    return result
}

/*
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * 
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * 
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inlineOn
public inline fun <R> UIntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices)
        accumulator = operation(index, accumulator, this[index])
    result.add(accumulator)
    return result
}

/*
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * 
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * 
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inlineOn
public inline fun <R> ULongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices)
        accumulator = operation(index, accumulator, this[index])
    result.add(accumulator)
    return result
}

/*
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * 
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * 
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inlineOn
public inline fun <R> UByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices)
        accumulator = operation(index, accumulator, this[index])
    result.add(accumulator)
    return result
}
```

---

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accumulator = initial
for (index in indices) {
    accumulator = operation(index, accumulator, this[index])
} return result

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element and current accumulator value that starts with the first element of this array.
 * Note that the `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * This function takes current accumulator value and an element, and calculates the next accumulator value.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.scanReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UInt>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element and current accumulator value that starts with the first element of this array.
 * Note that the `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * This function takes current accumulator value and an element, and calculates the next accumulator value.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.scanReduce(operation: (acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element and current accumulator value that starts with the first element of this array.
 * Note that the `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * This function takes current accumulator value and an element, and calculates the next accumulator value.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.scanReduce(operation: (acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element and current accumulator value that starts with the first element of this array.
 * Note that the `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * This function takes current accumulator value and an element, and calculates the next accumulator value.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UShort>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
public inline fun UIntArray.scanReduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UInt>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to
 * each element, its index in the original array and current accumulator value that starts with the first element of this
 * array. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the
 * previous value in resulting list. The value passed to the index element, current accumulator value and the element
 * itself, and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scanReduce
 */
public inline fun ULongArray.scanReduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to
 * each element, its index in the original array and current accumulator value that starts with the first element of this
 * array. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the
 * previous value in resulting list. The value passed to the index element, current accumulator value and the element
 * itself, and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scanReduce
 */
public inline fun UByteArray.scanReduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to
 * each element, its index in the original array and current accumulator value that starts with the first element of this
 * array. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the
 * previous value in resulting list. The value passed to the index element, current accumulator value and the element
 * itself, and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scanReduce
 */
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UShort>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun UIntArray.sumBy(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ULongArray.sumBy(selector: (ULong) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun UByteArray.sumBy(selector: (UByte) -> UByte): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun UShortArray.sumBy(selector: (UShort) -> UShort): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.scanReduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UInt>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.scanReduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.scanReduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UShort>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumBy(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumBy(selector: (ULong) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumBy(selector: (UByte) -> UByte): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumBy(selector: (UShort) -> UShort): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
UByteArray.sumBy(selector: (UByte) -> UInt): UInt {
    var sum = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumBy(selector: (UByte) -> UInt): UInt
    = UByteArray.sumByDouble(selector = selector)

UShortArray.sumBy(selector: (UShort) -> Double): Double {
    var sum = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumByDouble(selector: (UShort) -> Double): Double
    = UShortArray.sumByDouble(selector = selector)

UIntArray.sumByDouble(selector: (UInt) -> Double): Double {
    var sum = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumByDouble(selector: (UInt) -> Double): Double
    = UIntArray.sumByDouble(selector = selector)

ULongArray.sumByDouble(selector: (ULong) -> Double): Double {
    var sum = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumByDouble(selector: (ULong) -> Double): Double
    = ULongArray.sumByDouble(selector = selector)

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun <R> UIntArray.zip(other: Array<out R>): List<Pair<UInt, R>>
    = UIntArray.zip(other)

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun <R> ULongArray.zip(other: Array<out R>): List<Pair<ULong, R>>
    = ULongArray.zip(other)

/**
 * Returns a list of values built from the elements of 'this' array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V> UIntArray.zip(other: Array<out R>, transform: (a: UInt, b: R) -> V): List<V>
    = UIntArray.zip(other, transform)

/**
 * Returns a list of values built from the elements of 'this' array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V> ULongArray.zip(other: Array<out R>, transform: (a: ULong, b: R) -> V): List<V>
    = ULongArray.zip(other, transform)

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public inline fun <R, V> ULongArray.zip(other: Array<out R>, transform: (a: ULong, b: R) -> V): List<V> {
    var size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * using the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */

public inline fun <R, V> UByteArray.zip(other: Array<out R>, transform: (a: UByte, b: R) -> V): List<V> {
    var size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * using the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */

    var size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */

public infix fun <R> UIntArray.zip(other: Iterable<R>): List<Pair<UInt, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs
 * built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of
 * the shortest collection.
 */

public infix fun <R> ULongArray.zip(other: Iterable<R>): List<Pair<ULong, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs
 * built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of
 * the shortest collection.
 */

public infix fun <R> UByteArray.zip(other: Iterable<R>): List<Pair<UByte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs
 * built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of
 * the shortest collection.
 */

public infix fun <R> UShortArray.zip(other: Iterable<R>): List<Pair<UShort, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
Returns a list of values built from the elements of `this` array and the [other] collection with the same index
using the provided [transform] function applied to each pair of elements. The returned list has length of the shortest
collection. * @sample samples.collections.Iterables.Operations.zipIterableWithTransform*

*\@SinceKotlin("1.3.0")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R, V> UByteArrayList.zip(other: Iterable<R>, transform: (a: UByte, b: R) -> V): List<V> {\n    val arraySize = size* val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) {\n        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n    }\n    return list\n} *\@SinceKotlin("1.3.0")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R, V> UShortArrayList.zip(other: Iterable<R>, transform: (a: UShort, b: R) -> V): List<V> {\n    val arraySize = size* val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) {\n        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n    }\n    return list\n}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection. * @sample samples.collections.Iterables.Operations.zipIterable*

*\@SinceKotlin("1.3.0")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UIntArrayList.zip(other: UIntArrayList): List<Pair<UInt, UInt>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n} *\@SinceKotlin("1.3.0")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun ULongArrayList.zip(other: ULongArrayList): List<Pair<ULong, ULong>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection. * @sample samples.collections.Iterables.Operations.zipIterable*

*\@SinceKotlin("1.3.0")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UByteArray.zip(other: UByteArray): List<Pair<UByte, UByte>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection. * @sample samples.collections.Iterables.Operations.zipIterable*

*\@SinceKotlin("1.3.0")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UShortArrayList.zip(other: UShortArrayList): List<Pair<UShort, UShort>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements. The returned list has length of the shortest
collection. * @sample samples.collections.Iterables.Operations.zipIterableWithTransform*

*\@SinceKotlin("1.3.0")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <V> UIntArrayList.zip(other: UIntArrayList, transform: (a: UInt, b: UInt) -> V): List<V> {\n    val size = minOf(size, other.size)* val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements. The returned list has length of the shortest
collection. * @sample samples.collections.Iterables.Operations.zipIterableWithTransform*

*\@SinceKotlin("1.3.0")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <V> ULongArrayList.zip(other: ULongArrayList, transform: (a: ULong, b: ULong) -> V): List<V> {\n    val size = minOf(size, other.size)* val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
Array<out UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
Array<out ULong>.sum(): ULong {
    var sum: ULong = 0UL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.sum(): UInt {
    return storage.sum().toUInt()
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.sum(): ULong {
    return storage.sum().toULong()
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.sum(): UInt {
    return sumBy { it.toUInt() }
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.sum(): UInt {
    return sumBy { it.toUInt() }
}

/*
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 * that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UCollectionsKt")

package
kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
import
kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an array of UByte containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
fun
Collection<UByte>.toUByteArray(): UByteArray {
    val result = UByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of UShort containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
fun
Collection<UShort>.toUShortArray(): UShortArray {
    val result = UShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 */
@kotlin.jvm.JvmName("zipIterableWithTransform")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
Collection<out UByte>.zip(other: UByteArray, transform: (a: UByte, b: UByte) -> Int): List<Int> {
    val size = minOf(size, other.size)
    val list = ArrayList<Int>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 */
@kotlin.jvm.JvmName("zipIterableWithTransform")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
    val size = minOf(size, other.size)
    val list = ArrayList<Int>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
UShortArray {
    val result = UShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<ULong>.sum(): ULong {
    var sum: ULong = 0UL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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 * 
 * @file:kotlin.jvm.JvmMultifileClass
 * @file:kotlin.jvm.JvmName("UComparisonsKt")
 * package kotlin.comparisons
 * 
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UInt, b: UInt): UInt {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UByte, b: UByte): UByte {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UShort, b: UShort): UShort {
    return if (a >= b) a else b
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun maxOf(a: UInt, b: UInt, c: UInt): UInt {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun maxOf(a: ULong, b: ULong, c: ULong): ULong {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun maxOf(a: UByte, b: UByte, c: UByte): UByte {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return maxOf(a, maxOf(b, c))
}

/*
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UInt, b: UInt): UInt {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: ULong, b: ULong): ULong {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UByte, b: UByte): UByte {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UShort, b: UShort): UShort {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UInt, b: UInt, c: UInt): UInt {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: ULong, b: ULong, c: ULong): ULong {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UByte, b: UByte, c: UByte): UByte {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return minOf(a, minOf(b, c))
}
```kotlin
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun minOf(a: UByte, b: UByte, c: UByte): UByte {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
    return minOf(a, minOf(b, c))
}

/*
 * Returns a random element from this range. * @throws IllegalArgumentException if this range is empty.*
*/
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun UIntRange.random(): UInt {
    return random(random(Random))
}

/**
 * Returns a random element from this range. * @throws IllegalArgumentException if this range is empty.*
*/
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun ULongRange.random(): ULong {
    return random(random(Random))
}

/**
 * Returns a random element from this range using the specified source of randomness, or 'null' if this range is empty.*
*/
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UIntRange.randomOrNull(random: Random): UInt? {
    if (isEmpty())
        return null
    return random.nextUInt(this)
}

/**
 * Returns a random element from this range using the specified source of randomness, or 'null' if this range is empty.*
*/
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongRange.randomOrNull(random: Random): ULong? {
    if (isEmpty())
        return null
    return random.nextULong(this)
}

/**
 * Checks if the specified [element] belongs to this range.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UIntRange.contains(value: UByte): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongRange.contains(value: UByte): Boolean {
    return contains(value.toULong())
}
```

---

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specified [value] belongs to this range.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: ULong): Boolean {
    return contains(value.toULong())
}
```

```kotlin
/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: ULong): Boolean {
    return contains(value.toULong())
}
```

```kotlin
/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: ULong): Boolean {
    return (value shr UInt.SIZE_BITS) == 0uL && contains(value.toUInt())
}
```

```kotlin
/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UShort): Boolean {
    return contains(value.toUInt())
}
```

```kotlin
/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UShort): Boolean {
    return contains(value.toULong())
}
```

```kotlin
/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UByte.downTo(to: UByte): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)
}
```

```kotlin
/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UInt.downTo(to: UInt): UIntProgression {
    return UIntProgression.fromClosedRange(this, to, -1)
}
```

```kotlin
/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULong.downTo(to: ULong): ULongProgression {
    return ULongProgression.fromClosedRange(this, to, -1)
}
```

```kotlin
/**
 * Returns a progression that goes over the same range in the opposite direction with the step -1.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntProgression.reversed(): UIntProgression {
    return UIntProgression.fromClosedRange(last, first, -step)
}
```

```kotlin
/**
 * Returns a progression that goes over the same range with the given step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UIntProgression.step(step: Int): UIntProgression {
    return UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}
```

```kotlin
/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UByte.until(to: UByte): UIntRange {
    if (to <= UByte.MIN_VALUE) return UIntRange.EMPTY
    return this.toUInt() .. (to - 1u).toUInt()
}
```

```kotlin
/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UInt.until(to: UInt): UIntRange {
    if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY
    return this .. (to - 1u).toUInt()
}
```

```kotlin
/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULong.until(to: ULong): ULongRange {
    if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY
    return this .. (to - 1L).toULong()
}
```

```kotlin
/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UShort.until(to: UShort): UIntRange {
    return UIntRange.fromClosedRange(this.toUInt(), to.toUInt(), -1)
}
```

```kotlin
/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UShort.until(to: UShort): UIntRange {
    return UIntRange.fromClosedRange(this.toUInt(), to.toUInt(), -1)
}
```

```kotlin
/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULongRange.contains(value: UShort): Boolean {
    return contains(value.toULong())
}
```
infix fun ULong.until(to: ULong): ULongRange {
    if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY
    return this .. (to - 1u).toULong()  // Ensures that this value is not less than the specified [minimumValue].
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(minimumValue: UInt, maximumValue: UInt) : UInt {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

// Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(range: ClosedRange<UInt>) : UInt {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<UInt>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(minimumValue: ULong, maximumValue: ULong) : ULong {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(range: ClosedRange<ULong>) : ULong {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<ULong>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceIn(minimumValue: UByte, maximumValue: UByte) : UByte {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceIn(range: ClosedRange<UByte>) : UByte {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<UByte>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceIn(minimumValue: UShort, maximumValue: UShort) : UShort {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceIn(range: ClosedRange<UShort>) : UShort {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<UShort>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("USequencesKt")

package kotlin.sequences

// See:
import kotlin.random.*

/**
 * Returns the sum of all elements in the sequence. The operation is _terminal_
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence. The operation is _terminal_
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence. The operation is _terminal_
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence. The operation is _terminal_
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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 * limitations under the License.
 */

package kotlin.collections

import kotlin.internal.PlatformDependent

/**
 * Classes that inherit from this interface can be represented as a sequence of elements that can\n * be iterated over. @param T the type of element being iterated over. The iterator is covariant on its element type.
 * @param T the type of element being iterated over. The iterator is covariant on its element type.
 */
public interface Iterable<out T> {
    /**
     * Returns an iterator over the elements of this object.
     */
    public operator fun iterator(): Iterator<T>
}

/**
 * Classes that inherit from this interface can be represented as a sequence of elements that can\n * be iterated over and that supports removing elements during iteration. @param T the type of element being iterated over.
 * The mutable iterator is invariant on its element type.
 */
public interface MutableIterable<out T> : Iterable<T> {
    /**
     * Returns an iterator over the elements of this sequence that supports removing elements during iteration.
     */
    override fun iterator(): MutableIterator<T>
}

/**
 * A generic collection of elements. Methods in this interface support only read-only access to the collection. Read/write access is supported through the
 * [MutableCollection] interface.
 * @param E the type of elements contained in the collection. The collection is covariant on its element type.
 */
public interface Collection<out E> : Iterable<E> {
    // Query Operations
    /**
     * Returns the size of the collection.
     */
    public val size: Int

    /**
     * Returns `true` if the collection is empty (contains no elements), `false` otherwise.
     */
    public fun isEmpty(): Boolean

    /**
     * Checks if the specified element is contained in this collection.
     */
    public operator fun contains(element: @UnsafeVariance E): Boolean

    override fun iterator(): Iterator<E>

    // Bulk Operations
    /**
     * Checks if all elements in the specified collection are contained in this collection.
     */
    public fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean
}

/**
 * A generic collection of elements that supports adding and removing elements. Methods in this interface support only read-only access to the collection. Read/write access is supported through the
 * [MutableCollection] interface.
 * @param E the type of elements contained in the collection. The collection is covariant on its element type.
 */
public interface MutableCollection<E> : Collection<E>, MutableIterable<E> {
    // Query Operations
    /**
     * Returns the size of the collection.
     */
    public val size: Int

    /**
     * Returns 'true' if the collection is empty (contains no elements), 'false' otherwise.
     */
    public fun isEmpty(): Boolean

    /**
     * Checks if the specified element is contained in this collection.
     */
    public fun contains(element: @UnsafeVariance E): Boolean

    override fun iterator(): Iterator<E>

    // Modification Operations
    /**
     * Checks if all elements in the specified collection are contained in this collection.
     */
    public fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean

    override fun add(element: E): Boolean

    override fun remove(element: E): Boolean

    // Bulk Operation
    /**
     * Adds the specified element to the collection. The collection does not support duplicates\n     * and the element is already contained in the collection.
     */
    public fun add(element: E): Boolean

    /**
     * Removes a single instance of the specified element from this collection, if it is present.
     */
    public fun remove(element: E): Boolean

    /**
     * Adds all of the elements of the specified collection to this collection.
     */
    public fun addAll(elements: Collection<@UnsafeVariance E>): Boolean

    override fun iterator(): Iterator<E>

    // Bulk Operation
    /**
     * Adds all of the elements of the specified collection to this collection. If any of the specified elements was added to the collection, 'false' if the
collection was not modified.
 */
 public fun addAll(elements: Collection<E>): Boolean
 * Returns the element at the specified index in the list.
 */
 public operator fun get(index: Int): E

 // Search Operations
 */
 * Returns the index of the first occurrence of the specified element in the list, or -1 if the specified element is not contained in the list.
 */
 public fun indexOf(element: @UnsafeVariance E): Int

 */
 * Returns the index of the last occurrence of the specified element in the list, or -1 if the specified element is not contained in the list.
 */
 public fun lastIndexOf(element: @UnsafeVariance E): Int

 // List Iterators
 */
 * Returns a list iterator over the elements in this list (in proper sequence).
 */
 public fun listIterator(): ListIterator<E>

 // View
 */
 * Returns a view of the portion of this list between the specified [fromIndex] (inclusive) and [toIndex] (exclusive).
 */
 public fun subList(fromIndex: Int, toIndex: Int): List<E>

 // Iterator
 */
 * Returns an iterator over the elements in this list (in proper sequence), starting at the specified [index].
 */
 public fun iterator(): Iterator<E>

 // Bulk Operations
 */
 * Adds all of the elements of the specified collection to the end of this list.
 */
 public fun addAll(elements: Collection<E>): Boolean

 */
 * Inserts all of the elements of the specified collection into this list at the specified [index].
 */
 public fun addAll(index: Int, elements: Collection<E>): Boolean

 */
 * Removes all elements from this collection.
 */
 public fun clear(): Unit

 */
 * Removes all elements from this collection.
 */
 public fun removeAll(elements: Collection<E>): Boolean

 */
 * Retains only the elements in this collection that are contained in the specified collection.
 */
 public fun retainAll(elements: Collection<E>): Boolean

 */
 * Removes all elements from this collection.
 */
 public fun removeAll(elements: Collection<E>): Boolean

 */
 * Retains only the elements in this collection that are contained in the specified collection.
 */
 public fun retainAll(elements: Collection<E>): Boolean

 // Positional Access Operations
 */
 * Returns the element at the specified index in the list.
 */
 public operator fun set(index: Int, element: E): E

 // Positional Access
 */
 * A generic ordered collection of elements.
 */
 public interface Collection<E>: Collection<@UnsafeVariance E>

 // Positional Access Operations
 */
 * Returns the element at the specified index in the list.
 */
 public operator fun get(index: Int): E

 // Positional Access
 */
 * Returns the element at the specified index in the list.
 */
 public operator fun get(index: Int): E

 // Positional Access
 */
 * Returns the element at the specified index in the list.
 */
 public operator fun get(index: Int): E

 // Positional Access
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 * Returns the element at the specified index in the list.
 */
 public operator fun get(index: Int): E

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 * Returns the element at the specified index in the list.
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 * Returns the element at the specified index in the list.
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 * Returns the element at the specified index in the list.
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 * Returns the element at the specified index in the list.
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 * Returns the element at the specified index in the list.
 */
 public operator fun get(index: Int): E

 // Positional Access
 */
 * Returns the element at the specified index in the list.
 */
 public operator fun get(index: Int): E

 // Positional Access
may contain duplicate values.

override val values: MutableCollection<V>

/*\n
Returns a [MutableSet] of all key/value pairs in this map.

*\n
override val entries:

MutableSet<MutableMap.Entry<K, V>>\n
*\n
Represents a key/value pair held by a [MutableMap].

*/\n
public interface MutableEntry<K, V>: Map.Entry<K, V>

/*\n
Changes the value associated with the key of this entry.

*/\n
@volatile

public fun setValue(newValue: V): V

*/

public interface MutableEntry<K, V>: Map.Entry<K, V>

/*\n
Changes the value associated with the key of this entry.

*/\n
@volatile

public fun setValue(newValue: V): V

*/
throw kotlin.NoSuchElementException().

throw kotlin.NoSuchElementException().
LongProgressionIterator(first, last, step)  /** Checks if the progression is empty. */

    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
      other is LongProgression && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last &&
        step == other.step)

    override fun hashCode(): Int =
      if (isEmpty()) -1 else 31 * (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))) + (step xor (step ushr 32)).toInt()

    override fun toString(): String = if (step > 0)
      "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion object {
      /**
       * Creates LongProgression within the specified bounds of a closed range.
       * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step]. In order to go backwards the [step] must be negative. *
       * [step] must be greater than `Long.MIN_VALUE` and not equal to zero. *
       * public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long): LongProgression = LongProgression(rangeStart, rangeEnd, step)
       */
    }
}

irtual interface ClosedRange<T: Comparable<T>> {
    /**
     * The minimum value in the range. *
     */
    public val start: T

    /**
     * The maximum value in the range (inclusive). *
     */
    public val endInclusive: T

    /**
     * Checks whether the specified [value] belongs to the range. *
     */
    operator fun contains(value: T): Boolean = value >= start && value <= endInclusive

    /**
     * Checks whether the range is empty. *
     */
    public fun isEmpty(): Boolean = start > endInclusive
}

package kotlin

/**
 * The type with only one value: the `Unit` object. This type corresponds to the `void` type in Java. *
 * Contains the list of code elements which are the possible annotation targets *
 * public enum class AnnotationTarget {
 *   CLASS, *
 *   ANNOTATION_CLASS, *
 *   TYPE_PARAMETER, *
 *   PROPERTY, *
 *   LOCAL_VARIABLE, *
 *   VALUE_PARAMETER, *
 *   CONSTRUCTOR, *
 *   Function (constructors are not included) *
 *   PROPERTY_GETTER, *
 *   PROPERTY_SETTER, *
 *   TYPE, *
 *   Any expression *
 *   File *
 * @SinceKotlin("1.1")
 * Contains the list of possible annotation's retentions. *
 * Determines how an annotation is stored in binary output. *
 * Annotation isn't stored in binary output *
 * Annotations is stored in binary output, but invisible for reflection *
 * Annotations is stored in binary output and visible for reflection (default retention) *
 */

possible targets of an annotation.

* If the target meta-annotation is not present on an annotation declaration, the annotation is applicable to the following elements:
  * [CLASS], [PROPERTY], [FIELD], [LOCAL_VARIABLE], [VALUE_PARAMETER], [CONSTRUCTOR], [FUNCTION], [PROPERTY_GETTER], [PROPERTY_SETTER].

* @property allowedTargets list of allowed annotation targets

* @Target(AnnotationTarget.ANNOTATION_CLASS)
@MustBeDocumented
@Retention(AnnotationRetention.RUNTIME, BINARY or SOURCE)
public annotation class Target(vararg val allowedTargets: AnnotationTarget)

* @Target(AnnotationTarget.ANNOTATION_CLASS)
@MustBeDocumented
public annotation class Retention(val value: AnnotationRetention = AnnotationRetention.RUNTIME)

* @Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class Repeatable

* @Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class MustBeDocumented

---

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 */

package kotlin.internal

/**
 * Specifies that the corresponding type parameter is not used for unsafe operations such as casts or 'is' checks
 * That means it's completely safe to use generic types as argument for such parameter.
 *
 * @Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
internal annotation class PureReifiable

/**
 * Specifies that the corresponding built-in method exists depending on platform.
 * Current implementation for JVM looks whether method with same JVM descriptor exists in the module JDK.
 * For example MutableMap.remove(K, V) available only if corresponding method
 * 'java/util/Map.remove(Ljava/lang/Object;Ljava/lang/Object;)Z' is defined in JDK (i.e. for major versions >= 8)
 *
 * @Target(AnnotationTarget.FUNCTION)
@Retention(AnnotationRetention.BINARY)
internal annotation class PlatformDependent
*/

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 */

package kotlin.internal

// a mod b (in arithmetical sense)
private fun mod(a: Int, b: Int): Int = a % b
private fun mod(a: Long, b: Long): Long = a % b

// (a - b) mod c
private fun differenceModulo(a: Int, b: Int, c: Int): Int = mod(mod(a, c) - mod(b, c), c)
private fun differenceModulo(a: Long, b: Long, c: Long): Long = mod(mod(a, c) - mod(b, c), c)

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range of [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step].
 * No validation on passed parameters is performed. The given parameters should satisfy the condition:
 * - either `step > 0` and `start <= end`,
 * - or `step < 0` and `start >= end`.
 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 */
@Suppress("*in*PublishedApi*

fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start <= end) end else differenceModulo(start, end, step)
    step < 0 -> if (start < end) end else differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start <= end) end else differenceModulo(start, end, step)
    step < 0 -> if (start < end) end else differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start <= end) end else differenceModulo(start, end, step)
    step < 0 -> if (start < end) end else differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start <= end) end else differenceModulo(start, end, step)
    step < 0 -> if (start < end) end else differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}
satisfy the condition:
- either `step > 0` and `start <= end`,
- or `step < 0` and `start >= end`.

@param start first element of the progression
@param end ending bound for the progression
@suppress

@PublishedApi
internal fun getProgressionLastElement(start: Long, end: Long, step: Long):
    Long = when {
        step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
        step < 0 -> if (start <= end) end else end + differenceModulo(start, end, step)
        else -> throw kotlin.IllegalArgumentException("Step is zero.")
    }

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 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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 * the License.
 */

package kotlin.reflect

/**
 * Represents a type. Type is usually either a class with optional type arguments,
 * or a type parameter of some declaration, plus nullability.
 */
public interface KType : KAnnotatedElement {
    /**
     * The declaration of the classifier used in this type.
     * For example, in the type `List<String>` the classifier would be the [KClass]
     * instance for [List].
     */
    @SinceKotlin("1.1.1")
    public val classifier: KClassifier?

    /**
     * Type arguments passed for the parameters of the classifier in this type.
     * The declaration of the classifier used in this type.
     */
    @SinceKotlin("1.1.1")
    public val arguments: List<KTypeProjection>

    /**
     * `true` if this parameter is optional and can be omitted when making a call via [KCallable.callBy],
     * or `false` otherwise.
     */
    @SinceKotlin("1.1")
    public val isOptional: Boolean

    /**
     * Returns `null` if this type is not denotable in Kotlin, for example if it is an intersection type.
     */
    @sinceKotlin("1.1.1")
    public val isNullable: Boolean

    /**
     * `true` if this parameter is `vararg`.
     */
    @SinceKotlin("1.1")
    public val isVararg: Boolean

    /**
     * In case this type is based on an inner class, the
     * returned list contains the type arguments provided for the innermost class first,
     * then its outer class, and so on.
     */
    @SinceKotlin("1.1.1")
    public val arguments: List<KTypeProjection>

    /**
     * `true` if this was declared with a question mark at the end.
     * For non-Kotlin types, it means the type or the symbol which was declared with this type
     * is annotated with a
runtime-retained nullability annotation such as `@javax.annotation.Nullable`. This may happen if it is a type of the type parameter with a nullable upper bound. The use-site variance specified in the projection, or `null` if this is a star projection. Without any use-site variance modifiers applied to it. For example, in the type `MutableList<in Number>` is a contravariant projection of the type of class `Number`. `out Number` is a covariant projection of the type denoted by the `out` modifier applied to a type. For example, in the type `Array<out Number>`, `out Number` is a covariant projection of the type represented by the class `Number`.
Java visibilities such as package-private and protected (which also gives access to items from the same package) cannot be represented in Kotlin, so there's no [KVisibility] value corresponding to them. See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/visibility-modifiers.html) for more information.

```kotlin
@SinceKotlin("1.1")
enum class KVisibility {
    /**
     * Visibility of declarations marked with the `public` modifier, or with no modifier at all.
     */
    PUBLIC,

    /**
     * Visibility of declarations marked with the `protected` modifier.
     */
    PROTECTED,

    /**
     * Visibility of declarations marked with the `package-private` modifier.
     */
    INTERNAL,

    /**
     * Visibility of declarations marked with the `private` modifier.
     */
    PRIVATE,
}

* * *

See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/visibility-modifiers.html) for more information.

```
if (js("Error").captureStackTrace) {
    js("Error").captureStackTrace(instance, instance::class.js);
} else {
    instance.asDynamic().stack = js("new Error()").stack;
}

internal fun newThrowable(message: String?, cause: Throwable?): Throwable {
    val throwable = js("new Error()")
    throwable.message = if (jsTypeOf(message) == "undefined") {
        if (cause != null) cause.toString() else null
    } else {
        message
    }
    throwable.cause = cause
    throwable.name = "Throwable";
    return throwable
}

internal fun boxedChar(c: Int) = BoxedChar(c)

internal fun emptyArray(): Array<*> = js("[]")

internal fun arrayConcat<T>(a: T, b: T): T = concat(js("arguments"))
encapsulating it as a failure.

```kotlin
T.runCatching(block: T.() -> R): Result<T, R> {
    return try {
        block()
    } catch (e: Throwable) {
        Result.failure(e)
    }
}
```

```kotlin
public inline fun <T, R> T.runCatching(block: T.() -> R): Result<R> {
    return try {
        Result.success(block())
    } catch (e: Throwable) {
        Result.failure(e)
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.getOrThrow(): T {
    throwOnFailure()
    return value as T
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.getOrElse(onFailure: (exception: Throwable) -> R): R {
    contract {
        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> value as T
        else -> onFailure(exception)
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recover(onFailure: (exception: Throwable) -> R): Result<R> {
    contract {
        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(onFailure(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> runCatching { onFailure(exception) }
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.getOrElse(defaultValue: R): R {
    if (isFailure) return defaultValue
    return value as T
}
```

```kotlin
/**
 * Returns the encapsulated value if this instance represents 
 * [success][Result.isSuccess] or throws the encapsulated [Throwable] exception if it is 
 * [failure][Result.isFailure]. *
 * Note, that this function rethrows any [Throwable] exception thrown by 
 * [onFailure] function. *
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> runCatching { onFailure(exception) }
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.fold(onSuccess: (value: T) -> R, onFailure: (exception: Throwable) -> R): R {
    contract {
        callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)
        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> onSuccess(value as T)
        else -> onFailure(exception)
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.mapCatching(transform: (value: T) -> R): Result<R> {
    return when {
        isSuccess -> runCatching { transform(value as T) }
        else -> Result(value)
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
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public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

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@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recoverCatching(onFailure: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```
or the original encapsulated value if it is [success][Result.isSuccess].
*\n* This function catches any [Throwable] exception thrown by [transform] function and encapsulates it as a failure.
*\n* See [recover] for an alternative that rethrows exceptions.

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R>
Result<T>.recoverCatching(transform: (exception: Throwable) -> R): Result<R> {
    val value = value // workaround for inline classes BE bug
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> runCatching { transform(exception) }
    }
}
```

```kotlin
// "peek" onto value/exception and pipe

/**
 * Performs the given [action] on the encapsulated [Throwable] exception if this instance represents [failure][Result.isFailure].
 * Returns the original `Result` unchanged.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.onFailure(action: (exception: Throwable) -> Unit): Result<T> {
    contract {
        callsInPlace(action, InvocationKind.AT_MOST_ONCE)
    }
    exceptionOrNull()?.let { action(it) }
    return this
}
```

```kotlin
/**
 * Performs the given [action] on the encapsulated value if this instance represents [success][Result.isSuccess].
 * Returns the original `Result` unchanged.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.onSuccess(action: (value: T) -> Unit): Result<T> {
    contract {
        callsInPlace(action, InvocationKind.AT_MOST_ONCE)
    }
    if (isSuccess) action(value as T)
    return this
}
```

```kotlin
// -------------------

```

---

or the original encapsulated value if it is [success][Result.isSuccess].
*\n* This function catches any [Throwable] exception thrown by [transform] function and encapsulates it as a failure.
*\n* See [recover] for an alternative that rethrows exceptions.

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R>
Result<T>.recoverCatching(transform: (exception: Throwable) -> R): Result<R> {
    val value = value // workaround for inline classes BE bug
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> runCatching { transform(exception) }
    }
}
```

```kotlin
// "peek" onto value/exception and pipe

/**
 * Performs the given [action] on the encapsulated [Throwable] exception if this instance represents [failure][Result.isFailure].
 * Returns the original `Result` unchanged.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.onFailure(action: (exception: Throwable) -> Unit): Result<T> {
    contract {
        callsInPlace(action, InvocationKind.AT_MOST_ONCE)
    }
    exceptionOrNull()?.let { action(it) }
    return this
}
```

```kotlin
/**
 * Performs the given [action] on the encapsulated value if this instance represents [success][Result.isSuccess].
 * Returns the original `Result` unchanged.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.onSuccess(action: (value: T) -> Unit): Result<T> {
    contract {
        callsInPlace(action, InvocationKind.AT_MOST_ONCE)
    }
    if (isSuccess) action(value as T)
    return this
}
```

```kotlin
// -------------------

```
continuation will produce an [IllegalStateException].

*\@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun <R, T> (suspend R.() -> T).createCoroutine(
    receiver: R, \n    completion: Continuation<T>\n): Continuation<Unit> =
    SafeContinuation(createCoroutineUnintercepted(receiver, completion).intercepted(),
    COROUTINE_SUSPENDED)\n
*\@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun <R, T> (suspend R.() -> T).startCoroutine(
    receiver: R, \n    completion: Continuation<T>\n): Continuation<Unit> =
    createCoroutineUnintercepted(receiver, completion).intercepted().resume(Unit)\n
*\@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun <R, T> (suspend R.() -> T).startCoroutineUninterceptedOrReturn(
    receiver: R, \n    completion: Continuation<T>\n): Any? =
    this.asDynamic() \n    (completion, false)\n
*\@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun <R, T> (suspend R.() -> T).startCoroutineUninterceptedOrReturn(
    receiver: R, \n    completion: Continuation<T>\n): Any? =
    this.asDynamic() \n    (completion, true)\n
this.asDynamic()(receiver, completion, false)/*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n*//*n
null
(midPoint < 0) return
    var reverseIndex = lastIndexOf
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }

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 */

package kotlin.text

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.js.*

/**
 * Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun CharSequence.elementAt(index: Int): Char {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, length: $length") }
}

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 */

package kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.js.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.elementAt(index: Int): UInt {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun ULongArray.elementAt(index: Int): ULong {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.elementAt(index: Int): UByte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.elementAt(index: Int): UShort {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.asList(): List<UInt> {
    return object : AbstractList<UInt>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UInt): Boolean = this@asList.contains(element)
        override fun get(index: Int): UInt {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun ULongArray.asList(): List<ULong> {
    return object : AbstractList<ULong>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: ULong): Boolean = this@asList.contains(element)
        override fun get(index: Int): ULong {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}
a [List] that wraps the original array.*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.asList(): List<UByte> {
    return object : AbstractList<UByte>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UByte): Boolean = this@asList.contains(element)
        override fun get(index: Int): UByte {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.asList(): List<UShort> {
    return object : AbstractList<UShort>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UShort): Boolean = this@asList.contains(element)
        override fun get(index: Int): UShort {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

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 */

package kotlin.js

import kotlin.annotation.AnnotationTarget.*

@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR,
        VALUE_PARAMETER, PROPERTY_GETTER, PROPERTY.Setter)
@Deprecated("Use `external` modifier instead", level = DeprecationLevel.ERROR)
public annotation class native(public val name: String = "")

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeGetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeSetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeInvoke

@Target(CLASS,
        PROPERTY)
@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.buttonset(): JQuery = asDynamic().buttonset()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.dialog(): JQuery = asDynamic().dialog()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.dialog(params: Json): JQuery = asDynamic().dialog(params)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.dialog(mode: String, param: String): Any? = asDynamic().dialog(mode, param)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.dialog(mode: String): JQuery = asDynamic().dialog(mode)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.button(): JQuery = asDynamic().button()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.accordion(): JQuery = asDynamic().accordion()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.draggable(params: Json): JQuery = asDynamic().draggable(params)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.selectable(): JQuery = asDynamic().selectable()
a class) specific name in JavaScript. This may be useful in the following cases:

There are two functions for which the compiler gives same name in JavaScript, you can mark one with `@JsName(...)` to prevent the compiler from reporting error.

You are writing a JavaScript library in Kotlin. The compiler produces mangled names for functions with parameters, which is unnatural for usual JavaScript developer.

You can put `@JsName(...)` on functions you want to be available from JavaScript.

For some reason you want to rename declaration, e.g. there's common term in JavaScript for a concept provided by the declaration, which in uncommon in Kotlin.

In case of file (which can't be `external`) the following rule applies: all the declarations in *the file must be `external`. By applying `@JsModule(…)` on a file you tell the compiler to import a JavaScript object that contain all the declarations from the file.

It's required to denote a valid JavaScript identifier.

In case of file (which can't be `external`) the following rule applies: all the declarations in *the file must be `external`. By applying `@JsModule(…)` on a file you tell the compiler to import a JavaScript object that contain all the declarations from the file.

It is not interpreted by the Kotlin compiler, it's passed as-is to the target module system.

In case of file (which can't be `external`) the following rule applies: all the declarations in *the file must be `external`. By applying `@JsModule(…)` on a file you tell the compiler to import a JavaScript object that contain all the declarations from the file.

It is not interpreted by the Kotlin compiler, it's passed as-is to the target module system.

In case of file (which can't be `external`) the following rule applies: all the declarations in *the file must be `external`. By applying `@JsModule(…)` on a file you tell the compiler to import a JavaScript object that contain all the declarations from the file.

It is not interpreted by the Kotlin compiler, it's passed as-is to the target module system.
or with the `-Xopt-in=kotlin.js.ExperimentalJsExport` compiler option is given.

```kotlin
/**
 * Exports top-level declaration.
 * @params E the type of elements contained in the collection. The collection is
 * invariant on its element type.
 */
@ExperimentalJsExport
@SinceKotlin("1.3")
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
public annotation class JsExport
```

and
```
@Target(AnnotationTarget.FIELD)
@Retention(AnnotationRetention.SOURCE)
public actual annotation class Volatile
```

and
```
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
public actual annotation class Synchronized
```
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AbstractMutableList<E>(), MutableList<E>, RandomAccess */

    /**
     * Creates an empty [ArrayList].

     * @param initialCapacity initial capacity (ignored)
     */
    public actual constructor() : this(emptyArray()) {}

    /**
     * Creates an empty [ArrayList].
     * @param initialCapacity initial capacity
     */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    public actual constructor(initialCapacity: Int = 0) : this(emptyArray()) {}

    /**
     * Creates an [ArrayList] filled from the
     * elements collection.
     */
    public actual constructor(elements: Collection<E>) :
              this(elements.toTypedArray<Any?>()) {}

    /**\n     * Does nothing in this ArrayList implementation.
     */
    actual override fun trimToSize() {}

    /**\n     * Does nothing in this ArrayList implementation.
     */
    actual override fun ensureCapacity(minCapacity: Int) {}

    actual override val size: Int get() = array.size

    @Suppress("UNCHECKED_CAST")
    actual override fun get(index: Int): E = array[rangeCheck(index)] as E

    actual override fun set(index: Int, element: E): E {
        rangeCheck(index)
        return array[index].apply { array[index] = element } as E
    }

    actual override fun add(element: E): Boolean {
        array.asDynamic().push(element)
        modCount++
        return true
    }

    actual override fun add(index: Int, element: E): Unit {
        array.asDynamic().splice(insertionRangeCheck(index), 0, element)
        modCount++
    }

    actual override fun addAll(elements: Collection<E>): Boolean {
        if (elements.isEmpty()) return false
        array += elements.toTypedArray<Any?>()
        modCount++
        return true
    }

    actual override fun addAll(index: Int, elements: Collection<E>): Boolean {
        insertionRangeCheck(index)
        if (index == size) return addAll(elements)
        if (elements.isEmpty()) return false
        when (index) {
            size -> return addAll(elements)
            0 -> array = elements.toTypedArray<Any?>() + array
            else -> array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(), array.copyOfRange(index, size))
        }
        modCount++
        return true
    }

    actual override fun removeAt(index: Int): E {
        rangeCheck(index)
        modCount++
        return if (index == lastIndex)
            array.asDynamic().pop()
        else
            array.asDynamic().splice(index, 1)[0]
    }

    actual override fun remove(element: E): Boolean {
        for (index in array.indices) {
            if (array[index] == element) {
                array.asDynamic().splice(index, 1)
                modCount++
                return true
            }
        }
        return false
    }

    override fun removeRange(fromIndex: Int, toIndex: Int) {
        modCount++
        array.asDynamic().splice(fromIndex, toIndex - fromIndex)
    }

    actual override fun clear() {
        array = emptyArray()
        modCount++
    }

    actual override fun indexOf(element: E): Int = array.indexOf(element)

    actual override fun lastIndexOf(element: E): Int = array.lastIndexOf(element)

    override fun toString() = arrayToString(array)

    override fun toArray(): Array<Any?> = js("["]").slice.call(array)

    private fun rangeCheck(index: Int) = index.apply {
        AbstractList.checkElementIndex(index, size)
    }

    private fun insertionRangeCheck(index: Int) = index.apply {
        AbstractList.checkPositionIndex(index, size)
    }
}*/

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 */

package kotlin.collections

internal fun <T> sortArrayWith(array: Array<out T>, comparison: (T, T) -> Int) {
    if (getStableSortingIsSupported()) {
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>()::sort, 0, array.lastIndex, Comparator(comparison))
    }
}

internal fun <T> sortArrayWith(array: Array<out T>, comparator: Comparator<in T>) {
    if (getStableSortingIsSupported()) {
        array.asDynamic().sort(comparator)
    } else {
        mergeSort(array.unsafeCast<Array<T>>()::sort, 0, array.lastIndex, comparator)
    }
}

internal fun <T : Comparable<T>> sortArray(array: Array<out T>, comparison: (T, T) -> Int) {
    if (getStableSortingIsSupported()) {
        val comparison = { a: T, b: T -> if (a <= b) -1 else 1 }
        array.asDynamic().sortBy(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>()::sortBy, 0, array.lastIndex, naturalOrder())
    }
}

private var _stableSortingIsSupported: Boolean? = null
private fun getStableSortingIsSupported(): Boolean {
    return true
}
array.asDynamic().push(index)
val comparison = { a: Int, b: Int -> (a and 3) - (b and 3) }
array.asDynamic().sort(comparison)
for (index in 1 until array.size)
val a = array[index - 1]
val b = array[index]
if (((a and 3) == (b and 3) && a >= b) return false)
_stableSortingIsSupported = true
return true
阵

private fun <T> mergeSort(array: Array<T>, start: Int, endInclusive: Int, comparator: Comparator<in T>): Array<T> {
    val buffer = arrayOfNulls<Any?>(array.size).unsafeCast<Array<T>>()
    val result = mergeSort(array, buffer, start, endInclusive, comparator)
    if (result !== array) {
        result.forEachIndexed { i, v -> array[i] = v }
    }
    return result
}

// Both start and end are inclusive indices.
    if (start == end) {
        return array
    }
    val median = (start + end) / 2
    val left = mergeSort(array, buffer, start, median, comparator)
    val right = mergeSort(array, buffer, median + 1, end, comparator)
    val target = if (left === buffer) array else buffer
    var leftIndex = start
    var rightIndex = median + 1
    for (i in start..end) {
        when {
            leftIndex <= median && rightIndex <= end -> {
                val leftValue = left[leftIndex]
                val rightValue = right[rightIndex]
                if (comparator.compare(leftValue, rightValue) <= 0) {
                    target[i] = leftValue
                    leftIndex++
                } else {
                    target[i] = rightValue
                    rightIndex++
                }
            }
            leftIndex <= median -> {
                target[i] = left[leftIndex]
                leftIndex++
            }
            else /* rightIndex <= end */ -> {
                target[i] = right[rightIndex]
                rightIndex++
                Unit // TODO: Fix KT-31506
            }
        }
    }
    return target
}
val size: Int get() = this@HashMap.size
     *
     * Internal implementation of the map: either string-based or hashcode-based.
     */
    private val internalMap: InternalMap<K, V> private val equality:
        EqualityComparator
        internal constructor(internalMap: InternalMap<K, V>): super(){
            this.internalMap = internalMap
            this.equality = internalMap.equality
        }
        * Constructs an empty [HashMap] instance.
        */
        actual constructor(): this(InternalHashCodeMap(EqualityComparator.HashCode))
        *
        * Constructs an empty [HashMap] instance.
        */
        * @param initialCapacity the initial capacity (ignored)
        * @param loadFactor the load factor (ignored)
        * @throws IllegalArgumentException if the initial capacity or load factor are negative
        */
        @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
        actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {
            this(initialCapacity, loadFactor) {
                require(initialCapacity >= 0) { "Negative initial capacity: $initialCapacity" }
                require(loadFactor >= 0) { "Non-positive load factor: $loadFactor" }
            }
        }
        actual constructor(initialCapacity: Int) :
            this(initialCapacity, 0.0f)
        *
        * Constructs an instance of [HashMap] filled with the contents of the specified [original] map.
        */
        actual constructor(original: Map<out K, V>): this() {
            this.putAll(original)
        }
        actual override fun clear() {
            internalMap.clear()
            structureChanged(this)
        }
        actual override fun containsKey(key: K): Boolean =
            internalMap.containsKey(key)
        actual override fun containsValue(value: V): Boolean =
            internalMap.any {
                equality.equals(it.value, value)
            }
        private var _entries: MutableSet<MutableMap.MutableEntry<K, V>>? =
            null
        actual override val entries: MutableSet<MutableMap.MutableEntry<K, V>>
            get() {
                if (_entries == null) {
                    _entries = createEntrySet()
                }
                return _entries!!
            }
        protected open fun createEntrySet():
            MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()
        actual
        override operator fun get(key: K): V? = internalMap.get(key)
        actual override fun put(key: K, value: V): V? =
            internalMap.put(key, value)
        actual override fun remove(key: K): V? =
            internalMap.remove(key)
        actual override val size: Int get() = internalMap.size
        */
    }
}

/**
     * Constructs the specialized implementation of [HashMap] with [String] keys, which stores the keys as properties of an * JS object without hashing them.
     */
    public fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {
        return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply {
            putAll(pairs) }
    }


actual override val size: Int = get() = map.size

/**
 * Creates a new instance of the specialized implementation of [HashSet] with the specified [String] elements.
 * A simple wrapper around JavaScriptObject to provide [java.util.Map]-like semantics for any
 * key type.
 * Implementation notes:
 * A key's value is the index in backingMap which should contain that key. Since several keys may
 * have the same hash, each value in hashCodeMap is actually an array containing all entries
 * whose keys share the same hash.
 */
internal class InternalHashCodeMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {

    private var backingMap: dynamic = createJsMap()
    override var size: Int = 0
        private set

    override fun put(key: K, value: V): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
        // This is a new chain, put it to the map.
        val backingMap[hashCode] = SimpleEntry(key, value)
        if (chainOrEntry !is Array<*>) {
            // It is an entry
            val entry: SimpleEntry<K, V> = chainOrEntry
            if (equality.equals(entry.key, key)) {
                return entry.setValue(value)
            } else {
                backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value))
                size++
                return null
            }
        } else {
            // Chain already exists, perhaps key also exists.
            val chain = Array<MutableEntry<K, V>>()
            if (equality.equals(chainOrEntry, key)) {
                return null
            } else {
                val chain = chainOrEntry
                for (index in chain.indices) {
                    val entry = chain[index]
                    if (equality.equals(entry.key, key)) {
                        if (chain.size == 1) {
                            chain.asDynamic().length = 0
                            // remove the whole array
                            jsDeleteProperty(backingMap, hashCode)
                        } else {
                            // splice out the entry we're removing
                            chain.asDynamic().splice(index, 1)
                            size--
                            structureChanged(host)
                            return null
                        }
                    }
                }
            }
            return null
        }

    override fun remove(key: K): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
        if (chainOrEntry !is Array<*>) {
            return null
        } else {
            val chain = chainOrEntry
            return null
        }
    }

    override fun clear() {
        backingMap = createJsMap()
        size = 0
    }

    override fun contains(key: K): Boolean = getEntry(key) != null

    override fun get(key: K): V? = getEntry(key)?.value

    private fun getEntry(key: K): MutableEntry<K, V>? {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null
        if (chainOrEntry !is Array<*>) {
            val entry = chainOrEntry
            if (equality.equals(entry.key, key)) {
                return entry
            } else {
                return null
            }
        } else {
            val chain = chainOrEntry
            return chain.findEntryInChain(key)
        }

    private fun Array<MutableEntry<K, V>>.findEntryInChain(key: K): MutableEntry<K, V>? =
        firstOrNull { entry ->
            equality.equals(entry.key, key)
        }

    override fun iterator(): MutableIterator<MutableEntry<K, V>> {

        return object : MutableIterator<MutableEntry<K, V>> {
            var state = -1 // -1 not ready, 0 - ready, 1 - done
            var chainOrEntry: dynamic = null
            var isChain = false
            var itemIndex = -1
            var lastEntry: MutableEntry<K, V>? = null
            override fun hasNext(): Boolean {
                return true
            }

            override fun next(): MutableEntry<K, V> {

                if (chainOrEntry != null &&
                    var chainOrEntry: dynamic = null
                    var isChain = false
                    var itemIndex = -1
                    var lastEntry: MutableEntry<K, V>? = null
                    private fun computeNext(): Int {
                        if (chainOrEntry != null &&
                            var chainOrEntry: dynamic = null
                            var isChain = false
                            var itemIndex = -1
                            var lastEntry:.MutableEntry<K, V>? = null
                            private fun hasNext(): Boolean {
                                return true
                            }
                        } else {
                            return null
                        }
                    }
                    override fun next(): MutableEntry<K, V> {

                        if (chainOrEntry != null &&
                        var chainOrEntry: dynamic = null
                        var isChain = false
                        var itemIndex = -1
                        var lastEntry:MutableEntry<K, V>? = null
                        private fun computeNext(): Int {
                            if (chainOrEntry != null &&
                                var chainOrEntry: dynamic = null
                                var isChain = false
                                var itemIndex = -1
                                var lastEntry:MutableEntry<K, V>? = null
                                private fun hasNext(): Boolean {
                                    return true
                                }
                            } else {
                                return null
                            }
                        }
                    }
                }
            }
if (++itemIndex < chainSize)
                        return 0
                    } else {
                        chainOrEntry = null
                    }
                    itemIndex = 0
                    return 0
                }

                if (++keyIndex < keys.size)
                    chainOrEntry = backingMap[keys[keyIndex]]
                    isChain = chainOrEntry is Array<*>
                    itemIndex = 0
                    return 0
                } else {
                    chainOrEntry = null
                    return 1
                }

            override fun hasNext(): Boolean {
                if (state == -1)
                    state = computeNext()
                return state == 0
            }

            override fun next(): MutableEntry<K, V> {
                if (!hasNext()) throw NoSuchElementException()
                val lastEntry = if (isChain) {
                    chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>()[itemIndex]
                } else {
                    chainOrEntry.unsafeCast<MutableEntry<K, V>>()
                }
                this.lastEntry = lastEntry
                state = -1
                return lastEntry
            }

            override fun remove() {
                checkNotNull(lastEntry)
                this@InternalHashCodeMap.remove(lastEntry!!.key)
                lastEntry = null
                // the chain being iterated just got modified by InternalHashCodeMap.remove
                itemIndex--
            }

            private fun getChainOrEntryOrNull(hashCode: Int): dynamic {
                val chainOrEntry = backingMap[hashCode]
                return if (chainOrEntry === undefined) null else chainOrEntry
            }
override fun remove() {  
    @Suppress("UNCHECKED_CAST")
    return newMapEntry(key as K)
}

override fun remove() {  
    @Suppress("UNCHECKED_CAST")
    this@InternalStringMap.remove(checkNotNull(lastKey) as K)
}

private fun newMapEntry(key: K): MutableEntry<K, V> = object : MutableEntry<K, V> {  
    override val key: K get() = key
    override val value: V get() = this@InternalStringMap[get()]

    override fun setValue(newValue: V): V = this@InternalStringMap.put(key, newValue)

    override fun hashCode(): Int = AbstractMap.entryHashCode(this)
    override fun toString(): String = AbstractMap.entryToString(this)
    override fun equals(other: Any?): Boolean = AbstractMap.entryEquals(this, other)
}
ChainEntry<K, V>.remove() { if (this.next == this) { // if this is single element, remove head
        head = null
    } else { if (head == this) { // if this is first element, move head to next
        head = next
    } else { next!!.prev = prev
            prev!!.next = next
        next = null
        prev = null
    } }
}

/*
 * The hashmap that keeps track of our entries and the chain. Note that we
 * duplicate the key here to eliminate changes to HashMap and minimize the
 * code here, at the expense of additional space.
 */
private val map: HashMap<K, ChainEntry<K, V>>

/*
 * Constructs an empty [LinkedHashMap] instance.
 */
actual constructor() : super() {
    map = HashMap<K, ChainEntry<K, V>>()
}

/*
 * Constructs an empty [LinkedHashMap] instance.
 */
constructor(backingMap: HashMap<K, Any>) : this(0)

/*
 * Constructs an empty [LinkedHashMap] instance.
 */
constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(initialCapacity, loadFactor)

/*
 * Constructs an empty [LinkedHashMap] instance.
 */
constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

/*
 * Constructs a new [LinkedHashMap] instance filled with the contents of the specified [original] map.
 */
constructor(original: Map<out K, V>) : this(0)

/*
 * Constructs a new [LinkedHashSet] instance.
 */
actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(initialCapacity, loadFactor)

/*
 * Constructs a new [LinkedHashSet] instance.
 */
constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

actual constructor(original: Collection<K, V>) : this(0)

actual override fun clear() {
    map.clear()
    head = null
}

actual override fun get(key: K): V? = map.get(key)?.value

actual override fun put(key: K, value: V): V? {
    val old = map.get(key)
    if (old == null) {
        val newEntry = ChainEntry(key, value)
        map.put(key, newEntry)
        newEntry.addToEnd()
        return null
    } else {
        return old.setValue(value)
    }
}

actual override fun remove(key: K): V? {
    val entry = map.remove(key)
    if (entry != null) {
        entry.remove()
        return entry.value
    }
    return null
}

actual override fun size: Int get() = map.size

actual override fun values(): Collection<V> = map.values().toMutableSet()
of JS object without hashing them.

*/
public fun linkedStringSetOf(vararg elements: String):
    LinkedHashSet<String> {
        return LinkedHashSet(linkedStringMapOf<Any>()).apply { addAll(elements)
    }
}

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 */

package kotlin

import kotlin.contracts.*


@Deprecated("Do not use Synchronized annotation in pure Kotlin/JS code", level = DeprecationLevel.ERROR)
public typealias Synchronized = kotlin.jvm.Synchronized

@Deprecated("Do not use Volatile annotation in pure Kotlin/JS code", level = DeprecationLevel.ERROR)
public typealias Volatile = kotlin.jvm.Volatile

@kotlin.internal.InlineOnly
public
    actual inline fun <R> synchronized(lock: Any, block: () -> R): R {
        contract {
            callsInPlace(block, InvocationKind.EXACTLY_ONCE)
        }
        return block()
    }

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 */

package kotlin.io

internal abstract class BaseOutput {
    open fun println() {
        print("\n")
    }

    open fun println(message: Any?) {
        print(message)
        println()
    }

    abstract fun print(message: Any?)

    open fun flush() {}
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("NodeJsOutput")
internal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {
    override fun print(message: Any?) {
        // TODO: Using local variable because of bug in block decomposition lowering in IR backend
        val messageString = String(message)
        outputStream.write(messageString)
    }

    override fun println(message: Any?) {
        console.log(message)
    }

    override fun println() {
        console.log("")
    }
}

/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */
@JsName("BufferedOutput")
internal open class BufferedOutput : BaseOutput() {
    var buffer = ""

    override fun print(message: Any?) {
        buffer += String(message)
    }

    override fun flush() {
        buffer = ""
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("BufferedOutputToConsoleLog")
internal class BufferedOutputToConsoleLog : BufferedOutput() {
    override fun print(message: Any?) {
        var s = String(message)
        val i = s.nativeLastIndexOf("\n", 0)
        if (i >= 0) {
            buffer += s.substring(0, i)
            flush()
            s = s.substring(i + 1)
        }
        buffer += s
    }
}

/** Prints the line separator to the standard output stream. */
public actual fun println() {
    output.println()
}

/** Prints the given [message] and the line separator to the standard output stream. */
public actual fun println(message: Any?) {
    output.println(message)
}

/** Prints the given [message] to the standard output stream. */
public actual fun print(message: Any?) {
    output.print(message)
}

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 */

package kotlin.coroutines

import kotlin.coroutines.intrinsics.CoroutineSingletons.*
import kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED

@PublishedApi
@SinceKotlin("1.3")
internal
    actual class SafeContinuation<in T> : Continuation<T> {

    @PublishedApi
    internal actual constructor(delegate: Continuation<T>) : this(delegate, UNDECIDED)

    /**
     * @param delegate the delegate Continuation
     * @param initialResult the initial result
     */
    actual constructor(delegate: Continuation<T>, initialResult: Any?) : this(delegate, initialResult)

    actual override fun resumeWith(result: Result<T>?) {
        when (this.result) {
            UNDECIDED -> {
                this.result = result.value
            } else -> throw
IllegalStateException("Already resumed")
        }
    }

    @PublishedApi
    internal actual fun getOrThrow(): Any? {
        if (result === UNDECIDED) {
            result = COROUTINE_SUSPENDED
            return COROUTINE_SUSPENDED
        }
        val result = this.result
        return when {
            result === RESUMED -> COROUTINE_SUSPENDED // already called continuation, indicate COROUTINE_SUSPENDED upstream
            result is Result.Failure -> throw result.exception
            else -> result // either COROUTINE_SUSPENDED or data
        }
    }
}

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 */

package kotlin.coroutines.js.internal

import kotlin.coroutines.Continuation
import kotlin.coroutines.EmptyCoroutineContext

@PublishedApi
@SinceKotlin("1.3")
internal val EmptyContinuation = Continuation<Any?>(EmptyCoroutineContext) { result ->
    result.getOrThrow()
}

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 */

package kotlin.js

/**
 * Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin.
 * @Suppress("NOT_DOCUMENTED")
 */
public external class Date() {
    public constructor(milliseconds: Number)
    public constructor(dateString: String)
    public constructor(year: Int, month: Int)
    public constructor(year: Int, month: Int, day: Int)
    public constructor(year: Int, month: Int, day: Int, hour: Int)
    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)
    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int)
    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number)
    public fun getDate(): Int
    public fun getDay(): Int
    public fun getFullYear(): Int
    public fun getHours(): Int
    public fun getMilliseconds(): Int
    public fun getMinutes(): Int
    public fun getMonth(): Int
    public fun getSeconds(): Int
    public fun getTime(): Double
    public fun getTimezoneOffset(): Int
    public fun getUTCDate(): Double
    public fun getUTCDay(): Int
    public fun getUTCFullYear(): Int
    public fun getUTCHours(): Int
    public fun getUTCMilliseconds(): Int
    public fun getUTCMinutes(): Int
    public fun getUTCMonth(): Int
    public fun getUTCSeconds(): Int
    public fun toDateString(): String
    public fun toISOString(): String
    public fun toJSON(): Json
    public fun toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    public fun toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String
    public fun toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    public fun toLocaleString(locales: String, options: LocaleOptions = definedExternally): String
    public fun toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    public fun toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String
    public fun toTimeString(): String
    public fun toUTCString(): String
    public inline fun dateLocaleOptions(init: Date.LocaleOptions.() -> Unit): Date.LocaleOptions {
        val result = js("new Object()").unsafeCast<Date.LocaleOptions>()
        init(result)
        return result
    }
}

public inline fun dateLocaleOptions(init: Date.LocaleOptions.() -> Unit): Date.LocaleOptions {
    val result = js("new Object()").unsafeCast<Date.LocaleOptions>()
    init(result)
    return result
}
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```kotlin
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 */

package kotlin.dom

import org.w3c.dom.*

/**
 * Creates a new element with the specified [name].
 * The element is initialized with the specified [init] function.
 * This is a public function.
 */
public fun Document.createElement(name: String, init: Element.() -> Unit): Element = createElement(name).apply(init)

/**
 * Appends a newly created element with the specified [name]
 * to this element.
 * The element is initialized with the specified [init] function.
 */
public fun Element.appendElement(name: String, init: Element.() -> Unit): Element =

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 */

package kotlin.dom

import org.w3c.dom.*

fun Element.hasClass(cssClass: String): Boolean =
    className.matches("\b\$cssClass\$\")

fun Element.addClass(vararg cssClasses: String): Boolean {
    val missingClasses = cssClasses.filterNot { hasClass(it) }
    if (missingClasses.isNotEmpty()) {
        val presentClasses = className.trim()
        className = buildString {
            append(presentClasses)
            if (presentClasses.isEmpty()) {
                append(" ")
            }
            missingClasses.joinTo(this, " ")
        }()
        return true
    }

    return false
}

fun Element.removeClass(vararg cssClasses: String): Boolean {
    if (cssClasses.any { hasClass(it) }) {
        val toBeRemoved = cssClasses.toSet()
        className = className.trim().split("\\s+".toRegex()).filter { it !in toBeRemoved }.joinToString(" ")
        return true
    }

    return false
}

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

/**
 * A mutable sequence of characters.
 * A string builder can be used to efficiently perform multiple string manipulation operations.
 * Constructs a string builder with the specified initial [capacity].
 * Constructs a string builder that contains the same characters as the specified [content] string.
 * @Since Kotlin("1.3")
 * @ExperimentalStdlibApi
 */
constructor(content: String)
 constructor(capacity: Int)
 constructor(content: CharSequence)

/**
 * Converts the string into a regular expression [Regex] with the default options.
 * Converts the string into a regular expression [Regex] with the specified single [option].
 * Converts the string into a regular expression [Regex] with the specified set of [options].
 * Converts the string into a regular expression [Regex] with the specified initial [capacity].
 * Constructs a string builder that contains the same characters as the specified [content] string.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
constructor(content: String)
```
were unpaired low-surrogates and high-surrogates before the operation.

* For example, reversing `"\uDC00\uDC00"` produces `"\uDC00\uDC00"` which is a valid surrogate pair.

```kotlin
fun reverse(): StringBuilder
```
same order as in the [value] character sequence, starting at [index].
* @param index the position in this string builder to insert at.
* @param value the character sequence from which characters are inserted. If [value] is `null`, then the four characters `"null"` are inserted.
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
* @SinceKotlin("1.3")
@ExperimentalStdlibApi
fun insert(index: Int, value: CharSequence?): StringBuilder

/**
 * Inserts the string [value] into this string builder at the specified [index] and returns this instance.
* @param index the position in this string builder to insert at.
* @param value the string to insert at this position.
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
* @SinceKotlin("1.3")
@ExperimentalStdlibApi
fun insert(index: Int, value: String): StringBuilder

/**
 * Inserts the string [value] into this string builder at the specified [index] and returns this instance.
* @param index the position in this string builder to insert at.
* @param value the string to insert at this position.
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
* @SinceKotlin("1.3")
@ExperimentalStdlibApi
fun insert(index: Int, value: Any?): StringBuilder

/**
 * Inserts the character sequence [value] into this string builder at the specified [index] and returns this instance.
* @param index the position in this string builder to insert at.
* @param value the character sequence from which characters are inserted. If [value] is `null`, then the four characters `"null"` are inserted.
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
* @SinceKotlin("1.3")
@ExperimentalStdlibApi
fun insert(index: Int, value: CharSequence?): StringBuilder

/**
 * Sets the length of this string builder to the specified [newLength] and returns this instance.
* @param newLength the new length.
* @throws IndexOutOfBoundsException if [newLength] is less than zero.
* @SinceKotlin("1.3")
@ExperimentalStdlibApi
fun setLength(newLength: Int)

/**
 * Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [length] (exclusive).
* @param startIndex the beginning (inclusive) of the range to replace.
* @param endIndex the end (exclusive) of the range to replace.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
* @SinceKotlin("1.3")
@ExperimentalStdlibApi
fun substring(startIndex: Int, endIndex: Int): String

/**
 * Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [length] (exclusive).
* @param startIndex the beginning (inclusive) of the range to replace.
* @param endIndex the end (exclusive) of the range to replace.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
* @SinceKotlin("1.3")
@ExperimentalStdlibApi
fun substring(startIndex: Int): String

/**
 * Removes the character at the specified [index] and returns this instance.
* @param index the position in this string builder to remove.
* @throws IndexOutOfBoundsException if [index] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.
* @SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.deleteAt(index: Int): StringBuilder

/**
 * Removes characters in the specified range from this string builder and returns this instance.
* @param startIndex the beginning (inclusive) of the range to remove.
* @param endIndex the end (exclusive) of the range to remove.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
* @SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder

/**
 * Removes characters in the specified range from this string builder and returns this instance.
* @param startIndex the beginning (inclusive) of the range to remove.
* @param endIndex the end (exclusive) of the range to remove.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
* @SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.trimToSize()
instance.

```kotlin
@param startIndex the beginning (inclusive) of the range to remove.
@throws IndexOutOfBoundsException or [IllegalStateException] when [startIndex] is out of range of the string builder indices or when `startIndex > endIndex`.

@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of the [value] array or when `startIndex > endIndex`.

@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of the [value] array.
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.insertRange(index: Int, value: CharSequence?, startIndex: Int, endIndex: Int):
```
StringBuilder

@Suppress("EXTENSION_SHADOWED_BY_MEMBER")
@Deprecated("Use append(value: Any?) instead", ReplaceWith("append(value = obj)"),
DeprecationLevel.WARN)
public inline fun StringBuilder.append(obj: Any?): StringBuilder = this.append(obj)

/**
 * Builds new string by populating newly created [StringBuilder] using
 * provided [builderAction] and then converting it to [String].
 */
public fun StringBuilder.appendBuilderAction(builderAction: () -> Unit): String =
StringBuilder().apply(builderAction).toString()

/**
 * Append all arguments to the given [StringBuilder].
 */
public fun <T> StringBuilder.append(vararg value: T): StringBuilder {
    for (item in value)
        append(item)
    return this
}

/**
 * Appends all arguments to the given [StringBuilder].
 */
public fun StringBuilder.append(vararg value: Any?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

/package.kotlin

import org.w3c.dom.*

/**
 * Gets a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.
 */
public val Node.isText: Boolean
    get() = nodeType == Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE

/**
 * Gets a value indicating whether this node is an [Element].
 */
public val Node.isElement: Boolean
    get() = nodeType == Node.ELEMENT_NODE

/package.kotlin.js

/**
 * Reinterprets this value as a value of the [dynamic type](/docs/reference/dynamic-type.html).
 */
@kotlin.internal.InlineOnly
public inline fun Any?.asDynamic(): dynamic = this

/**
 * Reinterprets this value as a value of the specified type [T] without any actual type checking.
 */
@kotlin.internal.NoInfer
@kotlin.internal.InlineOnly
public inline fun <T> Any?.unsafeCast(): @kotlin.internal.NoInfer T = this

/package.kotlin.js@Modifier"unsafeCastDynamic()"@kotlin.internal.InlineOnly

object in the following cases:
* when it has an `iterator` function,
* when it is an array
* when it is an instance of [kotlin.collections.Iterable]
* `@kotlin.internal.DynamicExtension`\n\nfunc dynamic.iterator(): Iterator<dynamic> {
    val r: Any? = this

    return when {
        this["iterator"] != null ->
            this["iterator"]()

        isArrayish(r) ->
            r.unsafeCast<Array<*>>().iterator()\n
        else ->

            (r as Iterable<*>).iterator()\n    }
}

package kotlin

// NOTE: Do not author your exceptions as they are written in this file, instead use this template:

/**
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 */

public open class MyException : Exception {
    constructor() : super()
    constructor(message: String?) : super(message)
    constructor(message: String?, cause: Throwable?) : super(message, cause)
    constructor(cause: Throwable?) : super(cause)
}

public actual open class Error actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {
    actual constructor() : this(null, null) {
        Error::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        Error::class.js.asDynamic().call(this, message, null)
    }

    actual constructor(cause: Throwable?) : this(undefine, cause) {
        Error::class.js.asDynamic().call(this, undefined, cause)
    }

    actual constructor(message: String?, cause: Throwable?) : this(message, cause) {
        Error::class.js.asDynamic().call(this, message, cause)
    }
}

public actual open class Exception actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {
    actual constructor() : this(null, null) {
        Exception::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        Exception::class.js.asDynamic().call(this, message, null)
    }

    actual constructor(cause: Throwable?) : this(undefine, cause) {
        Exception::class.js.asDynamic().call(this, undefined, cause)
    }
}

public actual open class RuntimeException actual constructor(message: String?, cause: Throwable?) : Exception(message, cause) {
    actual constructor() : this(null, null) {
        RuntimeException::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        RuntimeException::class.js.asDynamic().call(this, message, null)
    }

    actual constructor(cause: Throwable?) : this(undefine, cause) {
        RuntimeException::class.js.asDynamic().call(this, undefined, cause)
    }
}

public actual open class IllegalArgumentException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null) {
        IllegalArgumentException::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        IllegalArgumentException::class.js.asDynamic().call(this, message, null)
    }
}

public actual open class IllegalStateException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null) {
        IllegalStateException::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        IllegalStateException::class.js.asDynamic().call(this, message, null)
    }
}

public actual open class IndexOutOfBoundsException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null, null) {
        IndexOutOfBoundsException::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        IndexOutOfBoundsException::class.js.asDynamic().call(this, message, null)
    }
}

public actual open class ConcurrentModificationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null) {
        ConcurrentModificationException::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        ConcurrentModificationException::class.js.asDynamic().call(this, message, null)
    }

    actual constructor(cause: Throwable?) : this(undefine, cause) {
        ConcurrentModificationException::class.js.asDynamic().call(this, undefined, cause)
    }
}

public actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null) {
        UnsupportedOperationException::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        UnsupportedOperationException::class.js.asDynamic().call(this, message, null)
    }

    actual constructor(cause: Throwable?) : this(undefine, cause) {
        UnsupportedOperationException::class.js.asDynamic().call(this, undefined, cause)
    }
}

public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message) {
    actual constructor() : this(null, null) {
        NumberFormatException::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        NumberFormatException::class.js.asDynamic().call(this, message, null)
    }
}

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NullPointerException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class ClassCastException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class AssertionError
private constructor(message: String?, cause: Throwable?) : Error(message, cause) {
    actual constructor() : this(null)
    constructor(message: String?) : this(message, null)
    actual constructor(message: Any?) : this(message.toString(), message as? Throwable)
}

public actual open class NoSuchElementException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

@SinceKotlin("1.3")
public actual open class ArithmeticException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class NoWhenBranchMatchedException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UninitializedPropertyAccessException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

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kotlin.collections

/**
 * Groups elements from the [Grouping] source by key and counts elements in each
 * group.
 */
@SinceKotlin("1.1")
public actual fun <T, K> Grouping<T, K>.eachCount(): Map<K, Int> =
    fold(0) {
        acc, _ -> acc + 1
    }

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 */

@file:kotlin.jvm.JvmName("GroupingKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.collections

/**
 * Represents a source of elements with a [keyOf] function, which can be applied to each
 * element to get its key. `keyOf` is a function that can be applied to each
 * element to get its key.
 */
@SinceKotlin("1.1")
public interface Grouping<T, out K> {
    /** Returns an [Iterator] over the elements of the source of this grouping. */
    fun sourceIterator(): Iterator<T>
    /** Extracts the key of an [element]. */
    fun keyOf(element: T): K
}

/**
 * Groups elements from the
 * [Grouping] source by key and applies [operation] to the elements of each group
 * sequentially, passing the previously accumulated value and the current element as arguments, and stores
 * the results in a new map.
 */
@SinceKotlin("1.1")
    return aggregateTo(operand)
}

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 */

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previously accumulated value and the current element as arguments, and stores the results in the given destination map. The key for each element is provided by the [Grouping.keyOf] function. A parameter operation is a function that is invoked on each element with the following parameters: the key of the group this element belongs to, the current value of the accumulator of the group, and the element from the source being accumulated. If the first element encountered in the group is the first element encountered in the group, then the elements being aggregated for that key are never considered. The function returns a [Map] associating the key of each group with the result of aggregation of the group's elements. The function returns a [Map] associating the key of each group with the result of aggregation of the group's elements.

```kotlin
@SinceKotlin("1.1")
public inline fun <T, K, R : MutableMap<in K, R>> Grouping<T, K>.aggregateTo(
    destination: M,
    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
): M =
    @Suppress("UNCHECKED_CAST")
    aggregate { key, acc, e, first -> operation(key, if (first) accumulator else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map. An initial value of accumulator is provided by [defaultValueSelector] function. It's invoked with parameters: the key of the group, the first element being encountered in that group, and the following parameters: the key of the group this element belongs to, the current value of the accumulator of the group, and the element from the source being accumulated. The function returns a [Map] associating the key of each group with the result of aggregating the group's elements.

```
result of accumulating the group elements.

* @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValue

```kotlin
@public inline fun <T, K, R : @SinceKotlin("v1.1.1")public inline fun <T, K, R> Grouping<T, K>.foldByEvenLengthWithConstantInitialValue(R): R operation: (accumulator: R, element: T) -> R

@Suppress("UNCHECKED_CAST")
Map<K, R> =
    @Suppress("UNCHECKED_CAST")
    aggregateTo(destination) { _, acc, e, first -> operation(if (first)

```

```kotlin
* @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValue
```

```kotlin
* @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValue

```

```kotlin
* @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValue
```

```kotlin
* @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValue
```
corresponding to the key of some group.

*An* return the [destination] map associating the key of each group with the sum of elements in the group.

```kotlin
@SinceKotlin("1.1")
    eachSumOfTo(destination: M, valueSelector: (T) -> Int): M =
        foldTo(destination, 0) { acc, e -> acc + valueSelector(e)}
    // TODO: sum by long and by double overloaded
    public fun <T, K : MutableList<K>> Grouping<T, K>.
    sumEachByLongTo(destination: M, valueSelector: (T) -> Long): M =
        foldTo(destination, 0L) { acc, e -> acc + valueSelector(e)}
    public fun <T, K> Grouping<T, K>.
    sumEachByDoubleTo(destination: M, valueSelector: (T) -> Double): M =
        foldTo(destination, 0.0) { acc, e -> acc + valueSelector(e)}
```

---

@package kotlin

```kotlin
/**
 */
@Deprecated("Use top-level functions from kotlin.math package instead.", level = DeprecationLevel.WARNING)
public object Math {
    @Deprecated("Use kotlin.math.PI instead.", level = DeprecationLevel.ERROR)
    public val PI: Double
    @Deprecated("Use Random.nextDouble instead", ReplaceWith("kotlin.random.Random.nextDouble()", "kotlin.random")
                level = DeprecationLevel.ERROR)
    public fun random(): Double
    @Deprecated("Use kotlin.math.abs instead.", ReplaceWith("kotlin.math.abs(value)", "kotlin.math")
                level = DeprecationLevel.ERROR)
    public fun abs(value: Double): Double
    @Deprecated("Use kotlin.math.acos instead.", ReplaceWith("kotlin.math.acos(value)", "kotlin.math")
                level = DeprecationLevel.ERROR)
    public fun acos(value: Double): Double
    @Deprecated("Use kotlin.math.asin instead.", ReplaceWith("kotlin.math.asin(value)", "kotlin.math")
                level = DeprecationLevel.ERROR)
    public fun asin(value: Double): Double
    @Deprecated("Use kotlin.math.atan instead.", ReplaceWith("kotlin.math.atan(value)", "kotlin.math")
                level = DeprecationLevel.ERROR)
    public fun atan(value: Double): Double
    @Deprecated("Use kotlin.math.atan2 instead.", ReplaceWith("kotlin.math.atan2(y, x)", "kotlin.math")
                level = DeprecationLevel.ERROR)
    public fun atan2(y: Double, x: Double): Double
    @Deprecated("Use kotlin.math.cos instead.", ReplaceWith("kotlin.math.cos(value)", "kotlin.math")
                level = DeprecationLevel.ERROR)
    public fun cos(value: Double): Double
    @Deprecated("Use kotlin.math.sin instead.", ReplaceWith("kotlin.math.sin(value)", "kotlin.math")
                level = DeprecationLevel.ERROR)
    public fun sin(value: Double): Double
    @Deprecated("Use kotlin.math.exp instead.", ReplaceWith("kotlin.math.exp(value)", "kotlin.math")
                level = DeprecationLevel.ERROR)
    public fun exp(value: Double): Double
    @Deprecated("Use maxOf or kotlin.math.max instead", level = DeprecationLevel.ERROR)
    public fun max(vararg values: Int): Int
    @Deprecated("Use maxOf or kotlin.math.max instead", level = DeprecationLevel.ERROR)
    public fun max(vararg values: Float): Float
    @Deprecated("Use maxOf or kotlin.math.max instead", level = DeprecationLevel.ERROR)
    public fun max(vararg values: Double): Double
    @Deprecated("Use kotlin.math.cos instead.", ReplaceWith("kotlin.math.cos(value)", "kotlin.math")
                level = DeprecationLevel.ERROR)
    public fun cos(value: Double): Double
    @Deprecated("Use kotlin.math.sin instead.", ReplaceWith("kotlin.math.sin(value)", "kotlin.math")
                level = DeprecationLevel.ERROR)
    public fun sin(value: Double): Double
    @Deprecated("Use kotlin.math.exp instead.", ReplaceWith("kotlin.math.exp(value)", "kotlin.math")
                level = DeprecationLevel.ERROR)
    public fun exp(value: Double): Double
    @Deprecated("Use maxOf or kotlin.math.max instead", level = DeprecationLevel.ERROR)
    public fun max(vararg values: Int): Int
    @Deprecated("Use maxOf or kotlin.math.max instead", level = DeprecationLevel.ERROR)
    public fun max(vararg values: Float): Float
    @Deprecated("Use maxOf or kotlin.math.max instead", level = DeprecationLevel.ERROR)
    public fun max(vararg values: Double): Double
    @Deprecated("Use minOf or kotlin.math.min instead", level = DeprecationLevel.ERROR)
    public fun min(vararg values: Int): Int
    @Deprecated("Use minOf or kotlin.math.min instead", level = DeprecationLevel.ERROR)
    public fun min(vararg values: Float): Float
    @Deprecated("Use minOf or kotlin.math.min instead", level = DeprecationLevel.ERROR)
    public fun min(vararg values: Double): Double
    @Deprecated("Use kotlin.math.sqrt instead.", ReplaceWith("kotlin.math.sqrt(value)", "kotlin.math")
                level = DeprecationLevel.ERROR)
    public fun sqrt(value: Double): Double
    @Deprecated("Use kotlin.math.tan instead.", ReplaceWith("kotlin.math.tan(value)", "kotlin.math")
                level = DeprecationLevel.ERROR)
    public fun tan(value: Double): Double
    @Deprecated("Use kotlin.math.ln instead.", ReplaceWith("kotlin.math.ln(value)", "kotlin.math")
                level = DeprecationLevel.ERROR)
    public fun log(value: Double): Double
    @Deprecated("Use kotlin.math.pow instead.", ReplaceWith("kotlin.math.pow(value)", "kotlin.math")
                level = DeprecationLevel.ERROR)
    public fun pow(value: Double): Double
```
pow(base: Double, exp: Double): Double
@Deprecated("Use kotlin.math.pow instead.",
ReplaceWith("kotlin.pow(base, exp)", "kotlin.math.pow(base, exp)"), level = DeprecationLevel.ERROR)
public fun pow(value: Number, base: Double, exp: Double): Double

Int
@Deprecated("Use kotlin.math.round instead.",
ReplaceWith("round(value)", "kotlin.math.round"), level = DeprecationLevel.ERROR)
public fun round(value: Number): Int

Int
@Deprecated("Use kotlin.math.floor instead.",
ReplaceWith("floor(value)", "kotlin.math.floor"), level = DeprecationLevel.ERROR)
public fun floor(value: Number): Int

Int
@Deprecated("Use kotlin.math.ceil instead.",
ReplaceWith("ceil(value)", "kotlin.math.ceil"), level = DeprecationLevel.ERROR)
public fun ceil(value: Number): Int

@PublishedApi
internal fun trunc(value: Number): Double
@PublishedApi
internal fun sign(value: Number): Double

@PublishedApi
internal fun sinh(value: Double): Double
@PublishedApi
internal fun cosh(value: Double): Double
@PublishedApi
internal fun tanh(value: Double): Double
@PublishedApi
internal fun asinh(value: Double): Double
@PublishedApi
internal fun acosh(value: Double): Double

@PublishedApi
internal fun atanh(value: Double): Double

@PublishedApi
internal fun hypot(x: Double, y: Double): Double

@PublishedApi
internal fun expm1(value: Double): Double

@PublishedApi
internal fun log10(value: Double): Double
@PublishedApi
internal fun log2(value: Double): Double
@PublishedApi
internal fun log1p(value: Double): Double

@PublishedApi
internal fun clz32(value: Int): Int

/**
 * Returns the smaller of two values.
 */
@Suppress("DEPRECATION")
@Deprecated("Use minOf or kotlin.math.min instead",
ReplaceWith("minOf(a, b)", "kotlin.math.min(a, b)"), level = DeprecationLevel.ERROR)
public fun Math.min(a: Long, b: Long): Long =
    if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@Suppress("DEPRECATION")
@Deprecated("Use maxOf or kotlin.math.max instead",
ReplaceWith("maxOf(a, b)", "kotlin.math.max(a, b)"), level = DeprecationLevel.ERROR)
public fun Math.max(a: Long, b: Long): Long =
    if (a >= b) a else b

/**
 * An interface for indexing access to a collection of
 * key-value pairs, where type of key is [String] and type of value is [Any?][Any].
 */
public external interface Json
{
    /**
     * Calls to the function will be translated to indexing operation (square brackets) on the receiver with
     * [propertyName] as the argument.
     * E.g. for next code:
     * ```kotlin
     * fun test(j: Json, p: String) = j["prop"] + j.get(p)
     * ```
     * will be generated:
     * ```js
     * function test(j, p) {
     *     return j["prop"] + j[p];
     * }
     * ```
     */
    operator fun get(propertyName: String): Any?

    /**
     * Calls
     * of the function will be translated to an assignment of [value] to the receiver indexed (with square brackets/index operation) with [propertyName].
     * E.g. for the following code:
     * ```kotlin
     * fun test(j: Json, p: String, newValue: Any) {
     *     j["prop"] = 1
     *     j.set(p, newValue)
     * }
     * ```
     * will be generated:
     * ```js
     * function test(j, p, newValue) {
     *     j["prop"] = 1;
     *     j[p] = newValue;
     * }
     * ```
     */
    operator fun set(propertyName: String, value: Any?): Unit
}

/**
 * Returns a
 * simple JavaScript object (as [Json]) using provided key-value pairs as names and values of its properties.
 */
public fun json(vararg pairs: Pair<String, Any?>): Json {
    val res: dynamic = js("({})")
    for ((name, value) in pairs) {
        res[name] = value
    }
    return res
}

/**
 * Adds key-value pairs from [other] to
 * [this].
 * Returns the original receiver.
 */
public fun Json.add(other: Json): Json {
    val keys: Array<String> = js("Object").keys(other)
    for (key in keys) {
        if (other.asDynamic().hasOwnProperty(key)) {
            this[key] = other[key];
        }
    }
    return this
}

/**
 */
@Suppress("NOT_DOCUMENTED")
public external object JSON {
    public fun stringify(o: Any?): String
    public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)?): String
    public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)?: String
    public fun stringify(o: Any?, replacer: Array<String>): String
    public fun stringify(o: Any?, replacer: Array<String>, space: Int): String
    public fun loadString(string: String): Json
}

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*/
@file:Suppress("DEPRECATION", "DEPRECATION_ERROR")
package kotlin.math

import kotlin.internal.InlineOnly
import kotlin.js.Math as nativeMath

// region

// Double Math
================ Double Math ========================================

/** Computes the sine of the angle [x] given in radians. *
 * Special cases:
 * - `sin(NaN|+Inf|-Inf)` is `NaN`
 */
@SinceKotlin("1.2")
public actual inline fun sin(x: Double): Double = nativeMath.sin(x)

/** Computes the cosine of the angle [x] given in radians. *
 * Special cases:
 * - `cos(NaN|+Inf|-Inf)` is `NaN`
 */
@SinceKotlin("1.2")
public actual inline fun cos(x: Double): Double = nativeMath.cos(x)

/** Computes the tangent of the angle [x] given in radians. *
 * Special cases:
 * - `tan(NaN|+Inf|-Inf)` is `NaN`
 */
@SinceKotlin("1.2")
public actual inline fun tan(x: Double): Double = nativeMath.tan(x)

/** Computes the arc sine of the value [x]; the returned value is an angle in the range from -PI/2 to PI/2 radians. *
 * Special cases:
 * - `asin(x)` is `NaN`, when `abs(x) > 1` or `x` is `NaN`
 */
@SinceKotlin("1.2")
public actual inline fun asin(x: Double): Double = nativeMath.asin(x)

/** Computes the arc cosine of the value [x]; the returned value is an angle in the range from 0.0 to PI radians. *
 * Special cases:
 * - `acos(x)` is `NaN`, when `abs(x) > 1` or `x` is `NaN`
 */
@SinceKotlin("1.2")
public actual inline fun acos(x: Double): Double = nativeMath.acos(x)

/** Computes the arc tangent of the value [x]; the returned value is an angle in the range from -PI/2 to PI/2 radians. *
 * Special cases:
 * - `atan(x)` is `NaN`, when `x` is `NaN`
 */
@SinceKotlin("1.2")
public actual inline fun atan(x: Double): Double = nativeMath.atan(x)

/** Computes the arc tangent of the value [x] and [y] by computing the arc tangent of the value [y] / [x]; the returned value is an angle in the range from -PI to PI radians. *
 * Special cases:
 * - `atan2(0.0, 0.0)` is `0.0`
 */
@SinceKotlin("1.2")
public actual inline fun atan2(y: Double, x: Double): Double = nativeMath.atan2(y, x)

/** Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] / [x]; the returned value is an angle in the range from -PI to PI radians. *
 * Special cases:
 * - `atan2(0.0, 0.0)` is `0.0`
 */
@SinceKotlin("1.2")
public actual inline fun atan2(y: Double, x: Double): Double = nativeMath.atan2(y, x)

/** Computes the hyperbolic sine of the value [x]. *
 * Special cases:
 * - `sinh(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
public actual inline fun sinh(x: Double): Double = nativeMath.sinh(x)

/** Computes the hyperbolic cosine of the value [x]. *
 * Special cases:
 * - `cosh(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
public actual inline fun cosh(x: Double): Double = nativeMath.cosh(x)

/** Computes the hyperbolic tangent of the value [x]. *
 * Special cases:
 * - `tanh(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
public actual inline fun tanh(x: Double): Double = nativeMath.tanh(x)

/** Computes the inverse hyperbolic sine of the value [x]. *
 * Special cases:
 * - `asinh(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
public actual inline fun asinh(x: Double): Double = nativeMath.asinh(x)

/** Computes the inverse hyperbolic cosine of the value [x]. *
 * Special cases:
 * - `acosh(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
public actual inline fun acosh(x: Double): Double = nativeMath.acosh(x)

/** Computes the inverse hyperbolic tangent of the value [x]. *
 * Special cases:
 * - `tanh(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
public actual inline fun tanh(x: Double): Double = nativeMath.tanh(x)

/** Computes the inverse hyperbolic tangent of the value [x]. *
 * Special cases:
 * - `tanh(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
public actual inline fun asinh(x: Double): Double = nativeMath.asinh(x)

/** Computes the inverse hyperbolic cosine of the value [x]. *
 * Special cases:
 * - `acosh(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
public actual inline fun acosh(x: Double): Double = nativeMath.acosh(x)
Double): Double = nativeMath.hypot(x, y)\n\n* Computes the positive square root of the value [x].\n* Special cases:\n  * - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN``\n* @SinceKotlin("1.2")\n* @InlineOnly\n* @public\n* actual\n* inline\n* fun\n* sqrt(x: Double): Double = nativeMath.sqrt(x)\n
/**
 * Computes Euler's number `e` raised to the power of the value [x].\n* Special cases:\n  * - `exp(NaN)` is `NaN``\n  * - `exp(±Inf)` is `±Inf``\n  * - `exp(-Inf)` is `-0.0``\n*/
* @SinceKotlin("1.2")\n* @InlineOnly\n* @public\n* actual\n* inline\n* fun\n* exp(x: Double): Double = nativeMath.exp(x)\n
/**
 * Computes `exp(x) - 1`.\n* This function can be implemented to produce more\n* precise result for [x] near zero.\n* Special cases:\n  * - `expm1(NaN)` is `NaN``\n  * - `expm1(±Inf)` is `±Inf``\n  * - `expm1(-Inf)` is `-1.0``\n* @see [exp] function.\n* @SinceKotlin("1.2")\n* @InlineOnly\n* @public\n* actual\n* inline\n* fun\n* expm1(x: Double): Double = nativeMath.expm1(x)\n
/**
 * Rounds the given value [x] to an integer towards positive infinity.\n* @return the\n* smallest double value that is greater than or equal to the given value [x] and is a mathematical integer.\n* @SinceKotlin("1.2")\n* @InlineOnly\n* @public\n* actual\n* inline\n* fun\n* ceil(x: Double): Double = nativeMath.ceil(x).unsafeCast<Double>()\n
/**
 * Rounds the given value [x] to an integer towards negative infinity.\n* @return the\n* largest double value that is smaller than or equal to the given value [x] and is a mathematical integer.\n* @SinceKotlin("1.2")\n* @InlineOnly\n* @public\n* actual\n* inline\n* fun\n* floor(x: Double): Double = nativeMath.floor(x).unsafeCast<Double>()\n
/**
 * Rounds the given value [x] to an integer towards zero.\n* @return the\n* value [x] having its fractional part truncated.\n* @SinceKotlin("1.2")\n* @InlineOnly\n* @public\n* actual\n* inline\n* fun\n* trunc(x: Double): Double = nativeMath.trunc(x)\n
/**
 * Returns the absolute value of the\n* given value [x].\n* @return the\n* absolute value of the given value [x].\n* @SinceKotlin("1.2")\n* @InlineOnly\n* @public\n* actual\n* inline\n* fun\n* abs(x: Double): Double = nativeMath.abs(x)\n
/**
 * Returns the sign of the given value [x]:\n*   - `-1.0` if the value is negative,\n* @SinceKotlin("1.2")\n* @InlineOnly\n* @public\n* actual\n* inline\n* fun\n* sign(x: Double): Double =
Float Math

---

*Computes the sine of the angle [x] given in radians.*

```
*atSin(NaN) = NaN
```

*Computes the cosine of the angle [x] given in radians.*

```
*atCos(NaN) = NaN
```

*Computes the tangent of the angle [x] given in radians.*

```
*atTan(NaN) = NaN
```

---

Float Math

---

*Computes the arc sine of the value [x] in radians.*

```
*asSin(NaN) = NaN
```

*Computes the arc cosine of the value [x] in radians.*

```
*asCos(NaN) = NaN
```

*Computes the arc tangent of the value [x] in radians.*

```
*atTan(NaN) = NaN
```

---

Float Math

---

*Computes the square root of the value [x].*  

```
*sqrt(NaN) = NaN
```

---

Float Math

---

*Computes the natural logarithm of the value [x].*  

```
*log(NaN) = NaN
```

---

Float Math

---

*Computes the exponential of the value [x].*  

```
*exp(NaN) = NaN
```

---

Float Math

---

*Computes the logarithm base 2 of the value [x].*  

```
*log2(NaN) = NaN
```

---

Float Math

---

*Computes the logarithm base e of the value [x].*  

```
*log10(NaN) = NaN
```

---

Float Math

---

*Computes the inverse hyperbolic sine of the value [x].*  

```
*asinh(NaN) = NaN
```

---

Float Math

---

*Computes the inverse hyperbolic cosine of the value [x].*  

```
*acosh(NaN) = NaN
```

---

Float Math

---

*Computes the inverse hyperbolic tangent of the value [x].*  

```
*tanh(NaN) = NaN
```

---

Float Math

---

*Computes the square root of the value [x].*  

```
*sqrt(x) = x
```

---

Float Math

---

*Computes the natural logarithm of the value [x].*  

```
*log(x) = x
```

---

Float Math

---

*Computes the exponential of the value [x].*  

```
*exp(x) = x
```

---

Float Math

---

*Computes the logarithm base 2 of the value [x].*  

```
*log2(x) = x
```

---

Float Math

---

*Computes the logarithm base e of the value [x].*  

```
*log10(x) = x
```

---

Float Math

---

*Computes the inverse hyperbolic sine of the value [x].*  

```
*asinh(x) = x
```

---

Float Math

---

*Computes the inverse hyperbolic cosine of the value [x].*  

```
*acosh(x) = x
```

---

Float Math

---

*Computes the inverse hyperbolic tangent of the value [x].*  

```
*tanh(x) = x
```

---

Float Math

---

*Computes the square root of the value [x].*  

```
*sqrt(x) = x
```

---

Float Math

---

*Computes the natural logarithm of the value [x].*  

```
*log(x) = x
```

---

Float Math

---

*Computes the exponential of the value [x].*  

```
*exp(x) = x
```

---

Float Math

---

*Computes the logarithm base 2 of the value [x].*  

```
*log2(x) = x
```

---

Float Math

---

*Computes the logarithm base e of the value [x].*  

```
*log10(x) = x
```

---

Float Math

---

*Computes the inverse hyperbolic sine of the value [x].*  

```
*asinh(x) = x
```

---

Float Math

---

*Computes the inverse hyperbolic cosine of the value [x].*  

```
*acosh(x) = x
```

---

Float Math

---

*Computes the inverse hyperbolic tangent of the value [x].*  

```
*tanh(x) = x
```

---

Float Math

---

*Computes the square root of the value [x].*  

```
*sqrt(x) = x
```

---

Float Math

---

*Computes the natural logarithm of the value [x].*  

```
*log(x) = x
```

---

Float Math

---

*Computes the exponential of the value [x].*  

```
*exp(x) = x
```

---

Float Math

---

*Computes the logarithm base 2 of the value [x].*  

```
*log2(x) = x
```

---

Float Math

---

*Computes the logarithm base e of the value [x].*  

```
*log10(x) = x
```
hypot(x: Float, y: Float): Float = nativeMath.hypot(x.toDouble(), y.toDouble()).toFloat()

/**
 * Computes the positive square root of the value [x] if either `x` or `y` are `NaN`. `hypot(1.0, 1.0)` is `1.4142135623730951`.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun hypot(x: Float, y: Float): Float = nativeMath.hypot(x.toDouble(), y.toDouble()).toFloat()

/**
 * Computes Euler's number `e` raised to the power of the value `x`.
 *
 * Special cases:
 *   - `exp(x)` is `NaN` when `x` is `NaN`.
 *   - `exp(-Inf)` is `0.0`.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun exp(x: Float): Float = exp(x.toDouble()).toFloat()

/**
 * Computes the logarithm of the value `x` to the given base.
 *
 * Special cases:
 *   - `log(x)` is `NaN` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
 *   - `log(-0)` is `-Inf`.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log(x: Float, base: Float): Float = log(x.toDouble(), base.toDouble()).toFloat()
nativeMath.sign(x.toDouble()).toFloat()\n
/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2")
public actual inline fun min(a: Float, b: Float): Float = nativeMath.min(a, b)\n
/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2")
public actual inline fun max(a: Float, b: Float): Float = nativeMath.max(a, b)\n
/**
 * Returns the absolute value of this value.
 */
@SinceKotlin("1.2")
public actual inline val Float.absoluteValue: Float get() = nativeMath.abs(this.toDouble()).toFloat()\n
/**
 * Returns the sign of this value:
 *   - `-1.0` if the value is negative,
 *   - zero if the value is zero,
 *   - `1.0` if the value is positive
 */
@SinceKotlin("1.2")
public actual inline val Float.sign: Float get() = nativeMath.sign(this.toDouble()).toFloat()\n
/**
 * Returns this value with the sign bit same as of the [sign] value.
 */
@SinceKotlin("1.2")
public actual inline fun Float.withSign(sign: Float): Float = this.toDouble().withSign(sign.toDouble()).toFloat()\n
/**
 * Returns this value with the sign bit same as of the [sign] value.
 */
@SinceKotlin("1.2")
public actual inline fun Float.withSign(sign: Int): Float = this.toDouble().withSign(sign.toDouble()).toFloat()\n
/**
 * Rounds this [Float] value to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.
 */
@SinceKotlin("1.2")
public actual inline fun Float.roundToInt(): Int = toDouble().roundToInt()\n
/**
 * Rounds this [Float] value to the nearest integer and converts the result to [Long].
 * Ties are rounded towards positive infinity.
 */
@SinceKotlin("1.2")
public actual inline fun Float.roundToLong(): Long = toDouble().roundToLong()\

/**
 * Returns the absolute value of the given value.
 */
@SinceKotlin("1.2")
public actual fun abs(n: Int): Int = if (n < 0) (-n or 0) else n\n
/**
 * Returns the absolute value of the given value.
 */
@SinceKotlin("1.2")
public actual fun abs(n: Long): Long = if (n < 0) -n else n\n
====================================================================
public actual inline fun min(a: Long, b: Long): Long = if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
public actual inline fun max(a: Long, b: Long): Long = if (a >= b) a else b

/**
 * Returns the absolute value of this value.
 *
 * Special cases:
 * - `Long.MIN_VALUE.absoluteValue` is `Long.MIN_VALUE` due to an overflow
 * - `abs(0)` is `0`
 *
 * @see abs function
 */
public actual inline fun Long.absoluteValue: Long get() = abs(this)

/**
 * Returns `true` if the specified number is a Not-a-Number (NaN) value, `false` otherwise.
 */
public actual fun Double.isNaN(): Boolean = this != this

/**
 * Returns `true` if the specified number is a Not-a-Number (NaN) value, `false` otherwise.
 */
public actual fun Float.isNaN(): Boolean = this != this

/**
 * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for `NaN` and infinity arguments).
 */
public actual fun Double.isFinite(): Boolean = !isInfinite() && !isNaN()

/**
 * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for `NaN` and infinity arguments).
 */
public actual fun Float.isFinite(): Boolean = !isInfinite() && !isNaN()

/**
 * Counts the number of set bits in the binary representation of this [Int] number.
 */
public actual fun Int.countOneBits(): Int {
    var v = this
    v = (v and 0x55555555) + (v.ushr(1) and 0x55555555)
    v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)
    v = (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)
    v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)
    return v
}

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
 */
public actual fun Int.countLeadingZeroBits(): Int = kotlin.js.Math.clz32(this)

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
 */
public actual fun Int.countTrailingZeroBits(): Int = Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number.
 */
public actual fun Int.takeHighestOneBit(): Int = 

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number.
 */
public actual fun Int.takeLowestOneBit(): Int =

/**
 * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.
 */
public actual fun Int.rotateLeft(bitCount: Int): Int =

/**
 * Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.
 */
public actual fun Int.rotateRight(bitCount: Int): Int =

/**
 * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.
 */
public actual fun Int.rotateLeft(bitCount: Int): Int =

/**
 * Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.
 */
public actual fun Int.rotateRight(bitCount: Int): Int =

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 */
the number as the most significant bits on the left side.

*\n* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.

\`
number.rotateRight(-n) == number.rotateLeft(n)
\`

*\n* Rotating by a multiple of `Int.SIZE_BITS` (32) returns the same number, or more generally:

\`
\text{number.rotateRight(n)} == number.rotateRight(n \mod 32)
\`

*/

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.rotateRight(bitCount: Int): Int =
    shl(Int.SIZE_BITS - bitCount) or ushr(bitCount)

/**
 * Counts the number of set bits in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.countOneBits(): Int =
    high.countOneBits() + low.countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.countLeadingZeroBits(): Int =
    when (val high = this.high) {
        0 -> Int.SIZE_BITS + low.countLeadingZeroBits()
        else -> high.countLeadingZeroBits()
    }

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.countTrailingZeroBits(): Int =
    when (val low = this.low) {
        0 -> Int.SIZE_BITS + high.countTrailingZeroBits()
        else -> low.countTrailingZeroBits()
    }

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number, or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.takeHighestOneBit(): Int =
    when (val high = this.high) {
        0 -> Int(low.takeHighestOneBit(), 0)
        else -> Long(high, low.takeHighestOneBit())
    }

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number, or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.takeLowestOneBit(): Int =
    when (val low = this.low) {
        0 -> Long(0, high.takeLowestOneBit())
        else -> Long(high, low.takeLowestOneBit())
    }

/**
 * Rotates the binary representation of this [Long] number right by a negative bit count is the same as rotating it left by the negated bit count:

\`
number.rotateRight(-n) == number.rotateLeft(n)
\`

Rotating by a multiple of `Long.SIZE_BITS` (64) returns the same number, or more generally:

\`
\text{number.rotateRight(n)} == number.rotateRight(n \mod 64)
\`

*/

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.rotateRight(bitCount: Int): Long =
    if ((bitCount and 31) != 0) {
        val low = this.low
        val high = this.high
        val newLow =
            low.shl(bitCount) or high.ushr(-bitCount)
        val newHigh = high.shl(bitCount) or low.ushr(-bitCount)
        return if ((bitCount and 32) == 0) Long(newLow, newHigh) else Long(high, low)
    } else {
        return if ((bitCount and 32) == 0) this else Long(high, low)
    }

/**
 * Rotates the binary representation of this [Long] number right by a negative bit count is the same as rotating it left by the negated bit count:

\`
number.rotateRight(-n) == number.rotateLeft(n)
\`

Rotating by a multiple of `Long.SIZE_BITS` (64) returns the same number, or more generally:

\`
\text{number.rotateRight(n)} == number.rotateRight(n \mod 64)
\`

*/

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.rotateRight(bitCount: Int): Long =
    rotateLeft(-bitCount)

/**
 * Exposes the JavaScript [Promise object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise) to Kotlin.
 */
@Suppress("NOT_DOCUMENTED")
public final class Promise<out T>(executor: (resolve: (T) -> Unit, reject: (Throwable) -> Unit) -> Unit) {
    public open fun <S>
        then(onFulfilled: ((T) -> S)?): Promise<S>

    public open fun <S>
        then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>

    public open fun <S>
catch(onRejected: (Throwable) -> S): Promise<S>?

    companion object {
        public fun <S> all(promise: Array<out Promise<S>>): Promise<Array<out S>>{
            return Promise.all(promise.map { it }).then { result: S[] -> result }
        }

        public fun <S> race(promise: Array<out Promise<S>>): Promise<S>{
            return Promise.race(promise.map { it }).then { result: S -> result }
        }

        public fun reject(e: Throwable): Promise<Nothing>{
            return Promise.reject(e)
        }

        public fun <S> resolve(e: S): Promise<S>{
            return Promise.resolve(e)
        }
    }
}

// It's workaround
inline fun <T, S> Promise<Promise<T>>.then(
    noinline onFulfilled: ((T) -> S)?,
    noinline onRejected: ((Throwable) -> S)?
): Promise<S> {
    return this.unsafeCast<Promise<T>>().then(onFulfilled, onRejected)
}

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 * LICENSE.txt file.
 */

package kotlin.random

import kotlin.math.pow

internal actual fun defaultPlatformRandom(): Random =
    Random(js("(Math.random() * Math.pow(2, 32)) | 0")).unsafeCast<Int>()

private val INV_2_26: Double = 2.0.pow(-26)
private val INV_2_53: Double = 2.0.pow(-53)
internal actual fun doubleFromParts(hi26: Int, low27: Int): Double =
    hi26 * INV_2_26 + low27 * INV_2_53

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 */

package kotlin.js

import kotlin.reflect.KClass
import kotlin.reflect.js.internal.KClassImpl

/**
 * Represents the constructor of a class. Instances of `JsClass` can be
 * passed to JavaScript APIs that expect a constructor reference.
 */
external interface JsClass<T : Any> {
    /**
     * Returns the unqualified name of the class represented by this instance.
     */
    val name: String
}

@Deprecated("Use class literal and extension property `js` instead.", replaceWith =
    ReplaceWith("T::class.js"), level = DeprecationLevel.ERROR)
external fun <T : Any> jsClass(): JsClass<T>

@Deprecated("Use class literal and extension property `js` instead.", replaceWith =
    ReplaceWith("this::class.js"), level = DeprecationLevel.ERROR)
val <T : Any> T.jsClass: JsClass<T>
    get() = when (jsTypeOf(this)) {
        "string" -> js("String")
        "number" -> js("Number")
        "boolean" -> js("Boolean")
        else -> js("Object").getPrototypeOf(this).constructor
    }

/**
 * Obtains a `KClass` instance for the given constructor reference.
 */
val <T : Any> KClass<T>.js: JsClass<T>
    get() = (this as KClassImpl<T>).jClass

/**
 * Obtains a constructor reference for the given `KClass`.
 */
val <T : Any> KClass<T>.js: JsClass<T>
    get() = getKClass(this)

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 */

package kotlin.reflect.js.internal

import kotlin.reflect.*

internal abstract class KClassImpl<T : Any>(
    internal open val jClass: JsClass<T>
) : KClass<T> {
    override val annotations: List<Annotation> = TODO()
    override val constructors: Collection<KFunction<T>> = TODO()
    override val isAbstract: Boolean = TODO()
    override val isCompanion: Boolean = TODO()
    override val isData: Boolean = TODO()
    override val isFinal: Boolean = TODO()
    override val isOpen: Boolean = TODO()
    override val isSealed: Boolean = TODO()
    override val members: Collection<KCallable<*>> = TODO()
    override val nestedClasses: Collection<KClass<*>> = TODO()
    override val objectInstance: T? = TODO()
    override val qualifiedName: String? = TODO()
    override val supertypes: List<KType> = TODO()
    override val typeParameters: List<KTypeParameter> = TODO()
    override val sealedSubclasses: List<KClass<out T>> = TODO()
    override val visibility: KVisibility? = TODO()

    override fun equals(other: Any?): Boolean {
        return other is KClassImpl<*> && jClass == other.jClass
    }

    override fun hashCode(): Int = jClass.hashCode()

    override fun toString(): String = jClass
}

internal class SimpleKClassImpl<T : Any>(jClass: JsClass<T>) : KClassImpl<T>(jClass) {
    override val simpleName: String? = jClass.asDynamic().`$metadata$`?.simpleName

    override fun isInstance(value: Any?): Boolean {
        return jsIsType(value, jClass)
    }
}
PrimitiveKClassImpl<T : Any>(
    jClass: JsClass<T>,
    private val givenSimpleName: String,
    private val isInstanceFunction: (Any?) -> Boolean
) : KClassImpl<T>(jClass) {
    override fun equals(other: Any?): Boolean {
        if (other !is PrimitiveKClassImpl<*>) return false
        return super.equals(other) && givenSimpleName == other.givenSimpleName
    }

    override fun isInstance(value: Any?): Boolean {
        return isInstanceFunction(value)
    }

    override fun isInstance(value: Any?): Boolean {
        return isInstanceFunction(value)
    }

    override fun simpleName: String? get() = givenSimpleName
}

internal object NothingKClassImpl : KClassImpl<Nothing>(js("Object")) {
    override val simpleName: String = "Nothing"

    override fun isInstance(value: Any?): Boolean = false

    override fun isInstance(value: Any?): Boolean = false

    override fun jClass: JsClass<Nothing> = throw UnsupportedOperationException("There's no native JS class for Nothing type")

    override fun isInstance(value: Any?): Boolean = false

    override fun isInstance(value: Any?): Boolean = false

    override fun equals(other: Any?): Boolean = other.isInstanceFunction(value)

    override fun hashCode(): Int = 0
}

import kotlin.reflect.*

internal class KTypeImpl(
    override val classifier: KClassifier,
    override val arguments: List<KTypeProjection>,
    override val isMarkedNullable: Boolean
) : KType {
    override val annotations: List<Annotation> = emptyList()

    override fun equals(other: Any?): Boolean {
        return other is KTypeImpl &&
                classifier == other.classifier && arguments == other.arguments && isMarkedNullable == other.isMarkedNullable
    }

    override fun hashCode(): Int =
        (classifier.hashCode() * 31 + arguments.hashCode()) * 31 +
        isMarkedNullable.hashCode()

    override fun toString(): String {
        val kClass = (classifier as? KClass<*>)

        when {
            kClass == null -> classifier.toString()
            kClass.simpleName != null
            -> kClass.simpleName
            else -> "(non-denotable type)"
        }

        val args =
            if (arguments.isEmpty()) ""
            else arguments.joinToString(", ", "<", ">") { it.asString() }
        val nullable = if (isMarkedNullable) "?" else ""

        return classifierName + args + nullable
    }
}

internal object DynamicKType : KType {
    override val classifier: KClassifier? = null
    override val arguments: List<KTypeProjection> = emptyList()
    override val isMarkedNullable: Boolean = false
    override val annotations: List<Annotation> = emptyList()
    override fun toString(): String = "dynamic"
}

internal fun KVariance.prefixString() =
    when (this) {
        KVariance.INVARIANT -> "V"
        KVariance.IN -> "V" + (classifier.hashCode() * 31 + arguments.hashCode()) * 31 +
        isMarkedNullable.hashCode
        KVariance.OUT -> "V" + (classifier.hashCode() * 31 + arguments.hashCode()) * 31 +
        isMarkedNullable.hashCode
        KVariance.OUTVARIANT -> "V" + (classifier.hashCode() * 31 + arguments.hashCode()) * 31 +
        isMarkedNullable.hashCode
        KVariance.INVARIANT -> "V" + (classifier.hashCode() * 31 + arguments.hashCode()) * 31 +
        isMarkedNullable.hashCode
    }

// TODO: Remove once JsReflectionAPICallChecker supports more reflection types

package kotlin.reflect.js.internal

import kotlin.reflect.*

internal class KTypeImpl
    classifier: KClassifier,
    arguments: List<KTypeProjection>,
    isMarkedNullable: Boolean
) : KType {
    override val annotations: List<Annotation> = emptyList()

    override fun equals(other: Any?): Boolean {
        return other is KTypeImpl &&
                classifier == other.classifier && arguments == other.arguments && isMarkedNullable == other.isMarkedNullable
    }

    override fun hashCode(): Int =
        (classifier.hashCode() * 31 + arguments.hashCode()) * 31 +
        isMarkedNullable.hashCode

    override fun toString(): String {
        val kClass = (classifier as? KClass<*>)

        when {
            kClass == null -> classifier.toString()
            kClass.simpleName != null
            -> kClass.simpleName
            else -> "(non-denotable type)"
        }

        val args =
            if (arguments.isEmpty()) ""
            else arguments.joinToString(", ", "<", ">") { it.asString() }
        val nullable = if (isMarkedNullable) "?" else ""

        return classifierName + args + nullable
    }
}

internal object DynamicKType : KType {
    override val classifier: KClassifier? = null
    override val arguments: List<KTypeProjection> = emptyList()
    override val isMarkedNullable: Boolean = false
    override val annotations: List<Annotation> = emptyList()
    override fun toString(): String = "dynamic"

    override fun isInstance(value: Any?): Boolean {
        return isInstanceFunction(value)
    }

    override fun equals(other: Any?): Boolean {
        return isInstanceFunction(value)
    }

    override fun isInstance(value: Any?): Boolean {
        return isInstanceFunction(value)
    }

    override fun jClass: JsClass<Nothing> = throw UnsupportedOperationException("There's no native JS class for Nothing type")

    override fun isInstance(value: Any?): Boolean = false

    override fun isInstance(value: Any?): Boolean = false

    override fun equals(other: Any?): Boolean = other.isInstanceFunction(value)

    override fun hashCode(): Int = 0
}
arrayOfNulls<KClassImpl<Any>>(0), /*
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 * Language contributors. */ Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */

// a package is omitted to get declarations directly under the module

import kotlin.reflect.*
import kotlin.reflect.js.internal.*

@JsName("getKClass")
internal fun <T : Any> getKClass(jClass: JsClass<T>): KClass<T> =
    getOrCreateKClass(jClass)

@JsName("getKClassFromExpression")
internal fun <T : Any> getKClassFromExpression(e: T): KClass<T> =
    when (jsTypeOf(e)) {
        "string" ->
            PrimitiveClasses.stringClass
        "number" -> if (jsBitwiseOr(e, 0).asDynamic() === e)
            PrimitiveClasses.doubleClass
        "boolean" -> PrimitiveClasses.booleanClass
    }

private fun <T : Any> getOrCreateKClass(jClass: JsClass<T>): KClass<T> {
    if (jClass === js("String")) return PrimitiveClasses.stringClass.unsafeCast<KClass<T>>()

    val metadata = jClass.asDynamic().`$metadata$`
    return if (metadata != null) {
        if (metadata.`$kClass$` == null) {
            val kClass = SimpleKClassImpl(jClass)
            metadata.`$kClass$` = kClass
            kClass
        } else {
            metadata.`$kClass$`
        }
    } else {
        SimpleKClassImpl(jClass)
    }
}

package kotlin.js

/**
 */
@Suppress("NOT_DOCUMENTED")
public external class RegExp(pattern: String, flags: String? = definedExternally) {

    public fun test(str: String): Boolean

    public fun exec(str: String): RegExpMatch?

    public override fun toString(): String

    /**
     * The lastIndex is a read/write integer property of regular
     * expressions that specifies the index at which to start the next match.
     */
    public var lastIndex: Int

    public var global: Boolean
    public var ignoreCase: Boolean
    public var multiline: Boolean
}

/**
 * Resets the regular expression so that subsequent [RegExp.test] and [RegExp.exec] calls will match starting with the beginning
 * of the input string.
 */
public fun RegExp.reset() {
    lastIndex = 0
}

// TODO: Inherit from array or
 /**
 * Represents the return value of [RegExp.exec].
 */
@Suppress("NOT_DOCUMENTED")
public external interface RegExpMatch {
    public val index: Int

    public val input: String

    public val length: Int

    /**
     * Returns the entire text matched by [RegExp.exec] if
     * the [index] parameter is 0, or the text matched by each capturing parenthesis
     * at the given index.
     */

    /**
     * Converts the result of [RegExp.exec] to an array where the first element contains the entire matched text and each subsequent
     * element is the text matched by each capturing parenthesis.
     */
    public inline fun RegExpMatch.asArray(): Array<out String?> = unsafeCast<Array<out String?>>()
}

package kotlin.sequences

internal actual class ConstrainedOnceSequence<T> actual constructor(sequence: Sequence<T>) : Sequence<T> {
    private var sequenceRef: Sequence<T>? = sequence

    actual override fun iterator(): Iterator<T> {
        val sequence =
@param startIndex the beginning (inclusive) of the subsequence to append.
 * @param endIndex the end (exclusive) of the subsequence to append.
 * @throws IndexOutOfBoundsException or [IllegalStateException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 * @param SinceKotlin("1.3")
 * @ExperimentalStdlibApi
 * @SinceKotlin("1.3")
 * @PublicFun appendRange(value: CharSequence?, startindex: Int, endindex: Int): StringBuilder {
 * @param value the array from which characters are inserted.
 * @param startindex the beginning (inclusive) of the subarray to insert.
 * @param endindex the end (exclusive) of the subarray to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 * @Throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException if [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 * @Throws IndexOutOfBoundsException if [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 * @Throws IndexOutOfBoundsException if [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 * @param startindex the beginning (inclusive) of the subsequence to append.
 * @param endindex the end (exclusive) of the subsequence to append.
 * @Throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 * @param value the array from which characters are inserted.
 * @param startIndex the beginning (inclusive) of the subarray to insert.
 * @param endIndex the end (exclusive) of the subarray to insert.
 * @param value the character sequence from which a subsequence is inserted. If [value] is `null`, then characters will be inserted as if [value] contained the four characters `\"null\"`.
 * @param startindex the beginning (inclusive) of the subsequence to insert.
 * @param endindex the end (exclusive) of the subsequence to insert.
 * @Throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 * @param value the array from which characters are inserted.
 * @param startIndex the beginning (inclusive) of the subsequence to append.
 * @param endIndex the end (exclusive) of the subsequence to append.
 * @param value the character sequence from which a subsequence is inserted. If [value] is `null`, then characters will be inserted as if [value] contained the four characters `\"null\"`.
part of a supplementary code point, this method does not remove the entire supplementary character.\n
@throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun StringBuilder.deleteAt(index: Int): StringBuilder =
    this.deleteAt(index)\n
/**
 * Removes characters in the specified range from this string builder and returns this instance.
 * @param startIndex the beginning (inclusive) of the range to remove.
 * @param endIndex the end (exclusive) of the range to remove.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE", "ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder =
    this.deleteRange(startIndex, endIndex)\n
/**
 * Copies characters from this string builder into the [destination] character array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the string builder indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
 */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) =
    this.toCharArray(destination, destinationOffset, startIndex, endIndex)\n
/**
 * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.
 * Characters are appended in order, starting at specified [startIndex].
 * @param value the array from which characters are appended.
 * @param startIndex the beginning (inclusive) of the subarray to append.
 * @param endIndex the end (exclusive) of the subarray to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun StringBuilder.appendRange(value: CharArray?, startIndex: Int, endIndex: Int): StringBuilder =
    this.appendRange(value, startIndex, endIndex)\n
/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
 * @param index the position in this string builder to insert at.
 * @param value the array from which characters are inserted.
 * @param startIndex the beginning (inclusive) of the subarray to insert.
 * @param endIndex the end (exclusive) of the subarray to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun StringBuilder.appendRange(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder =
    this.appendRange(value, startIndex, endIndex)\n
/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
 * @param index the position in this string builder to insert at.
 * @param value the array from which characters are inserted.
 * @param startIndex the beginning (inclusive) of the subarray to insert.
 * @param endIndex the end (exclusive) of the subarray to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun StringBuilder.appendRange(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder =
    this.appendRange(value, startIndex, endIndex)

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length of this string builder."

/*
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 */

package kotlin.text

// actually \s is enough to match all whitespace, but \xA0 added because of different regexp behavior of Rhino used in Selenium tests
public actual fun Char.isWhitespace(): Boolean = toString().matches("[\s\xA0]")

@kotlin.internal.InlineOnly
public actual inline fun Char.toLowerCase(): Char = js("String.fromCharCode")((toInt()).toLowerCase().charCodeAt(0).unsafeCast<Int>().toChar())

@kotlin.internal.InlineOnly
public actual inline fun Char.toUpperCase(): Char = js("String.fromCharCode")((toInt()).toUpperCase().charCodeAt(0).unsafeCast<Int>().toChar())

/**
 * Returns `true` if this character is a Unicode high-surrogate code unit (also known as leading-surrogate code unit).
 */
public actual fun Char.isHighSurrogate(): Boolean = this in Char.MIN_HIGH_SURROGATE..Char.MAX_HIGH_SURROGATE

/**
 * Returns `true` if this character is a Unicode low-surrogate code unit (also known as trailing-surrogate code unit).
 */
public actual fun Char.isLowSurrogate(): Boolean = this in Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE

/**
 * Returns `true` if the contents of this string is equal to the word "true", ignoring case, and `false` otherwise.
 */
public actual fun String.toBoolean(): Boolean = toLowerCase() == "true"

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toByte(): Byte = toByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toInt(): Int = toIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toShort(): Short = toShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toShort(radix: Int): Short = toShortOrNull(radix) ?: numberFormatError(this)
numberFormatError(this)\n\n/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */

public actual fun Int.toIntOrNull(radix: Int): Int = toInt(radix) ?: numberFormatError(this)\n\n/**
 * Parses the string as a [Double] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */

public actual fun String.toDouble(): Double = (+(this.asDynamic())).unsafeCast<Double>().also {\n    if (it.isNaN() && it == 0.0 \n        || this.isBlank())\n          numberFormatError(this)\n}\n\n/**
 * Parses the string as a [Double] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */

public actual fun String.toDoubleOrNull(): Double? = (+(this.asDynamic())).unsafeCast<Double>().takeIf {\n    !(it.isNaN() && this.isBlank())\n}\n\n/**
 * Parses the string as a [Byte] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */

public actual inline fun Byte.toString(radix: Int): String = this.toInt().toString(radix)\n\n/**
 * Provides enumeration values to use to set regular expression options.
 */

public actual enum class RegexOption(val value: String) {
    /** Enables case-insensitive matching. */
    IGNORE_CASE("i"),
    /** Enables multiline mode. */
    MULTILINE("m")
}

/**
 * Represents a compiled regular expression.
 * Provides functions to match strings in text with a pattern, replace the found occurrences and split text around matches.
 */

public actual class Regex(internal fun toString(radix: Int): String = this.toInt().toString(radix))\n\n/**
 * Returns a string representation of this [Byte] value in the specified [radix].
 */

public actual fun Byte.toString(radix: Int): String = this.toInt().toString(radix)\n\n/**
 * Represents a compiled regular expression.
 * Provides functions to match strings in text with a pattern, replace the found occurrences and split text around matches.
 */

public actual class Regex(internal fun toString(radix: Int): String = this.toInt().toString(radix))\n\n/**
 * Returns a string representation of this [Byte] value in the specified [radix].
 */

public actual fun Byte.toString(radix: Int): String = this.toInt().toString(radix)\n\n/**
 * Provides enumeration values to use to set regular expression options.
 */

public actual enum class RegexOption(val value: String) {
    /** Enables case-insensitive matching. */
    IGNORE_CASE("i"),
    /** Enables multiline mode. */
    MULTILINE("m")
}
public actual class Regex constructor(pattern: String, options: Set<RegexOption>) {

    public actual constructor(pattern: String, option: RegexOption) : this(pattern, setOf(option))

    public actual constructor(pattern: String) : this(pattern, emptySet())

    val pattern: String = pattern
    val options: Set<RegexOption> = options.toSet()
    private val nativePattern: RegExp = RegExp(pattern, options.map {
        it.value
    }.joinToString(separator = "") + "g")

    infix fun matches(input: CharSequence): Boolean {
        nativePattern.reset()
        val match = nativePattern.exec(input.toString())
        return match != null && match.index == 0 &&
        nativePattern.lastIndex == input.length
    }

    fun containsMatchIn(input: CharSequence): Boolean {
        nativePattern.reset()
        return nativePattern.test(input.toString())
    }

    fun find(input: CharSequence, startIndex: Int = 0): MatchResult? = nativePattern.findNext(input.toString(), startIndex)

    fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> =
        generateSequence({ find(input, startIndex) }, { match -> match.next() })

    fun matchEntire(input: CharSequence): MatchResult? {
        if (pattern.startsWith('^') &&
            pattern.endsWith('$'))
            return find(input)
        else
            return

    }

    fun replace(input: CharSequence, replacement: String): String = input.toString().nativeReplace(nativePattern, replacement)

    fun replace(input: CharSequence, transform: (MatchResult) -> CharSequence): String {
        val match = find(input)
        if (match == null) return

        val lastStart = 0
        val length = input.length
        val sb = StringBuilder(length)
        do {
            val foundMatch = match!!
            sb.append(input, lastStart, foundMatch.range.start)
            sb.append(transform(foundMatch))
            lastStart = foundMatch.range.endInclusive + 1
            match = foundMatch.next()
        } while (lastStart < length && match != null)

        return sb.toString()
    }

    fun replaceFirst(input: CharSequence, replacement: String): String {
        val nonGlobalOptions =
options.map { it.value } joinToString(separator = "\")
        return input.toString().nativeReplace(RegExp(pattern,
            nonGlobalOptions), replacement) /* Splits the [input] CharSequence around matches of this
regular expression. */ @param limit Non-negative value specifying the maximum number of substrings
the string can be split to. */ * Zero by default means no limit is set. */ @param pattern Regular expression to search for in the [input] string. */ @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS") public actual fun split(input:
        CharSequence, limit: Int = 0): List<String> { var lastStart = 0
        for (match in matches) { val result = mutableListOf<String>()
            result.add(input.subSequence(lastStart, match.range.start).toString())
            lastStart = match.range.endInclusive + 1
        }
        result.add(input.subSequence(lastStart, input.length).toString())
        return result } /* Returns the string representation of this regular expression, namely the [pattern] of this regular
expression. */ Note that another regular expression constructed from the same pattern string may have
different [options] */ * and may match strings differently. */ public override fun toString(): String =
        nativePattern.toString() /* Returns a regular expression pattern string that matches the specified [literal] string literally. */ * No characters of that string will have special meaning when searching for an occurrence of the regular
expression. */ * public actual fun fromLiteral(literal: String): Regex = Regex(escape(literal)) /* Returns a literal replacement expression for the
specified [literal] string. */ * No characters of that string will have special meaning when it is used as a
replacement string in [Regex.replace] function. */ * public actual fun escapeReplacement(literal: String): String = literal.nativeReplace(replacementEscape, "$$") Creates a regular expression from the specified [pattern] string and the specified single [option]. */ *@Deprecated("Provided for binary compatibility ", level = DeprecationLevel.HIDDEN) */ *@JsName("Regex_sb3q2\$") */ public fun Regex_0(pattern: String, option:
        RegexOption): Regex = Regex(pattern, setOf(option)) /* Creates a regular expression from the specified [pattern] string and the default options. */ @Deprecated("Provided for binary compatibility ", level = DeprecationLevel.HIDDEN) */ @JsName("Regex_61zpoe\$") */ public fun Regex_1(pattern: String): Regex =
        Regex(pattern, emptySet()) /* Returns the string representation of this regular expression, namely the [pattern] of this regular
expression. */ override fun get(index: Int): MatchResult? = match[0]!!
        override val value: String = match[0] ?: ""
        override fun next(): MatchResult? = this@findNext.findNext(input, fromIndex)
*/ return object : MatchResult {
            override val range: IntRange = range
            override val value: String
                get() = match[0]!!
            override fun iterator(): Iterator<MatchGroup?> = indices.asSequence().map { this[it] }.iterator()
                override fun get(index: Int): MatchGroup? = match[index]?
                override val size: Int get() = match.length
                override fun get(index: Int): String? = match[index]
                override fun get(index: Int): MatchGroup? = this@findNext.findNext(input, range)
                override fun replace(input: String, replacement: String): String =
                override fun replaceAll(pattern: String, replacement: String): String =
                override val groups: MatchGroupCollection = object : MatchGroupCollection, AbstractCollection<MatchGroup?> {
                    override fun size(): Int = match.length
                    override fun iterator(): Iterator<MatchGroup?> = indices.asSequence().map { this[it] }.iterator()
                    override fun get(index: Int): MatchGroup? = match[index]?
                    override val size: Int get() = match.length
                    override fun get(index: Int): String = match[index]
                    override fun get(index: Int): MatchGroup? = this@findNext.findNext(input, range)
                    override fun replaceAll(pattern: String, replacement: String): String =
                    override fun replaceAll(pattern: String, replacement: String): String =
                    override val groups: MatchGroupCollection = object : MatchGroupCollection, AbstractCollection<MatchGroup?> {
                        override fun size(): Int = match.length
                        override fun iterator(): Iterator<MatchGroup?> = indices.asSequence().map { this[it] }.iterator()
                        override fun get(index: Int): MatchGroup? = match[index]?
                        override val size: Int get() = match.length
                        override fun get(index: Int): String = match[index]
                        override fun get(index: Int): MatchGroup? = this@findNext.findNext(input, range)
                        override fun replaceAll(pattern: String, replacement: String): String =
                        override fun replaceAll(pattern: String, replacement: String): String =
                        override val groups: MatchGroupCollection = object : MatchGroupCollection, AbstractCollection<MatchGroup?> {
                            override fun size(): Int = match.length
                            override fun iterator(): Iterator<MatchGroup?> = indices.asSequence().map { this[it] }.iterator()
license/LICENSE.txt file:

```kotlin
package kotlin.text

/** Returns the negative [size] if [throwOnMalformed] is false, throws [CharacterCodingException] otherwise.
* @UseExperimental(ExperimentalStdlibApi::class)
*/
private fun malformed(size: Int, index: Int, throwOnMalformed: Boolean): Int {
    if (throwOnMalformed) throw CharacterCodingException("Malformed sequence starting at ${index - 1}")
    return -size
}

/**
 * Returns code point corresponding to UTF-16 surrogate pair,[n] * where the first of the pair is the [high] and the second is in the [string] at the [index].
* Returns zero if the pair is malformed and [throwOnMalformed] is false.
* @throws CharacterCodingException if the pair is malformed and [throwOnMalformed] is true.
* @throws CharacterCodingException if the sequence of two bytes is malformed and [throwOnMalformed] is true.
*/
private fun codePointFromSurrogate(string: String, high: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (high !in 0xD800..0xDBFF || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val low = string[index].toInt()
    if (low !in 0xDC00..0xDFFF) {
        return malformed(0, index, throwOnMalformed)
    }
    return 0x10000 + ((high and 0x3FF) shl 10) or (low and 0x3FF)
}

/**
 * Returns code point corresponding to UTF-8 sequence of two bytes,[n] * where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array at the [index].
* Returns zero if the sequence is malformed and [throwOnMalformed] is false.
* @throws CharacterCodingException if the sequence of two bytes is malformed and [throwOnMalformed] is true.
*/
private fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (byte1 and 0x1E == 0 || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    return (byte1 shl 6) xor byte2 xor 0xF80
}

/**
 * Returns code point corresponding to UTF-8 sequence of three bytes,[n] * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].
* Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence
* if the sequence is malformed and [throwOnMalformed] is false.
* @throws CharacterCodingException if the sequence of three bytes is malformed and [throwOnMalformed] is true.
*/
private fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0) {
        if (byte2 and 0xF0 <= 0x80) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        return malformed(0, index, throwOnMalformed)
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    if (index + 2 == endIndex) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(3, index, throwOnMalformed)
    }
    return (byte1 shl 12) xor (byte2 shl 6) xor (byte3 shl 4) xor (byte4 and 0xF)
}

/**
 * Returns code point corresponding to UTF-8 sequence of four bytes,[n] * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].
* Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence
* if the sequence is malformed and [throwOnMalformed] is false.
* @throws CharacterCodingException if the sequence of four bytes is malformed and [throwOnMalformed] is true.
*/
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0x0) {
        if (byte2 and 0xF0 <= 0x80) {
            // Out of Unicode code points domain (larger than U+10FFFF)
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        return malformed(0, index, throwOnMalformed)
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    if (index + 2 == endIndex) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(3, index, throwOnMalformed)
    }
    return (byte1 shl 12) xor (byte2 shl 6) xor (byte3 shl 4) xor byte4 xor 0xF80
}
```
```
malformed(2, index, throwOnMalformed) } in
    return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl 6) xor
    byte4 xor 0x381F80 // * Maximum number of bytes needed to encode a single char.
    * Code points in `0..0x7F` are encoded in a single byte. * Code points in `0x80..0x7FF` are encoded in two bytes. * Code points in `0x800..0xD7FF` or `0xE000..0xFFFF` are encoded in three bytes. * Surrogate code points in `0xD800..0xDFFF` are not Unicode scalar values, therefore aren't encoded. * Code points in `0x10000..0x10FFFF` are represented by a pair of surrogate `?'s and are encoded in four bytes. * Unprivate const val MAXBYTESPERCHAR = 3 * * * * *
    } The byte sequence a malformed UTF-16 char sequence is replaced by.
    * Unprivate val REPLACEMENTBYTESEQUENCE: ByteArray = byteArrayOf(0xEF.toByte(),
    0xBF.toByte(), 0xBD.toByte()) * * * *
    Encodes the [string] using UTF-8 and returns the resulting [ByteArray].
    * * * * *
    /**
     * Maximum number of bytes needed to encode a single char.
     */
    private const val MAXBYTESPERCHAR = 3

    /**
     * The byte sequence a malformed UTF-16 char sequence is replaced by.
     */
    private val REPLACEMENTBYTESEQUENCE: ByteArray = byteArrayOf(0xEF.toByte(),
    0xBF.toByte(), 0xBD.toByte())

    /**
     * Encodes the [string] using UTF-8 and returns the resulting [ByteArray].
     */
    internal fun encodeUtf8(string: String, startIndex: Int, endIndex: Int,
    throwOnMalformed: Boolean): ByteArray {
        require(startIndex >= 0 && endIndex <= string.length &&
        startIndex <= endIndex)

        val bytes = ByteArray((endIndex - startIndex) * MAXBYTESPERCHAR)
        var byteIndex = 0
        var charIndex = startIndex

        while (charIndex < endIndex) {
            val code = string[charIndex++].toInt()
            when {
                code < 0x80 ->
                    bytes[byteIndex++] = code.toByte()
                code < 0x800 -> {
                    bytes[byteIndex++] = ((code shr 6) or 0xC0).toByte()
                    bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
                }
                code < 0xD800 || code >= 0xE000 -> {
                    bytes[byteIndex++] = ((code shr 12) or 0xE0).toByte()
                    bytes[byteIndex++] = (((code shr 6) and 0x3F) or 0x80).toByte()
                    bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
                } else -> { // Surrogate char value
                    val codePoint = codePointFromSurrogate(string, code, charIndex,
                    endIndex, throwOnMalformed)
                    if (codePoint <= 0) {
                        bytes[byteIndex++] = REPLACEMENTBYTESEQUENCE[0]
                        bytes[byteIndex++] = REPLACEMENTBYTESEQUENCE[1]
                        bytes[byteIndex++] = REPLACEMENTBYTESEQUENCE[2]
                    } else {
                        bytes[byteIndex++] = ((codePoint shr 18) or 0xF0).toByte()
                        bytes[byteIndex++] = (((codePoint shr 12) and 0x3F) or 0x80).toByte()
                        bytes[byteIndex++] = ((codePoint shr 6) and 0x3F) or 0x80).toByte()
                        bytes[byteIndex++] = (codePoint and 0x3F) or 0x80).toByte()
                    }
                }
            }
        }

        return if (bytes.size == byteIndex) bytes else bytes.copyOf(byteIndex)
    }

    /**
     * The character a malformed UTF-8 byte sequence is replaced by.
     */
    private const val REPLACEMENTCHAR = '\uFFFD'

    /**
     * Decodes the UTF-8 [bytes] array and returns the resulting [String].
     */
    internal fun decodeUtf8(bytes: ByteArray,
    startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {
        require(startIndex >= 0 && endIndex <= bytes.size && startIndex <= endIndex)

        var byteIndex = startIndex
        val stringBuilder = StringBuilder()

        while (byteIndex < endIndex) {
            val byte = bytes[byteIndex++].toInt()
            when {
                byte >= 0 ->
                    stringBuilder.append(byte.toChar())
                byte shr 5 == -2 -> {
                    val code = codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                    if (code <= 0) {
                        stringBuilder.append(REPLACEMENTCHAR) +
                        stringBuilder.append(HEXCHAR) +
                        byteIndex += -code
                    } else {
                        stringBuilder.append(HEXCHAR) +
                        byteIndex += 1
                    }
                } else {
                    val code = codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                    if (code <= 0) {
                        stringBuilder.append(REPLACEMENTCHAR) +
                        stringBuilder.append(HEXCHAR) +
                        byteIndex += -code
                    } else {
                        stringBuilder.append(REPLACEMENTCHAR) +
                        byteIndex += 2
                    }
                } else {
                    val code = codePointFrom4(bytes, byte, byteIndex, endIndex,
                    byteIndex += -code
                } else {
                    val code = codePointFrom4(bytes, byte, byteIndex, endIndex,
                    byteIndex += -code
                }
            }
        }
throwOnMalformed)
if (code <= 0) {
    stringBuilder.append(REPLACEMENT_CHAR)
    byteIndex += -code
} else {
    val high = (code - 0x10000) shr 10 or 0xD800
    val low = (code and 0x3FF) or 0xDC00
    stringBuilder.append(high.toChar())
    stringBuilder.append(low.toChar())
    byteIndex += 3
} else -> {
    malformed(0, byteIndex, throwOnMalformed)
    stringBuilder.append(REPLACEMENT_CHAR)
}
return stringBuilder.toString()
}

/*
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 */

package kotlin.time

@SinceKotlin("1.3")
@ExperimentalTime
public actual enum class DurationUnit(internal val scale: Double) {
    /**
     * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
     */
    NANOSECONDS(1e0),
    /**
     * Time unit representing one microsecond, which is 1/1000 of a millisecond.
     */
    MICROSECONDS(1e3),
    /**
     * Time unit representing one millisecond, which is 1/1000 of a second.
     */
    MILLISECONDS(1e6),
    /**
     * Time unit representing one second.
     */
    SECONDS(1e9),
    /**
     * Time unit representing one minute.
     */
    MINUTES(60e9),
    /**
     * Time unit representing one hour.
     */
    HOURS(3600e9),
    /**
     * Time unit representing one day, which is always equal to 24 hours.
     */
    DAYS(86400e9),
    /**
     * Time unit representing one month, which is always equal to 30 days.
     */
    MONTHS(2592000e9),
    /**
     * Time unit representing one year, which is always equal to 365 days.
     */
    YEARS(3153600000e9);
}

@SinceKotlin("1.3")
@ExperimentalTime
internal actual fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double {
    val sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)
    return when {
        sourceCompareTarget > 0 -> value * (sourceUnit.scale / targetUnit.scale)
        sourceCompareTarget < 0 -> value / (targetUnit.scale / sourceUnit.scale)
        else -> value
    }
}

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 */

package kotlin.time

import org.w3c.performance.GlobalPerformance
import org.w3c.performance.Performance

@SinceKotlin("1.3")
@ExperimentalTime
internal actual object MonotonicTimeSource : TimeSource {
    private val actualSource: TimeSource = run {
        val isNode:
            Boolean = js("typeof process !== 'undefined' && process.versions && !!process.versions.node")
        if
            isNode
            HrTimeSource(js("process").unsafeCast<Process>())
        else
            js("self").unsafeCast<GlobalPerformance?>()?.performance?.let(::PerformanceTimeSource)
                ?: DateNowTimeSource
    }

    override fun markNow(): TimeMark = actualSource.markNow()
}

internal external interface Process {
    fun hrtime(time: Array<Double> = definedExternally): Array<Double>
}

@SinceKotlin("1.3")
@ExperimentalTime
internal class HrTimeSource(val process: Process) : TimeSource {
    override fun markNow(): TimeMark = object : TimeMark() {
        val startedAt = process.hrtime()
        override fun elapsedNow(): Duration = process.hrtime(startedAt).let {
            (seconds, nanos) -> seconds.seconds + nanos.nanoseconds
        }
    }

    override fun toString(): String = "TimeSource(process.hrtime())"
}

@SinceKotlin("1.3")
@ExperimentalTime
internal class PerformanceTimeSource(val performance: Performance) : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {
    override fun read(): Double = performance.now()
    override fun toString(): String = "TimeSource(self.performance.now())"
}

@SinceKotlin("1.3")
@ExperimentalTime
internal object DateNowTimeSource : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {
    override fun read(): Double = kotlin.js.Date.now()
    override fun toString(): String = "TimeSource(Date.now())"
}

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 */

package kotlin.time

import kotlin.js.json
import kotlin.math.*

internal actual fun formatToExactDecimals(value: Double, decimals: Int): String {
    val rounded = if (decimals == 0) {
        value
    } else {
        val pow = 10.0.pow(decimals)
        kotlin.js.Math.round(abs(value) * pow) / pow * sign(value)
    }
    return rounded.asDynamic().toFixed(decimals).unsafeCast<String>()
}

internal actual fun formatUpToDecimals(value: Double, decimals: Int): String {
    return value.asDynamic().toLocaleString("en-us")
}
json("maximumFractionDigits" to decimals).unsafeCast<String>()

formatScientific(value: Double): String {
    return value.asDynamic().toExponential(2).unsafeCast<String>()
}

internal actual fun formatScientific(value: Double): String {
    return value.asDynamic().toExponential(2).unsafeCast<String>()
}

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 */

package org.w3c.dom

@Deprecated("Use UnionMessagePortOrWindowProxy instead.", ReplaceWith("UnionMessagePortOrWindowProxy"))
typealias UnionMessagePortOrWindow = UnionMessagePortOrWindowProxy

@Deprecated("Use `as` instead.", ReplaceWith("as"))
var HTMLLinkElement.as_: Any get() = `as` set(value: Any) in

@Deprecated("Use `is` instead.", ReplaceWith("is"))
var ElementCreationOptions.is_: Any get() = `is` set(value: Any)

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 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!

package org.khronos.webgl

import kotlin.js.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface WebGLContextAttributes {
    var alpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var depth: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var stencil: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var antialias: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var premultipliedAlpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var preserveDrawingBuffer: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var preferLowPowerToHighPerformance: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var failIfMajorPerformanceCaveat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["alpha"] = alpha
    o["depth"] = depth
    o["stencil"] = stencil
    o["antialias"] = antialias
    o["premultipliedAlpha"] = premultipliedAlpha
    o["preserveDrawingBuffer"] = preserveDrawingBuffer
    o["preferLowPowerToHighPerformance"] = preferLowPowerToHighPerformance
    o["failIfMajorPerformanceCaveat"] = failIfMajorPerformanceCaveat
    return o
}

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fun viewport(x: Int, y: Int, width: Int, height: Int)

companion object {
    val DEPTH_BUFFER_BIT: Int
    val STENCIL_BUFFER_BIT: Int
    val COLOR_BUFFER_BIT: Int
    val POINTS: Int
    val LINES: Int
    val LINE_LOOP: Int
    val LINE_STRIP: Int
    val TRIANGLES: Int
    val TRIANGLE_STRIP: Int
    val TRIANGLE_FAN: Int

    val SRC_COLOR: Int
    val ONE_MINUS_SRC_COLOR: Int
    val SRC_ALPHA: Int
    val ONE_MINUS_SRC_ALPHA: Int
    val DST_ALPHA: Int
    val ONE_MINUS_DST_ALPHA: Int
    val DST_COLOR: Int
    val ONE_MINUS_DST_COLOR: Int
    val SRC_ALPHA_SATURATE: Int
    val BLEND_EQUATION: Int
    val BLEND_EQUATION_RGB: Int
    val BLEND_EQUATION_ALPHA: Int

    val ARRAY_BUFFER: Int
    val ELEMENT_ARRAY_BUFFER: Int
    val ARRAY_BUFFER_BINDING: Int
    val ELEMENT_ARRAY_BUFFER_BINDING: Int
    val DYNAMIC_DRAW: Int
    val BUFFER_SIZE: Int
    val BUFFER_USAGE: Int
    val CURRENT_VERTEX_ATTRIB: Int
    val FRONT: Int
    val BACK: Int
    val FRONT_AND_BACK: Int
    val CULL_FACE: Int
    val BLEND: Int
    val DITHER: Int
    val STENCIL_TEST: Int
    val DEPTH_TEST: Int
    val SCISSOR_TEST: Int
    val POLYGON_OFFSET_FILL: Int
    val SAMPLE_BUFFERS: Int
    val SAMPLES: Int
    val COMPRESSED_TEXTURE_FORMATS: Int
    val DONT_CARE: Int
    val FASTEST: Int
    val NICEST: Int
    val GENERATE_MIPMAP_HINT: Int
    val BYTE: Int
    val UNSIGNED_BYTE: Int
    val SHORT: Int
    val UNSIGNED_SHORT: Int
    val INT: Int
    val UNSIGNED_INT: Int
    val FLOAT: Int
    val DEPTH_COMPONENT: Int
    val ALPHA: Int
    val RGB: Int
    val RGBA: Int

UNSIGNED_SHORT_4_4_4_4: Int
UNSIGNED_SHORT_5_6_5: Int
UNSIGNED_SHORT_5_5_5_1: Int
UNSIGNED_SHORT_5_5_5_1: Int
MAX_VERTEX_ATTRIBS: Int
MAX_VERTEX_UNIFORM_VECTORS: Int
MAX_VARYING_VECTORS: Int
MAX_COMBINED_TEXTURE_IMAGE_UNITS: Int
MAX_VERTEX_TEXTURE_IMAGE_UNITS: Int
MAX_TEXTURE_IMAGE_UNITS: Int
MAX_FRAGMENT_UNIFORM_VECTORS: Int
SHADER_TYPE: Int
DELETE_STATUS: Int
LINK_STATUS: Int
VALIDATE_STATUS: Int
ACTIVE_UNIFORMS: Int
ACTIVE_ATTRIBUTES: Int
SHADING_LANGUAGE_VERSION: Int
CURRENT_PROGRAM: Int
NEVER: Int
LESS: Int
EQUAL: Int
LEQUAL: Int
GREATER: Int
NOTEQUAL: Int
GEQUAL: Int
ALWAYS: Int
KEEP: Int
REPLACE: Int
INCR: Int
INCR_WRAP: Int
DECR: Int
DECR_WRAP: Int
VENDOR: Int
RENDERER: Int
VERSION: Int
NEAREST: Int
LINEAR: Int
NEAREST_MIPMAP_NEAREST: Int
LINEAR_MIPMAP_NEAREST: Int
TEXTURE_MAG_FILTER: Int
TEXTURE_MIN_FILTER: Int
TEXTURE_WRAP_S: Int
TEXTURE_WRAP_T: Int
TEXTURE_2D: Int
TEXTURE: Int
TEXTURE_CUBE_MAP: Int
TEXTURE_BINDING_CUBE_MAP: Int
TEXTURE_CUBE_MAP_POSITIVE_X: Int
TEXTURE_CUBE_MAP_NEGATIVE_X: Int
TEXTURE_CUBE_MAP_POSITIVE_Y: Int
TEXTURE_CUBE_MAP_NEGATIVE_Y: Int
TEXTURE_CUBE_MAP_POSITIVE_Z: Int
TEXTURE_CUBE_MAP_NEGATIVE_Z: Int
MAX_CUBE_MAP_TEXTURE_SIZE: Int
TEXTURE0: Int
TEXTURE1: Int
TEXTURE2: Int
TEXTURE3: Int
TEXTURE4: Int
TEXTURE5: Int
TEXTURE6: Int
TEXTURE7: Int
TEXTURE8: Int
TEXTURE9: Int
TEXTURE10: Int
TEXTURE11: Int
TEXTURE12: Int
TEXTURE13: Int
TEXTURE14: Int
TEXTURE15: Int
TEXTURE16: Int
TEXTURE17: Int
TEXTURE18: Int
TEXTURE19: Int
TEXTURE20: Int
TEXTURE21: Int
TEXTURE22: Int
TEXTURE23: Int
TEXTURE24: Int
TEXTURE25: Int
TEXTURE26: Int
TEXTURE27: Int
TEXTURE28: Int
TEXTURE29: Int
TEXTURE30: Int
TEXTURE31: Int
ACTIVE_TEXTURE: Int
REPEAT: Int
CLAMP_TO_EDGE: Int
MIRRORED_REPEAT: Int
FLOAT_VEC2: Int
FLOAT_VEC3: Int
FLOAT_VEC4: Int
INT_VEC2: Int
INT_VEC3: Int
INT_VEC4: Int
BOOL: Int
BOOL_VEC2: Int
BOOL_VEC3: Int
BOOL_VEC4: Int
FLOAT_MAT2: Int
FLOAT_MAT3: Int
FLOAT_MAT4: Int
SAMPLER_2D: Int
SAMPLER_CUBE: Int
VERTEX_ATTRIB_ARRAY_ENABLED: Int
VERTEX_ATTRIB_ARRAY_SIZE: Int
VERTEX_ATTRIB_ARRAY_STRIDE: Int
VERTEX_ATTRIB_ARRAY_TYPE: Int
VERTEX_ATTRIB_ARRAY_NORMALIZED: Int
VERTEX_ATTRIB_ARRAY_POINTER: Int
VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int
IMPLEMENTATION_COLOR_READ_TYPE: Int
IMPLEMENTATION_COLOR_READ_FORMAT: Int
COMPILE_STATUS: Int
LOW_FLOAT: Int
MEDIUM_FLOAT: Int
HIGH_FLOAT: Int
LOW_INT: Int
MEDIUM_INT: Int
HIGH_INT: Int
FRAMEBUFFER: Int
RENDERBUFFER: Int
RGBA4: Int
RGB5_A1: Int
RGB565: Int
DEPTH_COMPONENT16: Int
STENCIL_INDEX: Int
STENCIL_INDEX8: Int
DEPTH_STENCIL: Int
RENDERBUFFER_WIDTH: Int
RENDERBUFFER_HEIGHT: Int
RENDERBUFFER_INTERNAL_FORMAT: Int
RENDERBUFFER_RED_SIZE: Int
RENDERBUFFER_GREEN_SIZE: Int
RENDERBUFFER_BLUE_SIZE: Int
RENDERBUFFER_ALPHA_SIZE: Int
RENDERBUFFER_DEPTH_SIZE: Int
RENDERBUFFER_STENCIL_SIZE: Int
SHADER_TYPE: Int
RENDERBUFFER_STENCIL_SIZE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
val COLOR_ATTACHMENT0: Int
val DEPTH_ATTACHMENT: Int
val STENCIL_ATTACHMENT: Int
val DEPTH_STENCIL_ATTACHMENT: Int
val NONE: Int
val FRAMEBUFFER_COMPLETE: Int
val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int
val FRAMEBUFFER_UNSUPPORTED: Int
val FRAMEBUFFER_BINDING: Int
val RENDERBUFFER_BINDING: Int
val MAX_RENDERBUFFER_SIZE: Int
val INVALID_FRAMEBUFFER_OPERATION: Int
val UNPACK_FLIP_Y_WEBGL: Int
val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
val CONTEXT_LOST_WEBGL: Int
val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
val BROWSER_DEFAULT_WEBGL: Int
val DEPTH_BUFFER_BIT: Int
val STENCIL_BUFFER_BIT: Int
val COLOR_BUFFER_BIT: Int
val POINTS: Int
val LINES: Int
val LINE_LOOP: Int
val LINE_STRIP: Int
val TRIANGLES: Int
val TRIANGLE_STRIP: Int
val TRIANGLE_FAN: Int
val ZERO: Int
val ONE: Int
val SRC_COLOR: Int
val ONE_MINUS_SRC_COLOR: Int
val SRC_ALPHA: Int
val ONE_MINUS_SRC_ALPHA: Int
val DST_ALPHA: Int
val ONE_MINUS_DST_ALPHA: Int
val SRC_ALPHA_SATURATE: Int
val FUNC_ADD: Int
val BLEND_EQUATION: Int
val BLEND_EQUATION_RGB: Int
val BLEND_EQUATION_ALPHA: Int
val FUNC_SUBTRACT: Int
val BLEND_DST_RGB: Int
val BLEND_SRC_RGB: Int
val BLEND_DST_ALPHA: Int
val BLEND_SRC_ALPHA: Int
val CONSTANT_COLOR: Int
val ONE_MINUS_CONSTANT_COLOR: Int
val CONSTANT_ALPHA: Int
val ONE_MINUS_CONSTANT_ALPHA: Int
val BLEND_COLOR: Int
val ARRAY_BUFFER: Int
val ELEMENT_ARRAY_BUFFER: Int
val ARRAY_BUFFER_BINDING: Int
val ELEMENT_ARRAY_BUFFER_BINDING: Int
val STREAM_DRAW: Int
val STATIC_DRAW: Int
val DYNAMIC_DRAW: Int
val BUFFER_SIZE: Int
val BUFFER_USAGE: Int
val CURRENT_VERTEX_ATTRIB: Int
val FRONT: Int
val BACK: Int
val FRONT_AND_BACK: Int
val CULL_FACE: Int
val BLEND: Int
val DITHER: Int
val STENCIL_TEST: Int
val DEPTH_TEST: Int
val SCISSOR_TEST: Int
val POLYGON_OFFSET_FILL: Int
val SAMPLE_ALPHA_TO_COVERAGE: Int
val SAMPLE_COVERAGE: Int
val NO_ERROR: Int
val INVALID_ENUM: Int
val INVALID_VALUE: Int
val INVALID_OPERATION: Int
val OUT_OF_MEMORY: Int
val CW: Int
val CCW: Int
val LINE_WIDTH: Int
val ALIASED_POINT_SIZE_RANGE: Int
val ALIASED_LINE_WIDTH_RANGE: Int
val CULL_FACE_MODE: Int
val FRONT_FACE: Int
val DEPTH_RANGE: Int
val DEPTH_WIDTH: Int
val DEPTH_CLEAR_VALUE: Int
val DEPTH_FUNC: Int
val STENCIL_CLEAR_VALUE: Int
val STENCIL_FUNC: Int
val STENCIL_FAIL: Int
val STENCIL_PASS_DEPTH_FAIL: Int
val STENCIL_PASS_DEPTH_PASS: Int
val STENCIL_REF: Int
val STENCIL_VALUE_MASK: Int
val STENCIL_WRITE_MASK: Int
val STENCIL_BACK_FUNC: Int
val STENCIL_BACK_FAIL: Int
val STENCIL_BACK_PASS_DEPTH_FAIL: Int
val STENCIL_BACK_PASS_DEPTH_PASS: Int
val STENCIL_BACK_REF: Int
val STENCIL_BACK_VALUE_MASK: Int
val STENCIL_BACK_WRITE_MASK: Int
val VIEWPORT: Int
val SCISSOR_BOX: Int
val COLOR_CLEAR_VALUE: Int
val COLOR_WRITEMASK: Int
val UNPACK_ALIGNMENT: Int

/**
 * Exposes the JavaScript [WebGLRenderingContext](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderingContext) to Kotlin
 */

public external abstract class WebGLRenderingContext : WebGLRenderingContextBase, RenderingContext {
companion object {
    val DEPTH_BUFFER_BIT: Int
    val STENCIL_BUFFER_BIT: Int
    val COLOR_BUFFER_BIT: Int
    val POINTS: Int
    val LINES: Int
    val LINE_LOOP: Int
    val LINE_STRIP: Int
    val TRIANGLES: Int
    val TRIANGLE_STRIP: Int
    val TRIANGLE_FAN: Int
    val ZERO: Int
    val ONE: Int
    val SRC_COLOR: Int
    val ONE_MINUS_SRC_COLOR: Int
    val SRC_ALPHA: Int
    val ONE_MINUS_SRC_ALPHA: Int
    val DST_ALPHA: Int
    val ONE_MINUS_DST_ALPHA: Int
    val SRC_ALPHA_SATURATE: Int
    val FUNC_ADD: Int
    val BLEND_EQUATION: Int
    val BLEND_EQUATION_RGB: Int
    val BLEND_EQUATION_ALPHA: Int
    val FUNC_SUBTRACT: Int
    val BLEND_DST_RGB: Int
    val BLEND_SRC_RGB: Int
    val BLEND_DST_ALPHA: Int
    val BLEND_SRC_ALPHA: Int
    val CONSTANT_COLOR: Int
    val ONE_MINUS_CONSTANT_COLOR: Int
    val CONSTANT_ALPHA: Int
    val ONE_MINUS_CONSTANT_ALPHA: Int
    val BLEND_COLOR: Int
    val ARRAY_BUFFER: Int
    val ELEMENT_ARRAY_BUFFER: Int
    val ARRAY_BUFFER_BINDING: Int
    val ELEMENT_ARRAY_BUFFER_BINDING: Int
    val STREAM_DRAW: Int
    val STATIC_DRAW: Int
    val DYNAMIC_DRAW: Int
    val BUFFER_SIZE: Int
    val BUFFER_USAGE: Int
    val CURRENT_VERTEX_ATTRIB: Int
    val FRONT: Int
    val BACK: Int
    val FRONT_AND_BACK: Int
    val CULL_FACE: Int
    val BLEND: Int
    val DITHER: Int
    val STENCIL_TEST: Int
    val DEPTH_TEST: Int
    val SCISSOR_TEST: Int
    val POLYGON_OFFSET_FILL: Int
    val SAMPLE_ALPHA_TO_COVERAGE: Int
    val SAMPLE_COVERAGE: Int
    val NO_ERROR: Int
    val INVALID_ENUM: Int
    val INVALID_VALUE: Int
    val INVALID_OPERATION: Int
    val OUT_OF_MEMORY: Int
    val CW: Int
    val CCW: Int
    val LINE_WIDTH: Int
    val ALIASED_POINT_SIZE_RANGE: Int
    val ALIASED_LINE_WIDTH_RANGE: Int
    val CULL_FACE_MODE: Int
    val FRONT_FACE: Int
    val DEPTH_RANGE: Int
    val DEPTH_WIDTH: Int
    val DEPTH_CLEAR_VALUE: Int
    val DEPTH_FUNC: Int
    val STENCIL_CLEAR_VALUE: Int
    val STENCIL_FUNC: Int
    val STENCIL_FAIL: Int
    val STENCIL_PASS_DEPTH_FAIL: Int
    val STENCIL_PASS_DEPTH_PASS: Int
    val STENCIL_REF: Int
    val STENCIL_VALUE_MASK: Int
    val STENCIL_WRITE_MASK: Int
    val STENCIL_BACK_FUNC: Int
    val STENCIL_BACK_FAIL: Int
    val STENCIL_BACK_PASS_DEPTH_FAIL: Int
    val STENCIL_BACK_PASS_DEPTH_PASS: Int
    val STENCIL_BACK_REF: Int
    val STENCIL_BACK_VALUE_MASK: Int
    val STENCIL_BACK_WRITE_MASK: Int
    val VIEWPORT: Int
    val SCISSOR_BOX: Int
    val COLOR_CLEAR_VALUE: Int
    val COLOR_WRITEMASK: Int
    val UNPACK_ALIGNMENT: Int
}
val PACK_ALIGNMENT: Int = MAX_TEXTURE_SIZE: Int = MAX_VERTEX_ATTRIBS: Int
val POLYGON_OFFSET_UNITS: Int = POLYGON_OFFSET_FACTOR: Int
val TEXTURE_BINDING_2D: Int = SAMPLE_BUFFERS: Int = SAMPLES: Int
val SAMPLE_COVERAGE_VALUE: Int = SAMPLE_COVERAGE_INVERT: Int
val COMPRESSED_TEXTURE_FORMATS: Int = DONT_CARE: Int = FASTEST: Int
val NICEST: Int = GENERATE_MIPMAP_HINT: Int = BYTE: Int = UNSIGNED_BYTE: Int
val SHORT: Int = UNSIGNED_SHORT: Int = INT: Int = UNSIGNED_INT: Int
val LUMINANCE_ALPHA: Int = UNSIGNED_SHORT_4_4_4_4: Int = UNSIGNED_SHORT_5_5_5_1: Int
val UNSIGNED_SHORT_5_6_5: Int = FRAGMENT_SHADER: Int = VERTEX_SHADER: Int
val MAX_VERTEX_ATTRIBS: Int = MAX_VERTEX_UNIFORM_VECTORS: Int = MAX_VARYING_VECTORS: Int
val MAX_VERTEX_TEXTURE_IMAGE_UNITS: Int = MAX_TEXTURE_IMAGE_UNITS: Int
val MAX_FRAGMENT_UNIFORM_VECTORS: Int = SHADER_TYPE: Int
val GENERATE_MIPMAP_HINT: Int = DELETE_STATUS: Int
val VALIDATE_STATUS: Int
val SHADING_LANGUAGE_VERSION: Int = CURRENT_PROGRAM: Int
val TEXCOORD0: Int = TEXCOORD1: Int = TEXCOORD2: Int
val TEXCOORD3: Int = TEXCOORD4: Int = TEXCOORD5: Int
val TEXCOORD6: Int = TEXCOORD7: Int = TEXCOORD8: Int = TEXCOORD9: Int
val TEXCOORD14: Int = TEXCOORD15: Int = TEXCOORD16: Int = TEXCOORD17: Int
val TEXCOORD18: Int = TEXCOORD19: Int = TEXCOORD20: Int = TEXCOORD21: Int
val TEXCOORD30: Int = TEXCOORD31: Int
val TEST_PASS: Int = CLAMP_TO_EDGE: Int
val MIRRORED_REPEAT: Int
val FLOAT_VEC2: Int = FLOAT_VEC3: Int = FLOAT_VEC4: Int
val INT_VEC2: Int = INT_VEC3: Int = INT_VEC4: Int
val FLOAT_MAT2: Int = FLOAT_MAT3: Int = FLOAT_MAT4: Int
val SAMPLER_2D: Int = SAMPLER_CUBE: Int
val VERTEX_ATTRIB_ARRAY_ENABLED: Int
val VERTEX_ATTRIB_ARRAY_SIZE: Int
val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int
val VERTEX_ATTRIB_ARRAY_POINTER: Int
val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int
val IMPLEMENTATION_COLOR_READ_TYPE: Int
val IMPLEMENTATION_COLOR_READ_FORMAT: Int
val COMPILE_STATUS: Int
val LOW_FLOAT: Int
val MEDIUM_FLOAT: Int
val HIGH_FLOAT: Int
val LOW_INT: Int
val MEDIUM_INT: Int
val HIGH_INT: Int
val FRAMEBUFFER: Int
val RENDERBUFFER: Int
val RGBA4: Int
val RGB5_A1: Int
val RGB565: Int
val DEPTH_COMPONENT16: Int
val STENCIL_INDEX: Int
val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
val RENDERBUFFER_WIDTH: Int
val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RENDERBUFFER_BLUE_SIZE: Int
val RENDERBUFFER_ALPHA_SIZE: Int
val RENDERBUFFER_DEPTH_SIZE: Int
val RENDERBUFFER_STENCIL_SIZE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
val COLOR_ATTACHMENT0: Int
val DEPTH_ATTACHMENT: Int
val STENCIL_ATTACHMENT: Int
val DEPTH_STENCIL_ATTACHMENT: Int
val NONE: Int
val FRAMEBUFFER_COMPLETE: Int
val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int
val FRAMEBUFFER_UNSUPPORTED: Int
val FRAMEBUFFER_BINDING: Int
val RENDERBUFFER_BINDING: Int
val MAX_RENDERBUFFER_SIZE: Int
val INVALID_FRAMEBUFFER_OPERATION: Int
val UNPACK_FLIP_Y_WEBGL: Int
val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
val CONTEXT_LOST_WEBGL: Int
val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
val BROWSER_DEFAULT_WEBGL: Int

/**
 * Exposes the JavaScript [WebGLContextEvent](https://developer.mozilla.org/en/docs/Web/API/WebGLContextEvent) to Kotlin
 */
public external open class WebGLContextEvent(type: String, eventInit: WebGLContextEventInit = definedExternally) : Event {
    open val statusMessage: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface WebGLContextEventInit : EventInit {
    var statusMessage: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["statusMessage"] = statusMessage
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [ArrayBuffer](https://developer.mozilla.org/en/docs/Web/API/ArrayBuffer) to Kotlin
 */
public external open class ArrayBuffer(length: Int) : BufferDataSource {
    open val byteLength: Int
    fun slice(begin: Int, end: Int = definedExternally): ArrayBuffer

    companion object {
        fun isView(value: Any?): Boolean
    }
}

/**
 * Exposes the JavaScript [Int8Array](https://developer.mozilla.org/en/docs/Web/API/Int8Array) to Kotlin
 */
public external open class Int8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int8Array)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Int8Array, offset: Int = definedExternally)
    fun set(array: ArrayBufferView, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Int8Array
}

open class Open Source Used In DNAC Platform Arica 13361
object { ```
    val BYTES_PER_ELEMENT: Int
```
}

@kotlin.internal.InlineOnly
public inline operator fun Int8Array.get(index: Int): Byte = asDynamic()[index]@kotlin.internal.InlineOnly
public inline operator fun Int8Array.set(index: Int, value: Byte) { ```
    [asDynamic()][index] = value @kotlin.internal.InlineOnly
```
}

@kotlin.internal.InlineOnly
public inline operator fun Int8Array(array: Byte, offset: Int) = ```
    [asDynamic()][index] = value @kotlin.internal.InlineOnly
```

/**
 * Exposes the JavaScript [Uint8Array](https://developer.mozilla.org/en/docs/Web/API/Uint8Array) to Kotlin
 */
public external open class Uint8Array : ArrayBufferView { ```
    constructor(length: Int)
    constructor(array: Uint8Array)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    fun set(array: Uint8Array, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint8Array

    companion object { ```
        val BYTES_PER_ELEMENT: Int
```
}
```

@kotlin.internal.InlineOnly
public inline operator fun Uint8Array.get(index: Int): Byte = ```
    asDynamic()[index]@kotlin.internal.InlineOnly
```

@kotlin.internal.InlineOnly
public inline operator fun Uint8Array.set(index: Int, value: Byte) { ```
    [asDynamic()][index] = value @kotlin.internal.InlineOnly
```

/**
 * Exposes the JavaScript [Uint8ClampedArray](https://developer.mozilla.org/en/docs/Web/API/Uint8ClampedArray) to Kotlin
 */
public external open class Uint8ClampedArray : ArrayBufferView { ```
    constructor(length: Int)
    constructor(array: Uint8ClampedArray)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    fun set(array: Uint8ClampedArray, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint8ClampedArray

    companion object { ```
        val BYTES_PER_ELEMENT: Int
```
}
```

@kotlin.internal.InlineOnly
public inline operator fun Uint8ClampedArray.get(index: Int): Byte = ```
    asDynamic()[index]@kotlin.internal.InlineOnly
```

@kotlin.internal.InlineOnly
public inline operator fun Uint8ClampedArray.set(index: Int, value: Byte) { ```
    [asDynamic()][index] = value @kotlin.internal.InlineOnly
```

/**
 * Exposes the JavaScript [Int16Array](https://developer.mozilla.org/en/docs/Web/API/Int16Array) to Kotlin
 */
public external open class Int16Array : ArrayBufferView { ```
    constructor(length: Int)
    constructor(array: Int16Array)
    constructor(array: Array<Short>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    fun set(array: Int16Array, offset: Int = definedExternally)
    fun set(array: Array<Short>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Int16Array

    companion object { ```
        val BYTES_PER_ELEMENT: Int
```
}
```

@kotlin.internal.InlineOnly
public inline operator fun Int16Array.get(index: Int): Short = ```
    asDynamic()[index]@kotlin.internal.InlineOnly
```

@kotlin.internal.InlineOnly
public inline operator fun Int16Array.set(index: Int, value: Short) { ```
    [asDynamic()][index] = value @kotlin.internal.InlineOnly
```

/**
 * Exposes the JavaScript [Uint16Array](https://developer.mozilla.org/en/docs/Web/API/Uint16Array) to Kotlin
 */
public external open class Uint16Array : ArrayBufferView { ```
    constructor(length: Int)
    constructor(array: Uint16Array)
    constructor(array: Array<Short>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    fun set(array: Uint16Array, offset: Int = definedExternally)
    fun set(array: Array<Short>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint16Array

    companion object { ```
        val BYTES_PER_ELEMENT: Int
```
}
```

@kotlin.internal.InlineOnly
public inline operator fun Uint16Array.get(index: Int): Short = ```
    asDynamic()[index]@kotlin.internal.InlineOnly
```

@kotlin.internal.InlineOnly
public inline operator fun Uint16Array.set(index: Int, value: Short) { ```
    [asDynamic()][index] = value @kotlin.internal.InlineOnly
```

/**
 * Exposes the JavaScript [Int32Array](https://developer.mozilla.org/en/docs/Web/API/Int32Array) to Kotlin
 */
public external open class Int32Array : ArrayBufferView { ```
    constructor(length: Int)
    constructor(array: Int32Array)
    constructor(array: Array<Int>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    fun set(array: Int32Array, offset: Int = definedExternally)
    fun set(array: Array<Int>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Int32Array

    companion object { ```
        val BYTES_PER_ELEMENT: Int
```
}
```

@kotlin.internal.InlineOnly
public inline operator fun Int32Array.get(index: Int): Int = ```
    asDynamic()[index]@kotlin.internal.InlineOnly
```

@kotlin.internal.InlineOnly
public inline operator fun Int32Array.set(index: Int, value: Int) { ```
    [asDynamic()][index] = value @kotlin.internal.InlineOnly
```

Open Source Used In DNAC Platform Arica 13362
Int32Array.set(index: Int, value: Int) { asDynamic() }[index] = value

Uint32Array.set(index: Int, value: Int) { asDynamic() }[index] = value

/**
 * Exposes the JavaScript [Uint32Array](https://developer.mozilla.org/en/docs/Web/API/Uint32Array) to Kotlin
 */
public external open class Uint32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint32Array)
    constructor(array: Array<Int>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Uint32Array, offset: Int = definedExternally)
    fun set(array: Array<Int>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.get(index: Int): Int = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.set(index: Int, value: Int) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Float32Array](https://developer.mozilla.org/en/docs/Web/API/Float32Array) to Kotlin
 */
public external open class Float32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float32Array)
    constructor(array: Array<Float>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Float32Array, offset: Int = definedExternally)
    fun set(array: Array<Float>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Float32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.get(index: Int): Float = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.set(index: Int, value: Float) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array) to Kotlin
 */
public external open class Float64Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float64Array)
    constructor(array: Array<Double>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Float64Array, offset: Int = definedExternally)
    fun set(array: Array<Double>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Float64Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.get(index: Int): Double = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.set(index: Int, value: Double) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [DataView](https://developer.mozilla.org/en/docs/Web/API/DataView) to Kotlin
 */
public external open class DataView(buffer: ArrayBuffer, byteOffset: Int = definedExternally, byteLength: Int = definedExternally) : ArrayBufferView {
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun getInt8(byteOffset: Int): Byte
    fun getUint8(byteOffset: Int): Byte
    fun getInt16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
    fun getUint16(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getInt32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getUint32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getFloat32(byteOffset: Int, littleEndian: Boolean = definedExternally): Float
    fun getFloat64(byteOffset: Int, littleEndian: Boolean = definedExternally): Double
    fun setInt8(byteOffset: Int, value: Byte)
    fun setUint8(byteOffset: Int, value: Byte)
    fun setInt16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)
    fun setUint16(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
    fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
    fun setUint32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
    fun setFloat32(byteOffset: Int, value: Float, littleEndian: Boolean = definedExternally)
    fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean = definedExternally)
}

public external interface BufferDataSource

public external interface TexImageSource /*
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 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT! See github.com/kotlin/dukat for details

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```java
public external interface ClipboardEventInit : EventInit {
    var clipboardData: DataTransfer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["clipboardData"] = clipboardData
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 *[ClipboardEvent](https://developer.mozilla.org/en/docs/Web/API/ClipboardEvent) to Kotlin
 */
public external open class ClipboardEvent(type: String, eventInitDict: ClipboardEventInit = definedExternally) : Event {
    open
    val clipboardData: DataTransfer?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/**
 * Exposes the JavaScript
 *[Clipboard](https://developer.mozilla.org/en/docs/Web/API/Clipboard) to Kotlin
 */
public external abstract class Clipboard : EventTarget {
    fun read(): Promise<DataTransfer>
    fun readText(): Promise<String>
    fun write(data: DataTransfer): Promise<Unit>
    fun writeText(data: String): Promise<Unit>
}

public external interface ClipboardPermissionDescriptor {
    var allowWithoutGesture: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ClipboardPermissionDescriptor(allowWithoutGesture: Boolean? = false): ClipboardPermissionDescriptor {
    val o = js("({})")
    o["allowWithoutGesture"] = allowWithoutGesture
    return o
}
```

---

[/*
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 */

// NOTE: THIS FILE IS AUTOMATICALLY GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.css

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external abstract class MediaList : ItemArrayLike<String> {
    open var mediaText: String
    fun appendMedium(medium: String)
    fun deleteMedium(medium: String)
    override fun item(index: Int): String?
}

@kotlin.internal.InlineOnly
public inline operator fun MediaList.get(index: Int): String? = asDynamic()[index]

/**
 * Exposes the JavaScript
 *[StyleSheet](https://developer.mozilla.org/en/docs/Web/API/StyleSheet) to Kotlin
 */
public external abstract class StyleSheet {
    open val type: String
    open val href: String?
    open val ownerNode: UnionElementOrProcessingInstruction?
    open val parentStyleSheet: StyleSheet?
    open val title: String?
    open var disabled: Boolean
}

/**
 * Exposes the JavaScript
 *[CSSStyleSheet](https://developer.mozilla.org/en/docs/Web/API/CSSStyleSheet) to Kotlin
 */
public external abstract class CSSStyleSheet : StyleSheet {
    open val ownerRule: CSSRule?
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int)
}

/**
 * Exposes the JavaScript
 *[StyleSheetList](https://developer.mozilla.org/en/docs/Web/API/StyleSheetList) to Kotlin
 */
public external abstract class StyleSheetList : ItemArrayLike<StyleSheet> {
    override fun item(index: Int): StyleSheet?
}

@kotlin.internal.InlineOnly
public inline operator fun StyleSheetList.get(index: Int): StyleSheet? = asDynamic()[index]

/**
 * Exposes the JavaScript
 *[LinkStyle](https://developer.mozilla.org/en/docs/Web/API/LinkStyle) to Kotlin
 */
public external interface LinkStyle {
    val sheet: StyleSheet?
        get() = definedExternally
}

/**
 * Exposes the JavaScript
 *[CSSRuleList](https://developer.mozilla.org/en/docs/Web/API/CSSRuleList) to Kotlin
 */
public external abstract class CSSRuleList : ItemArrayLike<CSSRule> {
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int)
}
val o = js(`({})`)\n       o["view"] = view\n       o["detail"] = detail\n       o["bubbles"] = bubbles\n       o["cancelable"] = cancelable\n       o["composed"] = composed\n       return o\n\n* Exposes the JavaScript

[FocusEvent](https://developer.mozilla.org/en/docs/Web/API/FocusEvent) to Kotlin

```kotlin
/**
 * Exposes the JavaScript

[FocusEvent](https://developer.mozilla.org/en/docs/Web/API/FocusEvent) to Kotlin
 */
public external open class FocusEvent(type: String, eventInitDict: FocusEventInit = definedExternally) : UIEvent {
    open val relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

public external interface FocusEventInit : UIEventInit {
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js(`({})`)\n    o["relatedTarget"] = relatedTarget\n    o["view"] = view\n    o["detail"] = detail\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o\n\n* Exposes the JavaScript

[MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin

```kotlin
/**
 * Exposes the JavaScript

[MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin
 */
public external open class MouseEvent(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent, UnionElementOrMouseEvent {
    open val relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

public external interface MouseEventInit : EventModifierInit {
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js(`({})`)\n    o["relatedTarget"] = relatedTarget\n    o["view"] = view\n    o["detail"] = detail\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o\n\n* Exposes the JavaScript

[MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin

```kotlin
/**
 * Exposes the JavaScript

[MouseMove](https://developer.mozilla.org/en/docs/Web/API/MouseMove) to Kotlin
 */
public external class MoveEvent(type: String, eventInitDict: MoveEventInit = definedExternally) : UIEvent, MoveEventInit {
    open val relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

public external interface MoveEventInit : EventModifierInit {
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js(`({})`)\n    o["relatedTarget"] = relatedTarget\n    o["view"] = view\n    o["detail"] = detail\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o\n\n* Exposes the JavaScript

[MouseMove](https://developer.mozilla.org/en/docs/Web/API/MouseMove) to Kotlin

```kotlin
/**
 * Exposes the JavaScript

[MouseWheel](https://developer.mozilla.org/en/docs/Web/API/MouseWheel) to Kotlin
 */
public external class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : UIEvent, Event, WheelEventInit {
    open val relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

public external interface WheelEventInit : EventModifierInit {
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js(`({})`)\n    o["relatedTarget"] = relatedTarget\n    o["view"] = view\n    o["detail"] = detail\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o\n\n* Exposes the JavaScript

[MouseWheel](https://developer.mozilla.org/en/docs/Web/API/MouseWheel) to Kotlin
false */
    get() = definedExternally
    set(value) = definedExternally
    var altKey: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var metaKey: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var modifierAltGraph: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var modifierCapsLock: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var modifierFn: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var modifierFnLock: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var modifierHyper: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var modifierNumLock: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var modifierScrollLock: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var modifierSuper: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var modifierSymbol: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var modifierSymbolLock: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 [WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin
 */
public external open class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {
    open val deltaX: Double
    open val deltaY: Double
    open val deltaZ: Double
    open val deltaMode: Int

    companion object {
        val DOM_DELTA_PIXEL: Int
        val DOM_DELTA_LINE: Int
        val DOM_DELTA_PAGE: Int
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface WheelEventInit : MouseEventInit {
    var deltaX: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var deltaY: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var deltaZ: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var deltaMode: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["deltaX"] = deltaX
    o["deltaY"] = deltaY
    o["deltaZ"] = deltaZ
    o["deltaMode"] = deltaMode
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
}
```javascript
/**
 * Exposes the JavaScript [InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent) to Kotlin
 */
public external open class InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) :
    UIEvent {
    open val data: String
    open val isComposing: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface InputEventInit : UIEventInit {
    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["isComposing"] = isComposing
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin
 */
public external open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {
    open val key: String
    open val code: String
    open val location: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val repeat: Boolean

    open val isComposing: Boolean
    open val charCode: Int
    open val keyCode: Int
    open val which: Int

    fun getModifierState(keyArg: String): Boolean

    companion object {
        val DOM_KEY_LOCATION_STANDARD: Int
        val DOM_KEY_LOCATION_LEFT: Int
        val DOM_KEY_LOCATION_RIGHT: Int
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var code: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var location: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var repeat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["key"] = key
    o["code"] = code
    o["location"] = location
    o["repeat"] = repeat
    o["isComposing"] = isComposing
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
```
The given text appears to be a code snippet from a documentation or source code file. It contains JavaScript and Kotlin code, along with comments explaining the functionalities and interfaces exposed to Kotlin. The code includes the definition and usage of various events, event targets, and listeners, as well as class definitions for collections and interfaces related to Web API functionalities.

For example, there is a class definition for `CompositionEvent` that exposes the JavaScript `CompositionEvent` to Kotlin, and similar definitions for other events like `Event`, `EventTarget`, and `EventListener`. These classes are used to interact with the browser's event system, allowing Kotlin applications to respond to user interactions.

The comments indicate that this file is auto-generated, as noted by the message at the bottom: `// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!`.

The code also includes imports for various Web APIs, such as `org.khronos.webgl.*`, `org.w3c.dom.*`, and Java-based classes like `String`, `Boolean`, and `Array`. These imports are used to support the JavaScript and Web API functionalities exposed in the Kotlin code.

Overall, the document contains a comprehensive and detailed exposition of how to use various JavaScript and Web API functionalities within a Kotlin environment, ensuring seamless integration between the two languages.
String

/**
 * Exposes the JavaScript [HTMLOptionsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionsCollection) to Kotlin
 */
public external abstract class HTMLOptionsCollection : HTMLCollection {
    override var length: Int
    open
    var selectedIndex: Int
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
    fun remove(index: Int)
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLOptionsCollection.set(index: Int, option: HTMLOptionElement?) { asDynamic()[index] = option }

/**
 * Exposes the JavaScript [HTMLElement](https://developer.mozilla.org/en/docs/Web/API/HTMLElement) to Kotlin
 */
public external abstract class HTMLElement : Element, GlobalEventHandlers, DocumentAndElementEventHandlers, ElementContentEditable, ElementCSSInlineStyle {
    open var title: String
    open var lang: String
    open var translate: Boolean
    open var dir: String
    open val dataset: DOMStringMap
    open var hidden: Boolean
    open var tabIndex: Int
    open var accessKey: String
    open val accessKeyLabel: String
    open var draggable: Boolean
    open val dropzone: DOMTokenList
    open var contextMenu: HTMLMenuElement
    open var spellcheck: Boolean
    open var innerText: String
    open val offsetParent: Element
    open val offsetTop: Int
    open val offsetLeft: Int
    open val offsetWidth: Int
    open val offsetHeight: Int
    fun click()
    fun focus()
    fun blur()
    fun forceSpellCheck()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
    }
}

/**
 * Exposes the JavaScript [DOMStringMap](https://developer.mozilla.org/en/docs/Web/API/DOMStringMap) to Kotlin
 */
public external abstract class DOMStringMap

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.get(name: String): String? = asDynamic()[name]

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.set(name: String, value: String) { asDynamic()[name] = value }

/**
 * Exposes the JavaScript [HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement) to Kotlin
 */
public external abstract class HTMLHtmlElement : HTMLElement {
    open var version: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
    }
}
val DOCUMENT_POSITION_FOLLOWING: Short = val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short = val

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short = Exposes the JavaScript
[HTMLHeadElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadElement) to Kotlin

*public external abstract class HTMLHeadElement : HTMLElement {

    companion object {

        val ELEMENT_NODE: Short = val ATTRIBUTE_NODE: Short = val
        val TEXT_NODE: Short = val
        val CDATA_SECTION_NODE: Short = val ENTITY_REFERENCE_NODE: Short = val
        val ENTITY_NODE: Short = val
        val PROCESSING_INSTRUCTION_NODE: Short = val
        val COMMENT_NODE: Short = val
        val DOCUMENT_NODE: Short = val
        val DOCUMENT_TYPE_NODE: Short = val
        val DOCUMENT_FRAGMENT_NODE: Short = val
        val NOTATION_NODE: Short = val
        val DOCUMENT_POSITION_DISCONNECTED: Short = val
        val DOCUMENT_POSITION_PRECEDING: Short = val
        val DOCUMENT_POSITION_FOLLOWING: Short = val
        val DOCUMENT_POSITION_CONTAINS: Short = val
        val DOCUMENT_POSITION_CONTAINED_BY: Short = val
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short = Exposes the JavaScript
[HTMLTitleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTitleElement) to Kotlin

*public external abstract class HTMLTitleElement : HTMLElement {

    companion object {

        val ELEMENT_NODE: Short = val ATTRIBUTE_NODE: Short = val
        val TEXT_NODE: Short = val
        val CDATA_SECTION_NODE: Short = val ENTITY_REFERENCE_NODE: Short = val
        val ENTITY_NODE: Short = val
        val PROCESSING_INSTRUCTION_NODE: Short = val
        val COMMENT_NODE: Short = val
        val DOCUMENT_NODE: Short = val
        val DOCUMENT_TYPE_NODE: Short = val
        val DOCUMENT_FRAGMENT_NODE: Short = val
        val NOTATION_NODE: Short = val
        val DOCUMENT_POSITION_DISCONNECTED: Short = val
        val DOCUMENT_POSITION_PRECEDING: Short = val
        val DOCUMENT_POSITION_FOLLOWING: Short = val
        val DOCUMENT_POSITION_CONTAINS: Short = val
        val DOCUMENT_POSITION_CONTAINED_BY: Short = val
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short = Exposes the JavaScript
[HTMLBaseElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBaseElement) to Kotlin

*public external abstract class HTMLBaseElement : HTMLElement {

    companion object {

        val ELEMENT_NODE: Short = val ATTRIBUTE_NODE: Short = val
        val TEXT_NODE: Short = val
        val CDATA_SECTION_NODE: Short = val ENTITY_REFERENCE_NODE: Short = val
        val ENTITY_NODE: Short = val
        val PROCESSING_INSTRUCTION_NODE: Short = val
        val COMMENT_NODE: Short = val
        val DOCUMENT_NODE: Short = val
        val DOCUMENT_TYPE_NODE: Short = val
        val DOCUMENT_FRAGMENT_NODE: Short = val
        val NOTATION_NODE: Short = val
        val DOCUMENT_POSITION_DISCONNECTED: Short = val
        val DOCUMENT_POSITION_PRECEDING: Short = val
        val DOCUMENT_POSITION_FOLLOWING: Short = val
        val DOCUMENT_POSITION_CONTAINS: Short = val
        val DOCUMENT_POSITION_CONTAINED_BY: Short = val
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short = Exposes the JavaScript
[HTMLLinkElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLinkElement) to Kotlin

*public external abstract class HTMLLinkElement : HTMLElement, LinkStyle {

    companion object {

        val ELEMENT_NODE: Short = val ATTRIBUTE_NODE: Short = val
        val TEXT_NODE: Short = val
        val CDATA_SECTION_NODE: Short = val ENTITY_REFERENCE_NODE: Short = val
        val ENTITY_NODE: Short = val
        val PROCESSING_INSTRUCTION_NODE: Short = val
        val COMMENT_NODE: Short = val
        val DOCUMENT_NODE: Short = val
        val DOCUMENT_TYPE_NODE: Short = val
        val DOCUMENT_FRAGMENT_NODE: Short = val
        val NOTATION_NODE: Short = val
        val DOCUMENT_POSITION_DISCONNECTED: Short = val
        val DOCUMENT_POSITION_PRECEDING: Short = val
        val DOCUMENT_POSITION_FOLLOWING: Short = val
        val DOCUMENT_POSITION_CONTAINS: Short = val
        val DOCUMENT_POSITION_CONTAINED_BY: Short = val
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short = Exposes the JavaScript

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/** Exposes the JavaScript [HTMLMetaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMetaElement) to Kotlin */
public external abstract class HTMLMetaElement : HTMLElement {
    open var name: String
    open var httpEquiv: String
    open var content: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/** Exposes the JavaScript [HTMLStyleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLStyleElement) to Kotlin */
public external abstract class HTMLStyleElement : HTMLElement, LinkStyle {
    open var media: String
    open var nonce: String
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/** Exposes the JavaScript [HTMLBodyElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBodyElement) to Kotlin */
public external abstract class HTMLBodyElement : HTMLElement, WindowEventHandlers {
    open var text: String
    open var link: String
    open var vLink: String
    open var aLink: String
    open var bgColor: String
    open var background: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/** Exposes the JavaScript [HTMLHeadingElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadingElement) to Kotlin */
public external abstract class HTMLHeadingElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

.rawValue

/**
 * Exposes the JavaScript
[HTMLParagraphElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParagraphElement) to Kotlin
 */
public external abstract class HTMLParagraphElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLHRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHRElement) to Kotlin
 */
public external abstract class HTMLHRElement : HTMLElement {
    open var align: String
    open var color: String
    open var noShade: Boolean
    open var size: String
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLPreElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPreElement) to Kotlin
 */
public external abstract class HTMLPreElement : HTMLElement {
    open var width: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLQuoteElement](https://developer.mozilla.org/en/docs/Web/API/HTMLQuoteElement) to Kotlin
 */
public external abstract class HTMLQuoteElement : HTMLElement {
    open var cite: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
 [HTMLListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLListElement) to Kotlin
 */
public external abstract class HTMLOListElement : HTMLElement {
    open var reversed: Boolean
    open var start: Int
    open var type: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript
 [HTMLUListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUListElement) to Kotlin
 */
public external abstract class HTMLUListElement : HTMLElement {
    open var compact: Boolean
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript
 [HTMLLIElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLIElement) to Kotlin
 */
public external abstract class HTMLLIElement : HTMLElement {
    open var value: Int
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript
 [HTMLDivElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDivElement) to Kotlin
 */
public external abstract class HTMLDivElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
null
/**
 * Exposes the JavaScript [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin */
public external abstract class HTMLBRElement : HTMLElement {
    open var clear: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin
 */
public external interface HTMLHyperlinkElementUtils {
    var href: String
    val origin: String
    var protocol: String
    var username: String
    var password: String
    var host: String
    var hostname: String
    var port: String
    var pathname: String
    var search: String
    var hash: String
}

/**
 * Exposes the JavaScript [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin
 */
public external abstract class HTMLModElement : HTMLElement {
    open var cite: String
    open var dateTime: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLPictureElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement) to Kotlin
 */
public external abstract class HTMLPictureElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSourceElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSourceElement) to Kotlin
 */
```kotlin
/**
 * Exposes the JavaScript [HTMLImageElement](https://developer.mozilla.org/en/docs/Web/API/HTMLImageElement) to Kotlin
 */
public external abstract class HTMLImageElement : HTMLElement, HTMLOrSVGImageElement, TexImageSource {
    open var alt: String
    open var src: String
    open var srcset: String
    open var sizes: String
    open var crossOrigin: String?
    open var useMap: String
    open var isMap: Boolean
    open var width: Int
    open var height: Int
    open val naturalWidth: Int
    open val naturalHeight: Int
    open val complete: Boolean
    open val currentSrc: String
    open var referrerPolicy: String
    open var name: String
    open var lowsrc: String
    open var align: String
    open var hspace: Int
    open var vspace: Int
    open var longDesc: String
    open var border: String
    open val x: Int
    open val y: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLIFrameElement](https://developer.mozilla.org/en/docs/Web/API/HTMLIFrameElement) to Kotlin
 */
public external abstract class HTMLIFrameElement : HTMLElement {
    open var src: String
    open var srcdoc: String
    open var name: String
    open val sandbox: DOMTokenList
    open var allowFullscreen: Boolean
    open var allowUserMedia: Boolean
    open var width: String
    open var height: String
    open var referrerPolicy: String
    open var srcdoc: String
    open var contentDocument: Document?
    open var contentWindow: Window?
    open var align: String
    open var scrolling: String
    open var frameborder: String
    open var longDesc: String
    open var marginHeight: String
    open var marginWidth: String
    fun getSVGDocument(): Document?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to Kotlin
 */
public external abstract class HTMLEmbedElement : HTMLElement {
    open var src: String
    open var type: String
    open var width: String
    open var height: String
    open var align: String
    open var name: String
    fun getSVGDocument(): Document?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
```
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```kotlin
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin
 */
public external abstract class HTMLObjectElement : HTMLElement {
    open var data: String
    open var type: String
    open var typeMustMatch: Boolean
    open var name: String
    open var useMap: String
    open var form: HTMLFormElement?
    open var width: String
    open var height: String
    open var contentDocument: Document?
    open var contentWindow: Window?
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open var align: String
    open var archive: String
    open var code: String
    open var declare: Boolean
    open var hspace: Int
    open var standby: String
    open var vspace: Int
    open var codeBase: String
    open var codeType: String
    open var border: String
    fun getSVGDocument(): Document?
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin
 */
public external abstract class HTMLParamElement : HTMLElement {
    open var name: String
    open var value: String
    open var valueType: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin
 */
public external abstract class HTMLVideoElement : HTMLMediaElement, CanvasImageSource, TexImageSource {
    open var width: Int
    open var height: Int
    open var videoWidth: Int
    open var videoHeight: Int
    open var poster: String
    open var playsInline: Boolean

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val HAVE_NOTHING: Short
        val HAVE_META DATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
```
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin
 */
public external abstract class HTMLAudioElement : HTMLMediaElement {
    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin
 */
public external abstract class HTMLTrackElement : HTMLElement {
    open var kind: String
    open var src: String
    open var srclang: String
    open var label: String
    open var default: Boolean
    open val readyState: Short
    open val track: TextTrack

    companion object {
        val NONE: Short
        val LOADING: Short
        val LOADED: Short
        val ERROR: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMediaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMediaElement) to Kotlin
 */
public external abstract class HTMLMediaElement : HTMLElement {
    open val error: MediaError?
    open var src: String
    open var srcObject: dynamic
    open val currentSrc: String
    open var crossOrigin: String?
    open val networkState: Short
    open var preload: String
    open val buffered: TimeRanges
    open val readyState: Short
    open var seeking: Boolean
    open var currentTime: Double
    open val duration: Double
    open var paused: Boolean
    open var defaultPlaybackRate: Double
    open var playbackRate: Double
    open val played: TimeRanges
    open val seekable: TimeRanges
    open var ended: Boolean
    open var autoplay: Boolean
    open var loop: Boolean
    open var controls: Boolean
    open var volume: Double
    open var muted: Boolean
    open var defaultMuted: Boolean
    open val audioTracks: AudioTrackList
    open val videoTracks: VideoTrackList
    open val textTracks: TextTrackList
    fun load()
    fun canPlayType(type: String): CanPlayTypeResult
    fun fastSeek(time: Double)
    fun getStartDate(): dynamic
    fun play(): Promise<Unit>
    fun pause()
    fun addTextTrack(kind: TextTrackKind, label: String = definedExternally,
language: String = definedExternally): TextTrack

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE NOTHING: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin
 */
public external abstract class MediaError {
    open val code: Short

    companion object {
        val MEDIA_ERR_ABORTED: Short
        val MEDIA_ERR_NETWORK: Short
        val MEDIA_ERR_DECODE: Short
        val MEDIA_ERR_SRC_NOT_SUPPORTED: Short
    }
}

/**
 * Exposes the JavaScript
 [AudioTrackList](https://developer.mozilla.org/en/docs/Web/API/AudioTrackList) to Kotlin
 */
public external abstract class AudioTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): AudioTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun AudioTrackList.get(index: Int): AudioTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript
 [VideoTrackList](https://developer.mozilla.org/en/docs/Web/API/VideoTrackList) to Kotlin
 */
public external abstract class VideoTrackList : EventTarget {
    open val length: Int
    open val selectedIndex: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): VideoTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun VideoTrackList.get(index: Int): VideoTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript
 [TextTrackList](https://developer.mozilla.org/en/docs/Web/API/TextTrackList) to Kotlin
 */
public external abstract class TextTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): TextTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun TextTrackList.get(index: Int): TextTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript
 [TextTrackCueList](https://developer.mozilla.org/en/docs/Web/API/TextTrackCueList) to Kotlin
 */
public external abstract class TextTrackCueList {
    open val length: Int
    fun getCueById(id: String): TextTrackCue?
}

@kotlin.internal.InlineOnly
public inline operator fun TextTrackCueList.get(index: Int): TextTrackCue? = asDynamic()[index]
abstract class TextTrackCue : EventTarget {
    open val open var track: TextTrack?
    open var open var startTime: Double
    open var open var endTime: Double
    open var open var pauseOnExit: Boolean
    open val open var onenter: ((Event) -> dynamic)?
    open val open var onexit: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript
[TimeRanges](https://developer.mozilla.org/en/docs/Web/API/TimeRanges) to Kotlin
 */
public external abstract class TimeRanges {
    open val length: Int
    fun start(index: Int): Double
    fun end(index: Int): Double
}

/**
 * Exposes the JavaScript
[TrackEvent](https://developer.mozilla.org/en/docs/Web/API/TrackEvent) to Kotlin
 */
public external open class TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {
    open val track: UnionAudioTrackOrTextTrackOrVideoTrack?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface TrackEventInit : EventInit {
    var track: UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
[HTMLMapElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMapElement) to Kotlin
 */
public external abstract class HTMLMapElement : HTMLElement {
    open var name: String
    open val areas: HTMLCollection

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAreaElement) to Kotlin
 */
public external abstract class HTMLAreaElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var alt: String
    open var coords: String
    open var shape: String
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open val relList: DOMTokenList
    open var referrerPolicy: String
    open var noHref: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLTableElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableElement) to Kotlin
 */
public external abstract class HTMLTableElement : HTMLElement {
    open var caption: HTMLTableCaptionElement?
    open var tHead: HTMLTableSectionElement?
    open var tFoot: HTMLTableSectionElement?
    open var tBodies: HTMLCollection
    open var tRows: HTMLCollection
    open var tAlign: String
    open var tOpenVarBorder: String
    open var tOpenVarFrame: String
    open var tOpenVarRules: String
    open var tOpenVarSummary: String
    open var tOpenVarWidth: String
    open var bgColor: String
    open var cellPadding: String
    open var
var cellSpacing: String
fun createCaption(): HTMLTableCaptionElement
fun deleteCaption(): HTMLTableCaptionElement
fun createThead(): HTMLTableSectionElement
fun deleteThead(): HTMLTableSectionElement
fun createTfoot(): HTMLTableSectionElement
fun deleteTfoot(): HTMLTableSectionElement

fun insertRow(index: Int = definedExternally): HTMLTableRowElement
fun deleteRow(index: Int)

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLTableCaptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCaptionElement) to Kotlin
 */
public external abstract class HTMLTableCaptionElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to Kotlin
 */
public external abstract class HTMLTableColElement : HTMLElement {
    open var span: Int
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableSectionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableSectionElement) to Kotlin
 */
public external abstract class HTMLTableSectionElement : HTMLElement {
    open val rows: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    fun insertRow(index: Int = definedExternally): HTMLElement
    fun deleteRow(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
 /**
 * Exposes the JavaScript [HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement) to Kotlin
 */
open external abstract class HTMLTableRowElement : HTMLElement {
    open val rowIndex: Int
    open val sectionRowIndex: Int
    open val cells: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var bgColor: String
    fun insertCell(index: Int = definedExternally): HTMLElement
    fun deleteCell(index: Int)
}

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
}

/**
 * Exposes the JavaScript [HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement) to Kotlin
 */
open external abstract class HTMLTableCellElement : HTMLElement {
    open var colSpan: Int
    open var rowSpan: Int
    open var headers: String
    open val cellIndex: Int
    open var scope: String
    open var abbr: String
    open var align: String
    open var axis: String
    open var height: String
    open var width: String
    open var ch: String
    open var chOff: String
    open var noWrap: Boolean
    open var vAlign: String
    open var bgColor: String
}

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
}

/**
 * Exposes the JavaScript [HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin
 */
public external abstract class HTMLFormElement : HTMLElement {
    open var acceptCharset: String
    open var action: String
    open var autocomplete: String
    open var enctype: String
    open var encoding: String
    open var method: String
    open var name: String
    open var noValidate: Boolean
    open var target: String
    open val elements: HTMLFormControlsCollection
    open val length: Int
    fun submit()
    fun reset()
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(name: String): UnionElementOrRadioNodeList? = asDynamic()[name]
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[HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin

```kotlin
external abstract class HTMLLabelElement : HTMLElement {
    open val form: HTMLFormElement?
    open val htmlFor: String
    open val control: HTMLElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

[HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin

```kotlin
external abstract class HTMLInputElement : HTMLElement {
    open var accept: String
    open var alt: String
    open var autocomplete: String
    open var autofocus: Boolean
    open var defaultChecked: Boolean
    open var checked: Boolean
    open var dirName: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open val files: FileList?
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var height: Int
    open var indeterminate: Boolean
    open var inputMode: String
    open val list: HTMLElement?
    open var max: String
    open var maxLength: Int
    open var min: String
    open var minLength: Int
    open var multiple: Boolean
    open var name: String
    open var pattern: String
    open var placeholder: String
    open var readOnly: Boolean
    open var required: Boolean
    open var size: Int
    open var src: String
    open var step: String
    open var type: String
    open var defaultValue: String
    open var value: String
    open var valueAsDate: dynamic
    open var valueAsNumber: Double
    open var width: Int
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open var labels: NodeList
    open var selectionStart: Int?
    open var selectionEnd: Int?
    open var selectionDirection: String
    fun stepUp(n: Int = definedExternally)
    fun stepDown(n: Int = definedExternally)
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    fun select()
    fun setRangeText(replacement: String)
    fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
    fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

[HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin

```kotlin
external abstract class HTMLButtonElement : HTMLElement {
    open var autofocus: Boolean
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var menu: HTMLMenuElement?
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open var labels: NodeList
    open var selectionStart: Int
    open var selectionEnd: Int
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
```
fun setCustomValidity(error: String)

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement) to Kotlin
 */
public external abstract class HTMLSelectElement : HTMLElement, ItemArrayLike<Element> {
    open var autocomplete: String
    open var autofocus: Boolean
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var multiple: Boolean
    open var name: String
    open var required: Boolean
    open var size: Int
    open val type: String
    open val options: HTMLOptionsCollection
    override var length: Int
    open val selectedOptions: HTMLCollection
    open var selectedIndex: Int
    open var value: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun namedItem(name: String): HTMLOptionElement?
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
    fun remove(index: Int)
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    override fun item(index: Int): Element?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.set(index: Int, option: HTMLOptionElement?) = asDynamic()[index] = option

/**
 * Exposes the JavaScript [HTMLDataListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataListElement) to Kotlin
 */
public external abstract class HTMLDataListElement : HTMLElement {
    open val options: HTMLCollection

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLOptGroupElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptGroupElement) to Kotlin
 */
public external abstract class HTMLOptGroupElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open var label: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
/**
 * Exposes the JavaScript [HTMLOptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionElement) to Kotlin
 */
public external abstract class HTMLOptionElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var label: String
    open var defaultSelected: Boolean
    open var selected: Boolean
    open var value: String
    open var text: String
    open val index: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTextAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTextAreaElement) to Kotlin
 */
public external abstract class HTMLTextAreaElement : HTMLElement {
    open var autocomplete: String
    open var autofocus: Boolean
    open var cols: Int
    open var dirName: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var inputMode: String
    open var maxLength: Int
    open var minLength: Int
    open var name: String
    open var placeholder: String
    open var readOnly: Boolean
    open var required: Boolean
    open var rows: Int
    open var wrap: String
    open val type: String
    open var defaultValue: String
    open var value: String
    open val textLength: Int
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    open var selectionStart: Int?
    open var selectionEnd: Int?
    open var selectionDirection: String?
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    fun select()
    fun setRangeText(replacement: String)
    fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
    fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLKeygenElement](https://developer.mozilla.org/en/docs/Web/API/HTMLKeygenElement) to Kotlin
 */
public external abstract class HTMLKeygenElement : HTMLElement {
    open var autofocus: Boolean
    open var challenge: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var
keytype: String\n  open var name: String\n  open val type: String\n  open val willValidate: Boolean\n  open val validity: ValidityState\n  open val validationMessage: String\n  open val labels: NodeList\n  fun checkValidity(): Boolean\n  fun reportValidity(): Boolean\n  fun setCustomValidity(error: String)\n
  companion object {
    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }

  /**
   * Exposes the JavaScript [HTMLOutputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOutputElement) to Kotlin
   */
  public external abstract class HTMLOutputElement : HTMLElement {
    open var htmlFor: DOMTokenList\n    open var form: HTMLFormElement?\n    open var name: String\n    open var defaultValue: String\n    open var value: String\n    open val willValidate: Boolean\n    open val validity: ValidityState\n    open val validationMessage: String\n    open val labels: NodeList\n    fun checkValidity(): Boolean\n    fun reportValidity(): Boolean\n    fun setCustomValidity(error: String)

    companion object {
      val ELEMENT_NODE: Short
      val ATTRIBUTE_NODE: Short
      val TEXT_NODE: Short
      val CDATA_SECTION_NODE: Short
      val ENTITY_REFERENCE_NODE: Short
      val ENTITY_NODE: Short
      val PROCESSING_INSTRUCTION_NODE: Short
      val COMMENT_NODE: Short
      val DOCUMENT_NODE: Short
      val DOCUMENT_TYPE_NODE: Short
      val DOCUMENT_FRAGMENT_NODE: Short
      val DOCUMENT_POSITION_DISCONNECTED: Short
      val DOCUMENT_POSITION_PRECEDING: Short
      val DOCUMENT_POSITION_FOLLOWING: Short
      val DOCUMENT_POSITION_CONTAINS: Short
      val DOCUMENT_POSITION_CONTAINED_BY: Short
      val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
  }

  /**
   * Exposes the JavaScript [HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin
   */
  public external abstract class HTMLProgressElement : HTMLElement {
    open var value: Double\n    open var max: Double\n    open var position: Double\n    open val labels: NodeList

    companion object {
      val ELEMENT_NODE: Short
      val ATTRIBUTE_NODE: Short
      val TEXT_NODE: Short
      val CDATA_SECTION_NODE: Short
      val ENTITY_REFERENCE_NODE: Short
      val ENTITY_NODE: Short
      val PROCESSING_INSTRUCTION_NODE: Short
      val COMMENT_NODE: Short
      val DOCUMENT_NODE: Short
      val DOCUMENT_TYPE_NODE: Short
      val DOCUMENT_FRAGMENT_NODE: Short
      val DOCUMENT_POSITION_DISCONNECTED: Short
      val DOCUMENT_POSITION_PRECEDING: Short
      val DOCUMENT_POSITION_FOLLOWING: Short
      val DOCUMENT_POSITION_CONTAINS: Short
      val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
  }

  /**
   * Exposes the JavaScript [HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin
   */
  public external abstract class HTMLMeterElement : HTMLElement {
    open var value: Double\n    open var min: Double\n    open var max: Double\n    open var optimum: Double

    companion object {
      val ELEMENT_NODE: Short
      val ATTRIBUTE_NODE: Short
      val TEXT_NODE: Short
      val CDATA_SECTION_NODE: Short
      val ENTITY_REFERENCE_NODE: Short
      val ENTITY_NODE: Short
      val PROCESSING_INSTRUCTION_NODE: Short
      val COMMENT_NODE: Short
      val DOCUMENT_NODE: Short
      val DOCUMENT_TYPE_NODE: Short
      val DOCUMENT_FRAGMENT_NODE: Short
      val DOCUMENT_POSITION_DISCONNECTED: Short
      val DOCUMENT_POSITION_PRECEDING: Short
      val DOCUMENT_POSITION_FOLLOWING: Short
      val DOCUMENT_POSITION_CONTAINS: Short
      val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

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ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLTemplateElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTemplateElement) to Kotlin
 */
public external abstract class HTMLTemplateElement : HTMLElement {
    open val content: DocumentFragment

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin
 */
public external abstract class HTMLSlotElement : HTMLElement {
    open var name: String
    fun assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface AssignedNodesOptions {
    var flatten: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {
    val o = js("({})")
    o["flatten"] = flatten
    return o
}

/**
 * Exposes the JavaScript [HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin
 */
public external abstract class HTMLCanvasElement : HTMLElement, CanvasImageSource, TexImageSource {
    open var width: Int
    open var height: Int
    fun getContext(contextId: String, vararg arguments: Any?): RenderingContext?
    fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally): String
    fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

val alpha: Boolean? /* = true */
set(value) = definedExternally

fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient
fun createRadialGradient(x0: Double, y0: Double, r0: Double, x1: Double, y1: Double, r1: Double): CanvasGradient
fun createPattern(image: CanvasImageSource, repetition: String?): CanvasPattern?
fun createRadialGradient(x0: Double, y0: Double, r0: Double, x1: Double, y1: Double, r1: Double): CanvasGradient
fun createPattern(image: CanvasImageSource, repetition: String?): CanvasPattern?

fun clearRect(x: Double, y: Double, w: Double, h: Double)
fun fillRect(x: Double, y: Double, w: Double, h: Double)
fun strokeRect(x: Double, y: Double, w: Double, h: Double)

fun beginPath()
fun fill(fillRule: CanvasFillRule = definedExternally)
fun stroke()
fun clip(fillRule: CanvasFillRule = definedExternally)
fun fillText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally)
fun strokeText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally)
fun paintRect(x: Double, y: Double, w: Double, h: Double)
fun paintPath(path: Path2D)
fun paintStrokePath(path: Path2D)

window?

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[PopStateEvent](https://developer.mozilla.org/en/docs/Web/API/PopStateEvent) to Kotlin

```kotlin
open external class PopStateEvent(type: String, eventInitDict: PopStateEventInit = definedExternally) : Event {
    open var state: Any?
}
```

```kotlin
companion object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
}
```

```kotlin
public external interface PopStateEventInit : EventInit {
    var state: Any? /* = null */
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["state"] = state
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    o["return"] = return
    return o
}
```

[HashChangeEvent](https://developer.mozilla.org/en/docs/Web/API/HashChangeEvent) to Kotlin

```kotlin
open external class HashChangeEvent(type: String, eventInitDict: HashChangeEventInit = definedExternally) : Event {
    open val oldURL: String
    open val newURL: String
}
```

```kotlin
companion object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
}
```

```kotlin
public external interface HashChangeEventInit : EventInit {
    var oldURL: String? /* = "" */
    var newURL: String? /* = "" */
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["oldURL"] = oldURL
    o["newURL"] = newURL
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    o["return"] = return
    return o
}
```

[PageTransitionEvent](https://developer.mozilla.org/en/docs/Web/API/PageTransitionEvent) to Kotlin

```kotlin
open external class PageTransitionEvent(type: String, eventInitDict: PageTransitionEventInit = definedExternally) : Event {
    open val persisted: Boolean
}
```

```kotlin
companion object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
}
```

```kotlin
public external interface PageTransitionEventInit : EventInit {
    var persisted: Boolean? /* = false */
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["persisted"] = persisted
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    o["return"] = return
    return o
}
```

[BeforeUnloadEvent](https://developer.mozilla.org/en/docs/Web/API/BeforeUnloadEvent) to Kotlin

```kotlin
class ApplicationCache : EventTarget {
    open var status: Short
    open var onchecking: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onnnoupdate: ((Event) -> dynamic)?
    open var ondownloading: ((Event) -> dynamic)?
    open var onprogress: ((ProgressEvent) -> dynamic)?
    open var onupdateready: ((Event) -> dynamic)?
    open var oncached: ((Event) -> dynamic)?
    open var onobsolete: ((Event) -> dynamic)?
}
```

```kotlin
class NavigatorOnLine {
    val onLine: Boolean
}
```

```kotlin
class ErrorEvent(type: String, eventInitDict: ErrorEventInit = definedExternally) : Event {
    open var message: String
    open var filename: String
    open var lineno: Int
    open var colno: Int
    open var error: Any?
}
```

```kotlin
companion object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
}
```

```kotlin
public external interface ErrorEventInit : EventInit {
    var message: String
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ErrorEventInit(message: String? = null): ErrorEventInit {
    val o = js("({})")
    o["message"] = message
    return o
}
```
String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var filename: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var lineno: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var colno: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var error: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["message"] = message
    o["filename"] = filename
    o["lineno"] = lineno
    o["colno"] = colno
    o["error"] = error
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
[PromiseRejectionEvent](https://developer.mozilla.org/en/docs/Web/API/PromiseRejectionEvent) to Kotlin
 */
public external open class PromiseRejectionEvent(type: String, eventInitDict: PromiseRejectionEventInit) : Event {
    open val promise: Promise<Any?>
    open val reason: Any?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface PromiseRejectionEventInit : EventInit {
        var promise: Promise<Any?>?
            get() = definedExternally
            set(value) = definedExternally
        var reason: Any?
            get() = definedExternally
            set(value) = definedExternally
    }

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["promise"] = promise
    o["reason"] = reason
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
[GlobalEventHandlers](https://developer.mozilla.org/en/docs/Web/API/GlobalEventHandlers) to Kotlin
 */
public external interface GlobalEventHandlers {
    var onabort: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onblur: ((FocusEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncancel: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncanplay: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncanplaythrough: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onchange: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onclick: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onclose: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncontextmenu: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncontextmenu: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncontextmenu: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncontextmenu: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncontextmenu: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncontextmenu: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncontextmenu: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncontextmenu: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncontextmenu: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncontextmenu: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncontextmenu: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally

definedExternally
        set(value) = definedExternally
    var onpointerleave: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript
[WindowEventHandlers](https://developer.mozilla.org/en/docs/Web/API/WindowEventHandlers) to Kotlin
*/
public external interface WindowEventHandlers {
    var onafterprint: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onbeforeprint: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onbeforeunload: ((BeforeUnloadEvent) -> String)?
        get() = definedExternally
        set(value) = definedExternally
    var onhashchange: ((HashChangeEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onlanguagechange: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onmessage: ((MessageEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onoffline: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var ononline: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpagehide: ((PageTransitionEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpageshow: ((PageTransitionEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpopstate: ((PopStateEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onrejectionhandled: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onstorage: ((StorageEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onunload: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

public external interface DocumentAndElementEventHandlers {
    var oncopy: ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncut: ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpaste: ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript
[WindowOrWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WindowOrWorkerGlobalScope) to Kotlin
*/
public external interface WindowOrWorkerGlobalScope {
    val origin: String
    val caches: CacheStorage
    fun btoa(data: String): String
    fun atob(data: String): String
    fun setTimeout(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
    fun clearTimeout(handle: Int = definedExternally)
    fun setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
    fun clearInterval(handle: Int = definedExternally)
    fun createImageBitmap(image: ImageBitmapSource, options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>
    fun fetch(input: dynamic, init: RequestInit = definedExternally): Response
}

/**
 * Exposes the JavaScript
[Navigator](https://developer.mozilla.org/en/docs/Web/API/Navigator) to Kotlin
*/
public external abstract class Navigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorContentUtils, NavigatorCookies, NavigatorPlugins, Navigator.ConcurrentHardware {
    open val clipboard: Clipboard
    open val mediaDevices: MediaDevices
    open val maxTouchPoints: Int
    open val serviceWorker: ServiceWorkerContainer
    fun getUserMedia(constraints: MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback: (dynamic) -> Unit)
    fun vibrate(pattern: dynamic): Boolean
}

/**
 * Exposes the JavaScript
[NavigatorID](https://developer.mozilla.org/en/docs/Web/API/NavigatorID) to Kotlin
*/
public external interface NavigatorID {
    val appCodeName: String
    val appName: String
    val appVersion: String
    val oscpu: String
    fun taintEnabled(): Boolean
}

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fun registerContentHandler(mimeType: String, url: String, title: String) {
    isProtocolHandlerRegistered(scheme: String, url: String): String
    fun unregisterProtocolHandler(scheme: String, url: String)
    fun unregisterContentHandler(mimeType: String, url: String)
}

public external interface NavigatorCookies {
    val cookieEnabled: Boolean
}

/**
 * Exposes the JavaScript [NavigatorPlugins](https://developer.mozilla.org/en/docs/Web/API/NavigatorPlugins) to Kotlin *
 */
public external interface NavigatorPlugins {
    val pluginArray: PluginArray
    fun refresh(reload: Boolean = definedExternally)
}

/**
 * Exposes the JavaScript [PluginArray](https://developer.mozilla.org/en/docs/Web/API/PluginArray) to Kotlin *
 */
public external abstract class PluginArray : ItemArrayLike<Plugin> {
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?
}

@kotlin.internal.InlineOnly
public inline operator fun PluginArray.get(index: Int): Plugin? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun PluginArray.get(name: String): Plugin? = asDynamic()[name]

/**
 * Exposes the JavaScript [MimeTypeArray](https://developer.mozilla.org/en/docs/Web/API/MimeTypeArray) to Kotlin *
 */
public external abstract class MimeTypeArray : ItemArrayLike<MimeType> {
    override fun item(index: Int): MimeType?
    fun namedItem(name: String): MimeType?
}

@kotlin.internal.InlineOnly
public inline operator fun MimeTypeArray.get(index: Int): MimeType? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun MimeTypeArray.get(name: String): MimeType? = asDynamic()[name]

/**
 * Exposes the JavaScript [MimeType](https://developer.mozilla.org/en/docs/Web/API/MimeType) to Kotlin *
 */
public external abstract class MimeType {
    open val type: String
    open val description: String
    open val suffixes: String
    open val enabledPlugin: Plugin
}

/**
 * Exposes the JavaScript [ImageBitmap](https://developer.mozilla.org/en/docs/Web/API/ImageBitmap) to Kotlin *
 */
public external abstract class ImageBitmap : CanvasImageSource, TexImageSource {
    open val width: Int
    open val height: Int
    fun close()
}

public external interface ImageBitmapOptions {
    var imageOrientation: ImageOrientation? /* = ImageOrientation.NONE */
    var premultiplyAlpha: PremultiplyAlpha? /* = PremultiplyAlpha.DEFAULT */
    var colorSpaceConversion: ColorSpaceConversion? /* = ColorSpaceConversion.DEFAULT */
    var resizeWidth: Int?
    var resizeHeight: Int?
    var resizeQuality: ResizeQuality? /* = ResizeQuality.LOW */
    var set(value: Int): ImageBitmapOptions
    var get(): ImageBitmapOptions
}

@kotlin.internal.InlineOnly
public inline fun ImageBitmapOptions(imageOrientation: ImageOrientation? = ImageOrientation.NONE,
premultiplyAlpha: PremultiplyAlpha? = PremultiplyAlpha.DEFAULT,
colorSpaceConversion: ColorSpaceConversion? = ColorSpaceConversion.DEFAULT,
resizeWidth: Int? = undefined,
resizeHeight: Int? = undefined,
resizeQuality: ResizeQuality? = ResizeQuality.LOW): ImageBitmapOptions {
    val o = js("({})")
    o["imageOrientation"] = imageOrientation
    o["premultiplyAlpha"] = premultiplyAlpha
    o["colorSpaceConversion"] = colorSpaceConversion
    o["resizeWidth"] = resizeWidth
    o["resizeHeight"] = resizeHeight
    o["resizeQuality"] = resizeQuality
    return o
}

/**
 * Exposes the JavaScript [MessageEvent](https://developer.mozilla.org/en/docs/Web/API/MessageEvent) to Kotlin *
 */
public external open class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally) : Event {
    open val data: String
}
Any?

open val origin: String?
open val lastEventId: String?
open val source: UnionMessagePortOrWindowProxy?
open val ports: Array<out MessagePort>

fun initMessageEvent(type: String, bubbles: Boolean, cancelable: Boolean, data: Any?, origin: String, lastEventId: String, source: UnionMessagePortOrWindowProxy?, ports: Array<MessagePort>)

companion object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
    val UNCAPTURING_PHASE: Short
}

public external interface MessageEventInit : EventInit {
    var data: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var origin: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var source: UnionMessagePortOrWindowProxy? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var ports: Array<MessagePort>? /* = arrayOf() */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin
 */
public external open class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally) : EventTarget {
    open val url: String
    open val withCredentials: Boolean
    open val readyState: Short
    var onopen: ((Event) -> dynamic)?
    var onmessage: ((MessageEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    fun close()

    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSED: Short
    }
}

public external interface EventSourceInit {
    var withCredentials: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun EventSourceInit(withCredentials: Boolean? = false): EventSourceInit {
    val o = js("({})")
    o["withCredentials"] = withCredentials
    return o
}

/**
 * Exposes the JavaScript [WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to Kotlin
 */
public external open class WebSocket(url: String, protocols: dynamic = definedExternally) : EventTarget {
    open val url: String
    open val readyState: Short
    open val bufferedAmount: Number
    var onopen: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onclose: ((Event) -> dynamic)?
    open val extensions: String
    open val protocol: String
    var onmessage: ((MessageEvent) -> dynamic)?
    var binaryType: BinaryType
    fun close(code: Short = definedExternally, reason: String = definedExternally)
    fun send(data: String)
    fun send(data: Blob)
    fun send(data: ArrayBuffer)
    fun send(data: ArrayBufferView)

    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSING: Short
        val CLOSED: Short
    }
}

/**
 * Exposes the JavaScript [CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent) to Kotlin
 */
public external open class CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : Event {
    open val wasClean: Boolean
    open val code: Short
    open val reason: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface CloseEventInit : EventInit {
    var wasClean: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var code: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var reason: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["wasClean"] = wasClean
    o["code"] = code
    o["reason"] = reason
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin
 */
public external open class MessageChannel {
    open val port1: MessagePort
    open val port2: MessagePort
}
Exposes the JavaScript [MessagePort](https://developer.mozilla.org/en/docs/Web/API/MessagePort) to Kotlin

```kotlin
*//public external abstract class MessagePort : EventTarget, UnionMessagePortOrWindowProxy,
UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker { 
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    fun start()
    fun close()
}

/**
 * Exposes the JavaScript [BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin
 */
public external open class BroadcastChannel(name: String) : EventTarget {
    var name: String
    fun postMessage(message: Any?)
    fun close()
}

/**
 * Exposes the JavaScript [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin
 */
public external abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope,
GlobalPerformance {
    val self: WorkerGlobalScope
    val location: WorkerLocation
    val navigator: WorkerNavigator
    var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    var onlanguagechange: ((Event) -> dynamic)?
    var onoffline: ((Event) -> dynamic)?
    var ononline: ((Event) -> dynamic)?
    var onrejectionhandled: ((Event) -> dynamic)?
    var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
    fun importScripts(vararg urls: String)
}

/**
 * Exposes the JavaScript [AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin
 */
public external interface AbstractWorker {
    var onerror: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript [Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin
 */
public external open class Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    var onmessage: ((MessageEvent) -> dynamic)?
    override var onerror: ((Event) -> dynamic)?
    fun terminate()
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

public external interface WorkerOptions {
    var type: WorkerType? /* = WorkerType.CLASSIC */
        get() = definedExternally
        set(value) = definedExternally
    var credentials: RequestCredentials? /* = RequestCredentials.OMIT */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun WorkerOptions(type: WorkerType? = WorkerType.CLASSIC, credentials: RequestCredentials? = RequestCredentials.OMIT): WorkerOptions {
    val o = js("({})")
    o["type"] = type
    o["credentials"] = credentials
    return o
}

/**
 * Exposes the JavaScript [SharedWorker](https://developer.mozilla.org/en/docs/Web/API/SharedWorker) to Kotlin
 */
public external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    open val port: MessagePort
    override var onerror: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript [NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to Kotlin
 */
public external interface NavigatorConcurrentHardware {
    val hardwareConcurrency: Number
}

/**
 * Exposes the JavaScript [WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator) to Kotlin
 */
public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine,
NavigatorConcurrentHardware {
    val serviceWorker: ServiceWorkerContainer
}
```
```kotlin
/*
 * Exposes the JavaScript [Storage](https://developer.mozilla.org/en/docs/Web/API/Storage) to Kotlin's *
 * abstract external class Storage:
 * type: String
 * eventInitDict: StorageEventInit = definedExternally) : Event {
 * open var key: String?
 * open val oldValue: String?
 * open val newValue: String?
 * open val url: String?
 * open val bubbles: Boolean?
 * open val cancelable: Boolean?
 * 
 * @kotlin.internal.InlineOnly
 * public inline fun StorageEventInit(key: String? = null,
 * 
 * public external abstract class WorkerLocation {
 * 
 * }*
 */

```
CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLFrameSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameSetElement) to Kotlin
 */
public external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {
    open var cols: String
    open var rows: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLFrameElement : HTMLElement {
    open var name: String
    open var scrolling: String
    open var src: String
    open var frameBorder: String
    open var longDesc: String
    open var noResize: Boolean
    open val contentDocument: Document?
    open val contentWindow: Window?
    open var marginHeight: String
    open var marginWidth: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLDirectoryElement : HTMLElement {
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript [HTMLFontElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFontElement) to Kotlin
 */
public external abstract class HTMLFontElement : HTMLElement {
    open var color: String
    open var face: String
    open var size: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
The document contains Java code related to event handling and document manipulation, including interfaces for event init, custom event, and non-element parent node. It also references JavaScript methods from Mozilla developer documentation, showing how these methods can be used in Kotlin for JavaScript interop. The text includes method signatures, class definitions, and code snippets that demonstrate the use of these features in Kotlin.
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[Slatable](https://developer.mozilla.org/en/docs/Web/API/Slatable) to Kotlin

```kotlin
public external interface Slotable {
    val assignedSlot: HTMLSlotElement?
        get() = definedExternally
        set(value) = definedExternally
}
```

[Slotable](https://developer.mozilla.org/en/docs/Web/API/Slatable) to Kotlin

```kotlin
/**
 * Exposes the JavaScript
 * [NodeList](https://developer.mozilla.org/en/docs/Web/API/NodeList) to Kotlin
 *//*public external abstract class NodeList : ItemArrayLike<Node> {
    fun namedItem(name: String): Node?
}

@kotlin.internal.InlineOnly
```

[NodeList](https://developer.mozilla.org/en/docs/Web/API/NodeList) to Kotlin

```kotlin
/**
 * Exposes the JavaScript
 * [HTMLCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLCollection) to Kotlin
 */
public external abstract class HTMLCollection : ItemArrayLike<Element>, UnionElementOrHTMLCollection {
    fun namedItem(name: String): Element?
}
```

[MutationObserver](https://developer.mozilla.org/en/docs/Web/API/MutationObserver) to Kotlin

```kotlin
/**
 * Exposes the JavaScript
 * [MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin
 */
public external interface MutationObserverInit {
    var childList: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var attributes: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterData: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var subtree: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var attributeOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterDataOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var attributeFilter: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}
```

[MutationObserver](https://developer.mozilla.org/en/docs/Web/API/MutationObserver) to Kotlin

```kotlin
/**
 * Exposes the JavaScript
 * [MutationRecord](https://developer.mozilla.org/en/docs/Web/API/MutationRecord) to Kotlin
 */
public external abstract class MutationRecord {
    var type: String
    var target: Node
    var addedNodes: NodeList
    var removedNodes: NodeList
    var previousSibling: Node?
    var nextSibling: Node?
    var attributeName: String?
    var attributeNamespace: String?
    var oldValue: String?
}
```

[Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin

```kotlin
/**
 * Exposes the JavaScript
 * [NodeList](https://developer.mozilla.org/en/docs/Web/API/NodeList) to Kotlin
 */
public external abstract class NodeList : ItemArrayLike<Node> {
    fun namedItem(name: String): Node?
}
```

```kotlin
/**
 * Exposes the JavaScript
 * [HTMLCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLCollection) to Kotlin
 *//*public external abstract class HTMLCollection : ItemArrayLike<Element>, UnionElementOrHTMLCollection {
    fun namedItem(name: String): Element?
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun HTMLCollection.get(index: Int): Element? = asDynamic()[index]
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun HTMLCollection.get(name: String): Element? = asDynamic()[name]
```

[MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin

```kotlin
/**
 * Exposes the JavaScript
 * [MutationRecord](https://developer.mozilla.org/en/docs/Web/API/MutationRecord) to Kotlin
 */
public external abstract class MutationRecord {
    var type: String
    var target: Node
    var addedNodes: NodeList
    var removedNodes: NodeList
    var previousSibling: Node?
    var nextSibling: Node?
    var attributeName: String?
    var attributeNamespace: String?
    var oldValue: String?
}
```

[MutationObserver](https://developer.mozilla.org/en/docs/Web/API/MutationObserver) to Kotlin

```kotlin
/**
 * Exposes the JavaScript
 * [MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin
 */
public external interface MutationObserverInit {
    var childList: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var attributes: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterData: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var subtree: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var attributeOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterDataOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var attributeFilter: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    o["subtree"] = subtree
    o["attributeOldValue"] = attributeOldValue
    o["characterDataOldValue"] = characterDataOldValue
    o["attributeFilter"] = attributeFilter
    return o
}
```

[MutationObserver](https://developer.mozilla.org/en/docs/Web/API/MutationObserver) to Kotlin

```kotlin
/**
 * Exposes the JavaScript
 * [MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin
 */
public external interface MutationObserverInit {
    var childList: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var attributes: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterData: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var subtree: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var attributeOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterDataOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var attributeFilter: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    o["subtree"] = subtree
    o["attributeOldValue"] = attributeOldValue
    o["characterDataOldValue"] = characterDataOldValue
    o["attributeFilter"] = attributeFilter
    return o
}
```

[MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin

```kotlin
/**
 * Exposes the JavaScript
 * [MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin
 */
public external interface MutationObserverInit {
    var childList: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var attributes: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterData: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var subtree: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var attributeOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterDataOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var attributeFilter: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    o["subtree"] = subtree
    o["attributeOldValue"] = attributeOldValue
    o["characterDataOldValue"] = characterDataOldValue
    o["attributeFilter"] = attributeFilter
    return o
}
```
ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public external interface GetRootNodeOptions {
    var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun GetRootNodeOptions(composed: Boolean? = false): GetRootNodeOptions {
    val o = js("({})")
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [Document](https://developer.mozilla.org/en/docs/Web/API/Document) to Kotlin
 *
 */
public external open class Document : Node, GlobalEventHandlers, DocumentAndElementEventHandlers,
NonElementParentNode, DocumentOrShadowRoot, ParentNode, GeometryUtils {
    open val implementation: DOMImplementation
    open val URL: String
    open val documentURI: String
    open val origin: String
    open val compatMode: String
    open val characterSet: String
    open val charset: String
    open val inputEncoding: String
    open val contentType: String
    open val doctype: DocumentType?
    open val documentElement: Element?
    open val location: Location?
    var domain: String
    open val referrer: String
    var cookie: String
    open val lastModified: String
    open val readyState: DocumentReadyState
    var title: String
    var dir: String
    var body: HTMLElement?
    open val head: HTMLHeadElement?
    open val images: HTMLCollection
    open val embeds: HTMLCollection
    open val plugins: HTMLCollection
    open val links: HTMLCollection
    open val forms: HTMLCollection
    open val scripts: HTMLCollection
    open val currentScript: HTMLOrSVGScriptElement?
    open val defaultView: Window?
    open val activeElement: Element?
    var designMode: String
    var onreadystatechange: ((Event) -> dynamic)?
    var fgColor: String
    var linkColor: String
    var vlinkColor: String
    var alinkColor: String
    var bgColor: String
    open val anchors: HTMLCollection
    open val applets: HTMLCollection
    open val all: HTMLAllCollection
    open val scrollingElement: Element?
    open val styleSheets: StyleSheetList
    open val rootElement: SVGSVGElement
    open val fullscreenEnabled: Boolean
    open val fullscreen: Boolean
    var onfullscreenchange: ((Event) -> dynamic)?
    var onfullscreenerror: ((Event) -> dynamic)?
    override var onabort: ((Event) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var oncancel: ((Event) -> dynamic)?
    override var oncanplay: ((Event) -> dynamic)?
    override var oncanplaythrough: ((Event) -> dynamic)?
    override var onclose: ((Event) -> dynamic)?
    override var oncontextmenu: ((MouseEvent) -> dynamic)?
    override var oncuechange: ((Event) -> dynamic)?
    override var ondblclick: ((MouseEvent) -> dynamic)?
    override var ondrag: ((DragEvent) -> dynamic)?
    override var ondragend: ((DragEvent) -> dynamic)?
    override var ondragenter: ((DragEvent) -> dynamic)?
    override var ondragleave: ((DragEvent) -> dynamic)?
    override var ondragover: ((DragEvent) -> dynamic)?
    override var ondragstart: ((DragEvent) -> dynamic)?
    override var ondurationchange: ((Event) -> dynamic)?
    override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    override var onfocus: ((FocusEvent) -> dynamic)?
    override var onkeydown: ((KeyboardEvent) -> dynamic)?
    override var onkeypress: ((KeyboardEvent) -> dynamic)?
    override var onkeyup: ((KeyboardEvent) -> dynamic)?
    override var onmessage: ((message: MessageEvent) -> dynamic)?
    override var onunhandled: ((message: MessageEvent) -> dynamic)?
    override var onsubmit: ((Event) -> dynamic)?
    override var onunload: ((Event) -> dynamic)?
}
`createTouchList(vararg touches: Touch): TouchList

``
fun exitFullscreen(): Promise<Unit>
``

`override fun
getElementById(elementId: String): Element?`

`override fun append(vararg nodes: dynamic)
``

`override fun querySelector(selectors: String): Element?`

`override fun querySelectorAll(selectors: String): NodeList`

`override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>`

`override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad`

`override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad`

`override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint`
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

EXPOSES THE JAVASCRIPT [DOCUMENT_FRAGMENT](https://developer.mozilla.org/en/docs/Web/API/DocumentFragment) TO KOTLIN


(val override fun prepend(vararg nodes: dynamic)

.override fun append(vararg nodes: dynamic)

.override fun querySelector(selectors: String): Element?

.override fun querySelectorAll(selectors: String)

.companion object {

.val ELEMENT_NODE: Short
.val ATTRIBUTE_NODE: Short
.val TEXT_NODE: Short
.val CDATA_SECTION_NODE: Short
.val ENTITY_REFERENCE_NODE: Short
.val ENTITY_NODE: Short
.val PROCESSING_INSTRUCTION_NODE: Short

.val DOCUMENT_FRAGMENT_NODE: Short
.val NOTATION_NODE: Short
.val DOCUMENT_POSITION_DISCONNECTED: Short
.val DOCUMENT_POSITION_PRECEDING: Short

.val DOCUMENT_POSITION_FOLLOWING: Short
.val DOCUMENT_POSITION_CONTAINS: Short
.val DOCUMENT_POSITION_CONTAINED_BY: Short
.val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

EXPOSES THE JAVASCRIPT [SHADOWROOT](https://developer.mozilla.org/en/docs/Web/API/ShadowRoot) TO KOTLIN

(val open external open class ShadowRoot : DocumentFragment, DocumentOrShadowRoot {

.open val mode: ShadowRootMode

.open val host: Element

.override val fullscreenElement: Element?

.companion object {

.val ELEMENT_NODE: Short
.val ATTRIBUTE_NODE: Short
.val TEXT_NODE: Short
.val CDATA_SECTION_NODE: Short
.val ENTITY_REFERENCE_NODE: Short
.val ENTITY_NODE: Short
.val PROCESSING_INSTRUCTION_NODE: Short
.val DOCUMENT_NODE: Short
.val DOCUMENT_TYPE_NODE: Short
.val DOCUMENT_FRAGMENT_NODE: Short
.val NOTATION_NODE: Short
.val DOCUMENT_POSITION_DISCONNECTED: Short
.val DOCUMENT_POSITION_PRECEDING: Short

.val DOCUMENT_POSITION_FOLLOWING: Short
.val DOCUMENT_POSITION_CONTAINS: Short
.val DOCUMENT_POSITION_CONTAINED_BY: Short
.val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

EXPOSES THE JAVASCRIPT [ELEMENT](https://developer.mozilla.org/en/docs/Web/API/Element) TO KOTLIN

(val open external abstract class Element : Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils,
UnionElementOrHTMLCollection, UnionElementOrRadioNodeList, UnionElementOrMouseEvent,
UnionElementOrProcessingInstruction {

.open val namespaceURI: String?
.open val prefix: String?
.open val localName: String
.open val tagName: String
.open var id: String
.open var className: String
.open val classList: DOMTokenList
.open var slot: String
.open val attributes: NamedNodeMap
.open val shadowRoot: ShadowRoot?
.open var scrollTop: Double
.open var scrollLeft: Double
.open val scrollWidth: Int
.open val scrollHeight: Int
.open val clientTop: Int
.open val clientLeft: Int
.open val clientWidth: Int
.open val clientHeight: Int
.open var innerHTML: String
.open var outerHTML: String

fun hasAttributes(): Boolean
fun getAttributeNames(): Array<String>
fun getAttribute(qualifiedName: String): String?
fun getAttributeNS(namespace: String?, localName: String): String?
fun setAttribute(qualifiedName: String, value: String)
fun setAttributeNS(namenspace: String, localName: String, value: String)
fun removeAttribute(qualifiedName: String)
fun removeAttributeNS(namespace: String, localName: String)
fun hasAttribute(qualifiedName: String): Boolean
fun hasAttributeNS(namenspace: String, localName: String)
fun hasAttributeNodeNS(namenspace: String, localName: String)
fun getAttributeNode(qualifiedName: String)
fun getAttributeNodeNS(namenspace: String, localName: String)
fun hasAttributeNodeNS(namenspace: String, localName: String)
fun getAttributeNodeNS(qualifiedName: String)
fun getAttributeNodeNS(attr: Attr)
fun hasAttributeNodeNS(qualifiedName: String)
fun hasAttributeNodeNS(attr: Attr)
fun removeAttributeNode(attr: Attr)
fun attachShadow(init: ShadowRootInit)
/**
 * Exposes the JavaScript [Text](https://developer.mozilla.org/en/docs/Web/API/Text) to Kotlin
 */
public external open class Text(data: String = definedExternally) : CharacterData, Slotable, GeometryUtils {
    open val wholeText: String
    override val assignedSlot: HTMLSlotElement?
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    fun splitText(offset: Int): Text
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
    override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin
 */
public external open class CDATASection : Text {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction) to Kotlin
 */
public external abstract class ProcessingInstruction : CharacterData, LinkStyle, UnionElementOrProcessingInstruction {
    open val target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

/**
 * Exposes the JavaScript [Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to Kotlin
 */
public external open class Comment(data: String = definedExternally) : CharacterData {
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin
 */
public external open class Range {
    open val startContainer: Node
    open val startOffset: Int
    open val endContainer: Node
    open val endOffset: Int
    open val collapsed: Boolean
    open val commonAncestorContainer: Node
    fun setStart(node: Node, offset: Int)
    fun setEnd(node: Node, offset: Int)
    fun setStartBefore(node: Node)
    fun setStartAfter(node: Node)
    fun setEndBefore(node: Node)
    fun setEndAfter(node: Node)
    fun collapse(toStart: Boolean = definedExternally)
    fun selectNode(node: Node)
    fun selectNodeContents(node: Node)
    fun compareBoundaryPoints(how: Short, sourceRange: Range): Short
    fun deleteContents()
    fun extractContents(): DocumentFragment
    fun cloneContents(): DocumentFragment
    fun insertNode(node: Node)
    fun surroundContents(newParent: Node)
    fun cloneRange(): Range
    fun detach()
    fun isPointInRange(node: Node, offset: Int): Boolean
    fun comparePoint(node: Node, offset: Int): Short
    fun intersectsNode(node: Node: Node): Boolean
    fun getClientRects(): Array<DOMRect>
    fun getBoundingClientRect(): DOMRect
    fun createContextualFragment(fragment: String): DocumentFragment

    companion object {
        val START_TO_START: Short
        val START_TO_END: Short
        val END_TO_END: Short
        val END_TO_START: Short
    }
}

/**
 * Exposes the JavaScript [NodeIterator](https://developer.mozilla.org/en/docs/Web/API/NodeIterator) to Kotlin
 */
public external abstract class NodeIterator {
    open val root: Node
    open val referenceNode: Node
    open val pointerBeforeReferenceNode: Boolean
    open val whatToShow: Int
    open val filter: NodeFilter?
    fun nextNode(): Node?
    fun previousNode(): Node?
    fun detach()
}

/**
 * Exposes the JavaScript [TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin
 */
public external abstract class TreeWalker {
    open val root: Node
    open val whatToShow: Int
    open val filter: NodeFilter?
    open var currentNode: Node
    fun parentNode(): Node?
    fun firstChild(): Node?
    fun lastChild(): Node?
    fun previousSibling(): Node?
    fun nextSibling(): Node?
    fun previousNode(): Node?
    fun nextNode(): Node?
}

/**
 * Exposes the JavaScript [NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NodeFilter {
    fun acceptNode(node: Node): Short

    companion object {
        val FILTER_ACCEPT: Short
        val FILTER_REJECT: Short
        val FILTER_SKIP: Short
        val SHOW_ALL: Int
        val SHOW_ELEMENT: Int
        val SHOW_ATTRIBUTE: Int
        val SHOW_TEXT: Int
        val SHOW_CDATA_SECTION: Int
        val SHOW_ENTITY_REFERENCE: Int
        val SHOW_ENTITY: Int
        val SHOW_PROCESSING_INSTRUCTION: Int
        val SHOW_COMMENT: Int
    }
}
SHOW_DOCUMENT: Int
val SHOW_DOCUMENT_TYPE: Int

SHOW_DOCUMENT_FRAGMENT: Int
val SHOW_NOTATION: Int

/**
 * Exposes the
JavaScript [DOMTokenList](https://developer.mozilla.org/en/docs/Web/API/DOMTokenList) to Kotlin
*/
public external abstract class DOMTokenList : ItemArrayLike<String> {
    open var value: String
    fun contains(vararg tokens: String): Boolean
    fun add(vararg tokens: String): Boolean
    fun remove(vararg tokens: String): Boolean
    fun toggle(vararg tokens: String): Boolean
    fun supports(vararg tokens: String): Boolean
    override fun item(index: Int): String?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMTokenList.get(index: Int): String? = asDynamic()[index]

/**
 * Exposes the JavaScript
[DOMPointReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMPointReadOnly) to Kotlin
*/
public external open class DOMPointReadOnly(x: Double, y: Double, z: Double, w: Double) {
    open val x: Double
    open val y: Double
    open val z: Double
    open val w: Double
    fun matrixTransform(matrix: DOMMatrixReadOnly): DOMPoint
}

/**
 * Exposes the JavaScript
[DOMPoint](https://developer.mozilla.org/en/docs/Web/API/DOMPoint) to Kotlin
*/
public external open class DOMPoint : DOMPointReadOnly {
    constructor(point: DOMPointInit)
    constructor(x: Double = definedExternally, y: Double = definedExternally, z: Double = definedExternally, w: Double = definedExternally)
    override var x: Double
    override var y: Double
    override var z: Double
    override var w: Double
}

/**
 * Exposes the JavaScript
[DOMPointInit](https://developer.mozilla.org/en/docs/Web/API/DOMPointInit) to Kotlin
*/
public external interface DOMPointInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var z: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var w: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMPointInit(x: Double? = 0.0, y: Double? = 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["w"] = w
    return o
}

/**
 * Exposes the JavaScript
[DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin
*/
public external open class DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally) : DOMRectReadOnly {
    override var x: Double
    override var y: Double
    override var width: Double
    override var height: Double
}

/**
 * Exposes the JavaScript
[DOMRectReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMRectReadOnly) to Kotlin
*/
public external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) {
    open val x: Double
    open val y: Double
    open val width: Double
    open val height: Double
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]

/**
 * Exposes the JavaScript
[DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin
*/
public external open class DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)
    open val p1: DOMPoint
    open val p2: DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint
}
open val bounds: DOMRectReadOnly

public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {

    open val a: Double
    open val b: Double
    open val c: Double
    open val d: Double
    open val e: Double
    open val f: Double
    open val m11: Double
    open val m12: Double
    open val m13: Double
    open val m14: Double
    open val m21: Double
    open val m22: Double
    open val m23: Double
    open val m24: Double
    open val m31: Double
    open val m32: Double
    open val m33: Double
    open val m34: Double
    open val m41: Double
    open val m42: Double
    open val m43: Double
    open val m44: Double
    open val is2D: Boolean
    open val isIdentity: Boolean
    fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun scaleNonUniform(scaleX: Double, scaleY: Double = definedExternally): DOMMatrix
    fun scaleNonUniform(scaleX: Double, scaleY: Double, scaleZ: Double = definedExternally): DOMMatrix
    fun multiply(other: DOMMatrix): DOMMatrix
    fun flipX(): DOMMatrix
    fun flipY(): DOMMatrix
    fun inverse(): DOMMatrix
    fun transformPoint(point: DOMPointInit = definedExternally): DOMPoint
    fun toFloat32Array(): Float32Array
    fun toFloat64Array(): Float64Array
}

public external open class DOMMatrix() : DOMMatrixReadOnly {

    constructor(transformList: String)
    constructor(other: DOMMatrixReadOnly)
    constructor(array32: Float32Array)
    constructor(array64: Float64Array)
    constructor(numberSequence: Array<Double>)
    override var a: Double
    override var b: Double
    override var c: Double
    override var d: Double
    override var e: Double
    override var f: Double
    override var m11: Double
    override var m12: Double
    override var m13: Double
    override var m14: Double
    override var m21: Double
    override var m22: Double
    override var m23: Double
    override var m24: Double
    override var m31: Double
    override var m32: Double
    override var m33: Double
    override var m34: Double
    override var m41: Double
    override var m42: Double
    override var m43: Double
    override var m44: Double
    fun multiplySelf(other: DOMMatrix): DOMMatrix
    fun preMultiplySelf(other: DOMMatrix): DOMMatrix
    fun translateSelf(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scaleSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3dSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun scaleNonUniformSelf(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally): DOMMatrix
    fun rotateSelf(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun rotateFromVectorSelf(x: Double, y: Double): DOMMatrix
    fun rotateAxisAngleSelf(x: Double, y: Double): DOMMatrix
    fun skewXSelf(sx: Double): DOMMatrix
    fun skewYSelf(sy: Double): DOMMatrix
    fun invertSelf(): DOMMatrix
    fun setMatrixValue(transformList: String): DOMMatrix
}

public external interface ScrollOptions {
    var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */
    fun get(): definedExternally
    fun set(value): definedExternally
}

@kotlin.internal.InlineOnly
fun ScrollOptions(behavior: ScrollBehavior? = ScrollBehavior.AUTO, get(): definedExternally, set(value): definedExternally) = ScrollOptions(behavior, get(), set(value))
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```kotlin
val o = js("({})")
o["left"] = left
o["top"] = top
o["behavior"] = behavior
return o

fun addListener(listener: EventListener?)
fun addListener(listener: (Event) -> Unit?)
fun removeListener(listener: EventListener?)
fun removeListener(listener: (Event) -> Unit?): Unit

/**
 Exposes the JavaScript [MediaQueryList](https://developer.mozilla.org/en/docs/Web/API/MediaQueryList) to Kotlin
 */
public external abstract class MediaQueryList : EventTarget {
    open val media: String
    open val matches: Boolean
    open var onchange: ((Event) -> dynamic)?
    fun addListener(listener: EventListener?)
    fun addListener(listener: (Event) -> Unit?)
    fun removeListener(listener: EventListener?)
    fun removeListener(listener: (Event) -> Unit?): Unit

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MediaQueryListEventInit : EventInit {
    var media: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var matches: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["media"] = media
    o["matches"] = matches
    return o
}

/**
 * Exposes the JavaScript [Screen](https://developer.mozilla.org/en/docs/Web/API/Screen) to Kotlin
 */
public external abstract class Screen {
    open val availWidth: Int
    open val availHeight: Int
    open val width: Int
    open val height: Int
    open val colorDepth: Int
    open val pixelDepth: Int
}

/**
 * Exposes the JavaScript [CaretPosition](https://developer.mozilla.org/en/docs/Web/API/CaretPosition) to Kotlin
 */
public external abstract class CaretPosition {
    open val offsetNode: Node
    open val offset: Int
    fun getClientRect(): DOMRect?
}

public external interface ScrollIntoViewOptions : ScrollOptions {
    var block: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
        get() = definedExternally
        set(value) = definedExternally
    var inline: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["block"] = block
    o["inline"] = inline
    return o
}

public external interface BoxQuadOptions {
    var box: CSSBoxType? /* = CSSBoxType.BORDER */
        get() = definedExternally
        set(value) = definedExternally
    var relativeTo: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun BoxQuadOptions(box: CSSBoxType? = CSSBoxType.BORDER, relativeTo: dynamic = undefined): BoxQuadOptions {
    val o = js("({})")
    o["box"] = box
    o["relativeTo"] = relativeTo
    return o
}

public external interface ConvertCoordinateOptions {
    var fromBox: CSSBoxType? /* = CSSBoxType.BORDER */
        get() = definedExternally
        set(value) = definedExternally
    var toBox: CSSBoxType?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ConvertCoordinateOptions(fromBox: CSSBoxType? = CSSBoxType.BORDER, toBox: CSSBoxType?: CSSBoxType.BORDER): ConvertCoordinateOptions {
    val o = js("({})")
    o["fromBox"] = fromBox
    o["toBox"] = toBox
    return o
}

public external interface GeometryUtils {
    fun getBoxQuads(options: BoxQuadOptions = definedExternally): DOMQuad
    fun convertQuadFromNode(quad: DOMQuad, dynamic: from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMQuad
    fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMQuad
    fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions =
```
definedExternally): DOMPoint\n}\n\n/**\n * Exposes the JavaScript
[Touch](https://developer.mozilla.org/en/docs/Web/API/Touch) to Kotlin\n */\npublic external abstract class Touch
{\n open val identifier: Int\n open val target: EventTarget\n open val screenX: Int\n open val screenY: Int\n
open val clientX: Int\n open val clientY: Int\n open val pageX: Int\n open val pageY: Int\n open val region:
String?\n}\n\npublic external abstract class TouchList : ItemArrayLike<Touch> {\n override fun item(index: Int):
Touch?\n}\n\n@kotlin.internal.InlineOnly\npublic inline operator fun TouchList.get(index: Int): Touch? =
asDynamic()[index]\n\npublic external open class TouchEvent : UIEvent {\n open val touches: TouchList\n
open val targetTouches: TouchList\n open val changedTouches: TouchList\n open val altKey: Boolean\n open
val metaKey: Boolean\n open val ctrlKey: Boolean\n open val shiftKey: Boolean\n\n companion object {\n
val NONE: Short\n
val CAPTURING_PHASE: Short\n
val AT_TARGET: Short\n
val
BUBBLING_PHASE: Short\n }\n}\n\n/**\n * Exposes the JavaScript
[Image](https://developer.mozilla.org/en/docs/Web/API/Image) to Kotlin\n */\npublic external open class
Image(width: Int = definedExternally, height: Int = definedExternally) : HTMLImageElement {\n override var
onabort: ((Event) -> dynamic)?\n override var onblur: ((FocusEvent) -> dynamic)?\n override var oncancel:
((Event) -> dynamic)?\n override var oncanplay: ((Event) -> dynamic)?\n override var oncanplaythrough:
((Event) -> dynamic)?\n override var onchange: ((Event) -> dynamic)?\n override var onclick: ((MouseEvent) ->
dynamic)?\n override var onclose: ((Event) -> dynamic)?\n override var oncontextmenu: ((MouseEvent) ->
dynamic)?\n override var oncuechange: ((Event) -> dynamic)?\n override var ondblclick: ((MouseEvent) ->
dynamic)?\n override var ondrag: ((DragEvent) -> dynamic)?\n override var ondragend: ((DragEvent) ->
dynamic)?\n override var ondragenter: ((DragEvent) -> dynamic)?\n override var ondragexit: ((DragEvent) ->
dynamic)?\n override var ondragleave: ((DragEvent) -> dynamic)?\n override var ondragover: ((DragEvent) ->
dynamic)?\n override var ondragstart: ((DragEvent) -> dynamic)?\n override var ondrop: ((DragEvent) ->
dynamic)?\n override var ondurationchange: ((Event) -> dynamic)?\n override var onemptied: ((Event) ->
dynamic)?\n override var onended: ((Event) -> dynamic)?\n override var onerror: ((dynamic, String, Int, Int,
Any?) -> dynamic)?\n override var onfocus: ((FocusEvent) -> dynamic)?\n override var oninput: ((InputEvent) > dynamic)?\n override var oninvalid: ((Event) -> dynamic)?\n override var onkeydown: ((KeyboardEvent) ->
dynamic)?\n override var onkeypress: ((KeyboardEvent) -> dynamic)?\n override var onkeyup:
((KeyboardEvent) -> dynamic)?\n override var onload: ((Event) -> dynamic)?\n override var onloadeddata:
((Event) -> dynamic)?\n override var onloadedmetadata: ((Event) -> dynamic)?\n override var onloadend:
((Event) -> dynamic)?\n override var onloadstart: ((ProgressEvent) -> dynamic)?\n override var onmousedown:
((MouseEvent) -> dynamic)?\n override var onmouseenter: ((MouseEvent) -> dynamic)?\n override var
onmouseleave: ((MouseEvent) -> dynamic)?\n override var onmousemove: ((MouseEvent) -> dynamic)?\n
override var onmouseout: ((MouseEvent) -> dynamic)?\n override var onmouseover: ((MouseEvent) ->
dynamic)?\n override var onmouseup: ((MouseEvent) -> dynamic)?\n override var onwheel: ((WheelEvent) ->
dynamic)?\n override var onpause: ((Event) -> dynamic)?\n override var onplay: ((Event) -> dynamic)?\n
override var onplaying: ((Event) -> dynamic)?\n override var onprogress: ((ProgressEvent) -> dynamic)?\n
override var onratechange: ((Event) -> dynamic)?\n override var onreset: ((Event) -> dynamic)?\n override var
onresize: ((Event) -> dynamic)?\n override var onscroll: ((Event) -> dynamic)?\n override var onseeked:
((Event) -> dynamic)?\n override var onseeking: ((Event) -> dynamic)?\n override var onselect: ((Event) ->
dynamic)?\n override var onshow: ((Event) -> dynamic)?\n override var onstalled: ((Event) -> dynamic)?\n
override var onsubmit: ((Event) -> dynamic)?\n override var onsuspend: ((Event) -> dynamic)?\n override var
ontimeupdate: ((Event) -> dynamic)?\n override var ontoggle: ((Event) -> dynamic)?\n override var
onvolumechange: ((Event) -> dynamic)?\n override var onwaiting: ((Event) -> dynamic)?\n override var
ongotpointercapture: ((PointerEvent) -> dynamic)?\n override var onlostpointercapture: ((PointerEvent) ->
dynamic)?\n override var onpointerdown: ((PointerEvent) -> dynamic)?\n override var onpointermove:
((PointerEvent) -> dynamic)?\n override var onpointerup: ((PointerEvent) -> dynamic)?\n override var
onpointercancel: ((PointerEvent) -> dynamic)?\n override var onpointerover: ((PointerEvent) -> dynamic)?\n
override var onpointerout: ((PointerEvent) -> dynamic)?\n override var onpointerenter: ((PointerEvent) ->

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override var onpointerleave: ((PointerEvent) -> dynamic)?
override var oncopy:
((ClipboardEvent) -> dynamic)?
override var oncut: ((ClipboardEvent) -> dynamic)?
override var onpaste:
((ClipboardEvent) -> dynamic)?
override var onpaste:
((ClipboardEvent) -> dynamic)?
override var contentEditable: String?
override val isContentEditable: Boolean
override val style: CSSStyleDeclaration
override val children: HTMLCollection
override val firstElementChild: Element?
override val lastElementChild: Element?
override val childElementCount: Int
override val previousElementSibling: Element?
override val nextElementSibling: Element?
override val assignedSlot: HTMLSlotElement?
override fun prepend(vararg nodes: dynamic)
override fun append(vararg nodes: dynamic)
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad?

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external open class Audio(src: String = definedExternally) : HTMLAudioElement {
override var onprogress: ((ProgressEvent) -> dynamic)?
override var onratechange: ((Event) -> dynamic)?
override var onreset: ((Event) -> dynamic)?
override var onsize: ((Event) -> dynamic)?
override var onscroll: ((Event) -> dynamic)?
override var onsecked: ((Event) -> dynamic)?
override var onseeking: ((Event) -> dynamic)?
override var onselect: ((Event) -> dynamic)?
override var onshow: ((Event) -> dynamic)?
override var onstalled: ((Event) -> dynamic)?
override var onsubmit: ((Event) -> dynamic)?
override var onsuspend: ((Event) -> dynamic)?
override var ontimeupdate: ((Event) -> dynamic)?
override var ontoggle: ((Event) -> dynamic)?
override var onvolumechange: ((Event) -> dynamic)?
override var onwaiting: ((Event) -> dynamic)?
override var ongpointercapture: ((PointerEvent) -> dynamic)?
override var onpointermove: ((PointerEvent) -> dynamic)?
override var onpointerup: ((PointerEvent) -> dynamic)?
override var onpointercancel: ((PointerEvent) -> dynamic)?
override var onpointerover: ((PointerEvent) -> dynamic)?
override var onpointerout: ((PointerEvent) -> dynamic)?
override var onpointerenter: ((PointerEvent) -> dynamic)?
override var onpointerleave: ((PointerEvent) -> dynamic)?
override var oncopy: ((ClipboardEvent) -> dynamic)?
override var oncut: ((ClipboardEvent) -> dynamic)?
override var onpaste: ((ClipboardEvent) -> dynamic)?
override var contentEditable: String
override val isContentEditable: Boolean
override val style: CSSStyleDeclaration
override val children: HTMLCollection
override val firstElementChild: Element?
override val lastElementChild: Element?
override val childElementCount: Int
override val previousElementSibling: Element?
override val nextElementSibling: Element?
override val assignedSlot: HTMLSlotElement?
override fun prepend(vararg nodes: Dynamic): Dynamic
override fun append(vararg nodes: Dynamic): Dynamic
override fun querySelector(selectors: String): Element?
override fun querySelectorAll(selectors: String): NodeList
override fun before(vararg nodes: Dynamic): Dynamic
override fun after(vararg nodes: Dynamic): Dynamic
override fun replaceWith(vararg nodes: Dynamic): Dynamic
override fun querySelectorAll(selectors: String): NodeList
override fun querySelector(selectors: String): Element?
override fun remove(): Dynamic
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
override fun convertQuadFromNode(quad: Dynamic, from: Dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertRectFromNode(rect: DOMRectReadOnly, from: Dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertPointFromNode(point: DOMPointInit, from: Dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
override var NETWORK_EMPTY: Short
override var NETWORK_IDLE: Short
override var NETWORK_LOADING: Short
override var NETWORK_NO_SOURCE: Short
override var HAVE_NOTHING: Short
override var HAVE_METADATA: Short
override var HAVE_CURRENT_DATA: Short
override var HAVE_FUTURE_DATA: Short
override var HAVE_ENOUGH_DATA: Short
override var ELEMENT_NODE: Short
override var ATTRIBUTE_NODE: Short
override var TEXT_NODE: Short
override var CDATA_SECTION_NODE: Short
override var ENTITYREFERENCE_NODE: Short
override var ENTITY_NODE: Short
override var PROCESSING_INSTRUCTION_NODE: Short
override var COMMENT_NODE: Short
override var DOCUMENT_NODE: Short
override var DOCUMENT_TYPE_NODE: Short
override var DOCUMENT_FRAGMENT_NODE: Short
override var DOCUMENT_POSITION_DISCONNECTED: Short
override var DOCUMENT_POSITION_FOLLOWING: Short
override var DOCUMENT_POSITION_CONTAINS: Short
override var DOCUMENT_POSITION_CONTAINED_BY: Short
override var DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
override var onabort: ((Event) -> dynamic)?
override var onblur: ((FocusEvent) -> dynamic)?
override var oncancel: ((Event) -> dynamic)?
override oncanplay: ((Event) -> dynamic)?
override oncanplaythrough: ((Event) -> dynamic)?
override onchange: ((Event) -> dynamic)?
override onclick: ((MouseEvent) -> dynamic)?
override onclose: ((Event) -> dynamic)?
override oncontextmenu: ((MouseEvent) -> dynamic)?
override oncontextchange: ((Event) -> dynamic)?
"select".asDynamic().unsafeCast<SelectionMode>().

public inline val SelectionMode.Companion.START: SelectionMode get() = "start".asDynamic().unsafeCast<SelectionMode>().

public inline val SelectionMode.Companion.PRESERVE: SelectionMode get() = "preserve".asDynamic().unsafeCast<SelectionMode>().

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasFillRule {
    companion object
}

public inline val CanvasFillRule.Companion.NONZERO: CanvasFillRule get() = "nonzero".asDynamic().unsafeCast<CanvasFillRule>().

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineCap {
    companion object
}

public inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() = "butt".asDynamic().unsafeCast<CanvasLineCap>().

public inline val CanvasLineCap.Companion.SQUARE: CanvasLineCap get() = "square".asDynamic().unsafeCast<CanvasLineCap>().

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineJoin {
    companion object
}

public inline val CanvasLineJoin.Companion.ROUND: CanvasLineJoin get() = "round".asDynamic().unsafeCast<CanvasLineJoin>().

public inline val CanvasLineJoin.Companion.BEVEL: CanvasLineJoin get() = "bevel".asDynamic().unsafeCast<CanvasLineJoin>().

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasTextAlign {
    companion object
}

public inline val CanvasTextAlign.Companion.START: CanvasTextAlign get() = "start".asDynamic().unsafeCast<CanvasTextAlign>().

public inline val CanvasTextAlign.Companion.END: CanvasTextAlign get() = "end".asDynamic().unsafeCast<CanvasTextAlign>().

public inline val CanvasTextAlign.Companion.LEFT: CanvasTextAlign get() = "left".asDynamic().unsafeCast<CanvasTextAlign>().

public inline val CanvasTextAlign.Companion.CENTER: CanvasTextAlign get() = "center".asDynamic().unsafeCast<CanvasTextAlign>().

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasTextBaseline {
    companion object
}

public inline val CanvasTextBaseline.Companion.TOP: CanvasTextBaseline get() = "top".asDynamic().unsafeCast<CanvasTextBaseline>().

public inline val CanvasTextBaseline.Companion.MIDDLE: CanvasTextBaseline get() = "middle".asDynamic().unsafeCast<CanvasTextBaseline>().

public inline val CanvasTextBaseline.Companion.ALPHABETIC: CanvasTextBaseline get() = "alphabetic".asDynamic().unsafeCast<CanvasTextBaseline>().

public inline val CanvasTextBaseline.Companion.IDEOGRAPHIC: CanvasTextBaseline get() =...
CanvasTextBaseline.Companion.BOTTOM: CanvasTextBaseline get() = "bottom".asDynamic().unsafeCast<CanvasTextBaseline>()

CanvasDirection.Companion.LTR: CanvasDirection get() = "ltr".asDynamic().unsafeCast<CanvasDirection>()

CanvasDirection.Companion.RTL: CanvasDirection get() = "rtl".asDynamic().unsafeCast<CanvasDirection>()

CanvasDirection.Companion.INHERIT: CanvasDirection get() = "inherit".asDynamic().unsafeCast<CanvasDirection>()

ScrollRestoration.Companion.AUTO: ScrollRestoration get() = "auto".asDynamic().unsafeCast<ScrollRestoration>()

ScrollRestoration.Companion.MANUAL: ScrollRestoration get() = "manual".asDynamic().unsafeCast<ScrollRestoration>()


ColorSpaceConversion.Companion.NONE: ColorSpaceConversion get() = "none".asDynamic().unsafeCast<ColorSpaceConversion>()

ColorSpaceConversion.Companion.DEFAULT: ColorSpaceConversion get() = "default".asDynamic().unsafeCast<ColorSpaceConversion>()

ResizeQuality.Companion.PIXELATED: ResizeQuality get() = "pixelated".asDynamic().unsafeCast<ResizeQuality>()

ResizeQuality.Companion.LOW: ResizeQuality get() = "low".asDynamic().unsafeCast<ResizeQuality>()

ResizeQuality.Companion.MEDIUM: ResizeQuality get() = "medium".asDynamic().unsafeCast<ResizeQuality>()

ResizeQuality.Companion.HIGH: ResizeQuality get() = "high".asDynamic().unsafeCast<ResizeQuality>()

BinaryType.Companion.BLOB: BinaryType get() = "blob".asDynamic().unsafeCast<BinaryType>()

BinaryType.Companion.ARRAYBUFFER: BinaryType get() = "arraybuffer".asDynamic().unsafeCast<BinaryType>()

WorkerType.Companion.CLASSIC: WorkerType get() = "classic".asDynamic().unsafeCast<WorkerType>()

WorkerType.Companion.MODULE: WorkerType get() = "module".asDynamic().unsafeCast<WorkerType>()

ShadowRootMode.Companion.OPEN: ShadowRootMode get() = "open".asDynamic().unsafeCast<ShadowRootMode>()
public inline val ScrollBehavior.Companion.AUTO: ScrollBehavior get() = "auto".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.INSTANT: ScrollBehavior get() = "instant".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.SMOOTH: ScrollBehavior get() = "smooth".asDynamic().unsafeCast<ScrollBehavior>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollLogicalPosition {
    companion object
}


public inline val ScrollLogicalPosition.Companion.CENTER: ScrollLogicalPosition get() = "center".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.END: ScrollLogicalPosition get() = "end".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.NEAREST: ScrollLogicalPosition get() = "nearest".asDynamic().unsafeCast<ScrollLogicalPosition>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CSSBoxType {
    companion object
}

public inline val CSSBoxType.Companion.MARGIN: CSSBoxType get() = "margin".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.BORDER: CSSBoxType get() = "border".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.PADDING: CSSBoxType get() = "padding".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.CONTENT: CSSBoxType get() = "content".asDynamic().unsafeCast<CSSBoxType>()
get() = definedExternally
set(value) = definedExternally
var headers: dynamic
get() = definedExternally
set(value) = definedExternally
var body: dynamic
get() = definedExternally
set(value) = definedExternally
var referer: String?
get() = definedExternally
set(value) = definedExternally
var refererPolicy: dynamic
get() = definedExternally
set(value) = definedExternally
var mode: RequestMode?
get() = definedExternally
set(value) = definedExternally
var credentials: RequestCredentials?
get() = definedExternally
set(value) = definedExternally
var cache: RequestCache?
get() = definedExternally
set(value) = definedExternally
var redirect: RequestRedirect?
get() = definedExternally
set(value) = definedExternally
var integrity: String?
get() = definedExternally
set(value) = definedExternally
var keepalive: Boolean?
get() = definedExternally
set(value) = definedExternally
var window: Any?
get() = definedExternally
set(value) = definedExternally
@kotlin.internal.InlineOnly
public inline fun RequestInit(method: String? = undefined,
    val o = js("({})")
    o["method"] = method
    o["headers"] = headers
    o["body"] = body
c}
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```java
RequestCache get() = \"no-store\".asDynamic().unsafeCast<RequestCache>(\n
public inline val RequestCache.Companion.RELOAD: RequestCache get() = \"reload\".asDynamic().unsafeCast<RequestCache>(\n
public inline val RequestCache.Companion.NO_CACHE: RequestCache get() = \"no-cache\".asDynamic().unsafeCast<RequestCache>(\n
public inline val RequestCache.Companion.FORCE_CACHE: RequestCache get() = \"force-cache\".asDynamic().unsafeCast<RequestCache>(\n
public inline val RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = \"only-if-cached\".asDynamic().unsafeCast<RequestCache>(\n
/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestRedirect {
    companion object
}

public inline val RequestRedirect.Companion.FOLLOW: RequestRedirect get() = \"follow\".asDynamic().unsafeCast<RequestRedirect>(\n
public inline val RequestRedirect.Companion.ERROR: RequestRedirect get() = \"error\".asDynamic().unsafeCast<RequestRedirect>(\n
public inline val RequestRedirect.Companion.MANUAL: RequestRedirect get() = \"manual\".asDynamic().unsafeCast<RequestRedirect>(\n
/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResponseType {
    companion object
}

public inline val ResponseType.Companion.BASIC: ResponseType get() = \"basic\".asDynamic().unsafeCast<ResponseType>(\n
public inline val ResponseType.Companion.CORS: ResponseType get() = \"cors\".asDynamic().unsafeCast<ResponseType>(\n
public inline val ResponseType.Companion.DEFAULT: ResponseType get() = \"default\".asDynamic().unsafeCast<ResponseType>(\n
public inline val ResponseType.Companion.OPAQUE: ResponseType get() = \"opaque\".asDynamic().unsafeCast<ResponseType>(\n
public inline val ResponseType.Companion.OPAQUEREDIRECT: ResponseType get() = \"opaqueredirect\".asDynamic().unsafeCast<ResponseType>(\n
*/
```

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.mediacapture

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin
 */
public external open class MediaStream() : EventTarget {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?
    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?
    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>
    fun getTracks(): Array<MediaStreamTrack>
    fun getTrackById(trackId: String): MediaStreamTrack?
    fun addTrack(track: MediaStreamTrack)
    fun removeTrack(track: MediaStreamTrack)
    fun clone(): MediaStream
}

/**
 * Exposes the JavaScript [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin
 */
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open val label: String
    open var enabled: Boolean
    open var muted: Boolean
    open var onmute: ((Event) -> dynamic)?
    open var onunmute: ((Event) -> dynamic)?
    open var onended: ((Event) -> dynamic)?
    open var onoverconstrained: ((Event) -> dynamic)?
    fun clone(): MediaStreamTrack
    fun stop()
    fun getCapabilities(): MediaTrackCapabilities
    fun getConstraints(): MediaTrackConstraints
    fun getSettings(): MediaTrackSettings
    fun applyConstraints(constraints:
MediaTrackConstraints = definedExternally): Promise<Unit?>

/**
 * Exposes the JavaScript
 * [MediaTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSupportedConstraints)
 * to Kotlin
 */

public external interface MediaTrackSupportedConstraints {
    var width: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var height: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var volume: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var latency: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var groupId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaTrackSupportedConstraints(width: Boolean? = true, height: Boolean? = true, aspectRatio: Boolean? = true,
    frameRate: Boolean? = true, facingMode: Boolean? = true, resizeMode: Boolean? = true, volume: Boolean? = true,
    sampleRate: Boolean? = true, sampleSize: Boolean? = true, echoCancellation: Boolean? = true, autoGainControl: Boolean? = true,
    noiseSuppression: Boolean? = true, latency: Boolean? = true, channelCount: Boolean? = true, deviceId: Boolean? = true,
    groupId: Boolean? = true): MediaTrackSupportedConstraints {
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    return o
}

public external interface MediaTrackCapabilities {
    var width: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var height: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var volume: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var latency: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly

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undefined, volume: DoubleRange? = undefined, sampleRate: ULongRange? = undefined, sampleSize:
ULongRange? = undefined, echoCancellation: Array<Boolean>? = undefined, latency: DoubleRange? = undefined, channelCount:
ULongRange? = undefined, deviceId: String? = undefined, groupId: String? = undefined): MediaTrackCapabilities
{
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript
[MediaTrackConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackConstraints) to Kotlin
 */
public external interface MediaTrackConstraints : MediaTrackConstraintSet {
    var advanced:
Array<MediaTrackConstraintSet>?
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaTrackConstraints(advanced:
Array<MediaTrackConstraintSet>? = undefined, width: dynamic = undefined, height: dynamic = undefined,
aspectRatio: dynamic = undefined, frameRate: dynamic = undefined, facingMode: dynamic = undefined,
resizeMode: dynamic = undefined, sampleRate: dynamic = undefined, sampleSize: dynamic = undefined,
echoCancellation: dynamic = undefined, autoGainControl: dynamic = undefined,
noiseSuppression: dynamic = undefined, latency: dynamic = undefined, channelCount: dynamic = undefined,
deviceId: dynamic = undefined, groupId: dynamic = undefined): MediaTrackConstraints
{
    val o = js("({})")
    o["advanced"] = advanced
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

public external interface MediaTrackConstraintSet {
    var width: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var height: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var latency: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var groupId: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaTrackConstraintSet(width: dynamic = undefined, height: dynamic = undefined,
aspectRatio: dynamic = undefined, frameRate: dynamic = undefined, facingMode: dynamic = undefined,
resizeMode: dynamic = undefined, deviceType: String? = undefined, groupId: String? = undefined):
MediaTrackConstraintSet
{
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}
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facingMode: String
    o["resizeModel"] = resizeModel
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
return o
}

/**
 * Exposes the JavaScript
 **/[MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin
 */
public external interface MediaTrackSettings {
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Double?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Int?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var latency: Double?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Int?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeModel"] = resizeModel
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
return o
}

/**
 * Exposes the JavaScript
 **/[MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent) to Kotlin
 */
public external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) : Event {
    open val track: MediaStreamTrack

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MediaStreamTrackEventInit : EventInit {
    var track: MediaStreamTrack?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
return o
}

public external open class OverconstrainedErrorEvent(type: String, eventInitDict: OverconstrainedErrorEventInit) : Event {
    var error: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
OverconstrainedErrorEventInit {\n    val o = js("({})")\n    o["error"] = error\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o\n}\n
* Exposes the JavaScript MediaDevices to Kotlin

fun getSupportedConstraints(): MediaDeviceInfo {
    val o = js("({})")\n    o["error"] = error\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o\n}\n
/**
 * Exposes the JavaScript MediaDevices to Kotlin
 */
public external abstract class MediaDevices : EventTarget {
    open var ondevicechange: (Event) -> dynamic?\n    fun enumerateDevices(): Promise<Array<MediaDeviceInfo>>\n    fun getUserMedia(constraints: MediaStreamConstraints = definedExternally): Promise<MediaStream>\n}

/**
 * Exposes the JavaScript MediaDeviceInfo to Kotlin
 */
public external abstract class MediaDeviceInfo {
    open var deviceId: String?\n    open var kind: MediaDeviceKind?\n    open var label: String?\n    open var groupId: String?\n    fun toJSON(): dynamic\n}

public external abstract class InputDeviceInfo : MediaDeviceInfo {
    fun getCapabilities(): MediaTrackCapabilities\n}

/**
 * Exposes the JavaScript MediaStreamConstraints to Kotlin
 */
public external interface MediaStreamConstraints {
    var video: dynamic /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var audio: dynamic /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n}

@kotlin.internal.InlineOnly
public inline fun MediaStreamConstraints(video: dynamic = false, audio: dynamic = false): MediaStreamConstraints {
    val o = js("({})")\n    o["video"] = video\n    o["audio"] = audio\n    return o\n}\n
public external interface ConstrainablePattern {
    var onoverconstrained: (Event) -> dynamic?\n    fun getCapabilities(): Capabilities\n    fun getConstraints(): Constraints\n    fun getSettings(): Settings?\n    fun applyConstraints(constraints: Constraints = definedExternally): Promise<Unit>\n}

/**
 * Exposes the JavaScript DoubleRange to Kotlin
 */
public external interface DoubleRange {
    var max: Double?\n        get() = definedExternally\n        set(value) = definedExternally\n    var min: Double?\n        get() = definedExternally\n        set(value) = definedExternally\n}

@kotlin.internal.InlineOnly
public inline fun DoubleRange(max: Double? = undefined, min: Double? = undefined): DoubleRange {
    val o = js("({})")\n    o["max"] = max\n    o["min"] = min\n    return o\n}\n
public external interface ConstrainDoubleRange : DoubleRange {
    var exact: Double?\n        get() = definedExternally\n        set(value) = definedExternally\n    var ideal: Double?\n        get() = definedExternally\n        set(value) = definedExternally\n}

@kotlin.internal.InlineOnly
    val o = js("({})")\n    o["exact"] = exact\n    o["ideal"] = ideal\n    o["max"] = max\n    o["min"] = min\n    return o\n}\n
public external interface ULongRange {
    var max: Int?\n        get() = definedExternally\n        set(value) = definedExternally\n    var min: Int?\n        get() = definedExternally\n        set(value) = definedExternally\n}

@kotlin.internal.InlineOnly
public inline fun ULongRange(max: Int? = undefined, min: Int? = undefined): ULongRange {
    val o = js("({})")\n    o["max"] = max\n    o["min"] = min\n    return o\n}\n
public external interface ConstrainULongRange : ULongRange {
    var exact: Int?\n        get() = definedExternally\n        set(value) = definedExternally\n    var ideal: Int?\n        get() = definedExternally\n        set(value) = definedExternally\n}

@kotlin.internal.InlineOnly
    val o = js("({})")\n    o["exact"] = exact\n    o["ideal"] = ideal\n    o["max"] = max\n    o["min"] = min\n    return o\n}\n
public external interface ConstrainBooleanParameters {
    var exact: Boolean?\n        get() = definedExternally\n        set(value) = definedExternally\n    var ideal: Boolean?\n        get() = definedExternally\n        set(value) = definedExternally\n}

@kotlin.internal.InlineOnly
    val o = js("({})")\n    o["exact"] = exact\n    o["ideal"] = ideal\n    o["max"] = max\n    o["min"] = min\n    return o\n}\n
* Exposes the JavaScript MediaDevices to Kotlin

fun getUserMedia(constraints: MediaStreamConstraints = definedExternally): Promise<MediaStream>
ConstrainDOMStringParameters

```kotlin
public external interface ConstrainDOMStringParameters {
    var exact: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var ideal: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ConstrainDOMStringParameters(exact: dynamic = undefined, ideal: dynamic = undefined): ConstrainDOMStringParameters {
    val o = js("{}")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

public external interface Capabilities

@kotlin.internal.InlineOnly
public inline fun Capabilities(): Capabilities {
    val o = js("{}")
    return o
}

public external interface Settings

@kotlin.internal.InlineOnly
public inline fun Settings(): Settings {
    val o = js("{}")
    return o
}

public external interface ConstraintSet

@kotlin.internal.InlineOnly
public inline fun ConstraintSet(): ConstraintSet {
    val o = js("{}")
    return o
}

public external interface Constraints : ConstraintSet {
    var advanced: Array<ConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun Constraints(advanced: Array<ConstraintSet>? = undefined): Constraints {
    val o = js("{}")
    o["advanced"] = advanced
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaStreamTrackState {
    companion object
}

public inline val MediaStreamTrackState.Companion.LIVE: MediaStreamTrackState get() = "live".asDynamic().unsafeCast<MediaStreamTrackState>()

public inline val MediaStreamTrackState.Companion.ENDED: MediaStreamTrackState get() = "ended".asDynamic().unsafeCast<MediaStreamTrackState>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoFacingModeEnum {
    companion object
}

public inline val VideoFacingModeEnum.Companion.USER: VideoFacingModeEnum get() = "user".asDynamic().unsafeCast<VideoFacingModeEnum>()


public inline val VideoFacingModeEnum.Companion.LEFT: VideoFacingModeEnum get() = "left".asDynamic().unsafeCast<VideoFacingModeEnum>()

public inline val VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() = "right".asDynamic().unsafeCast<VideoFacingModeEnum>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoResizeModeEnum {
    companion object
}

public inline val VideoResizeModeEnum.Companion.NONE: VideoResizeModeEnum get() = "none".asDynamic().unsafeCast<VideoResizeModeEnum>()


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaDeviceKind {
    companion object
}

public inline val MediaDeviceKind.Companion.AUDIOINPUT: MediaDeviceKind get() = "audioinput".asDynamic().unsafeCast<MediaDeviceKind>()

public inline val MediaDeviceKind.Companion.AUDIOOUTPUT: MediaDeviceKind get() = "audiooutput".asDynamic().unsafeCast<MediaDeviceKind>()

public inline val MediaDeviceKind.Companion.VIDEOINPUT: MediaDeviceKind get() = "videoinput".asDynamic().unsafeCast<MediaDeviceKind>()
```

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import org.w3c.dom.mediacapture.
import org.w3c.dom.parsing.
import org.w3c.dom.svg.
import org.w3c.dom.url.
import org.w3c.fetch.
import org.w3c.files.
import org.w3c.notifications.
import org.w3c.performance.
import org.w3c.workers.
import org.w3c.xhr.

public external interface PointerEventInit : MouseEventInit {
    var pointerId: Int? /* = 0 */
        get() = definedExternally
    set(value) = definedExternally
    var width: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var pressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tangentialPressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tiltX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var tiltY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var twist: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var pointerType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isPrimary: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var screenX: Int
        get() = definedExternally
        set(value) = definedExternally
    var screenY: Int
        get() = definedExternally
        set(value) = definedExternally
    var clientX: Int
        get() = definedExternally
        set(value) = definedExternally
    var clientY: Int
        get() = definedExternally
        set(value) = definedExternally
    var button: Short
        get() = definedExternally
        set(value) = definedExternally
    var buttons: Short
        get() = definedExternally
        set(value) = definedExternally
    var relatedTarget: EventTarget
        get() = definedExternally
        set(value) = definedExternally
    var region: String
        get() = definedExternally
        set(value) = definedExternally
    var ctrlKey: Boolean
        get() = definedExternally
        set(value) = definedExternally
    var shiftKey: Boolean
        get() = definedExternally
        set(value) = definedExternally
    var altKey: Boolean
        get() = definedExternally
        set(value) = definedExternally
    var metaKey: Boolean
        get() = definedExternally
        set(value) = definedExternally
    var view: Window
        get() = definedExternally
        set(value) = definedExternally
    var detail: Int
        get() = definedExternally
        set(value) = definedExternally
    var bubbles: Boolean
        get() = definedExternally
        set(value) = definedExternally
    var cancelable: Boolean
        get() = definedExternally
        set(value) = definedExternally
    var composed: Boolean
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["pointerId"] = pointerId
    o["width"] = width
    o["height"] = height
    o["pressure"] = pressure
    o["tangentialPressure"] = tangentialPressure
    o["tiltX"] = tiltX
    o["tiltY"] = tiltY
    o["twist"] = twist
    o["pointerType"] = pointerType
    o["isPrimary"] = isPrimary
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["Composed"] = composed
    o["return"] = return
    o["\n"] = 
  * Exposes the JavaScript
  [PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin
  * `@public` external open class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally): MouseEvent
  * `type` of pointerId: Int
  * `open` val width: Double
  * `open` val height: Double
  * `open` val pressure: Float
  * `open` val tangentialPressure: Float
  * `open` val tiltX: Int
  * `open` val tiltY: Int
  * `open` val twist: Int
  * `open` val pointerType: String
  * `open` val isPrimary: Boolean

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* NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
* See GitHub.com/kotlin/dukat for details
org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
 */
public external abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers,
SVGElementInstance {
    open val dataset: DOMStringMap
    open val ownerSVGElement: SVGSVGElement?
    open val viewportElement: SVGElement?
    open var tabIndex: Int
    fun focus()
    fun blur()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external interface SVGBoundingBoxOptions {
    var fill: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var stroke: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var markers: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var clipped: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["fill"] = fill
    o["stroke"] = stroke
    o["markers"] = markers
    o["clipped"] = clipped
    return o
}

/**
 * Exposes the JavaScript [SVGGraphicsElement](https://developer.mozilla.org/en/docs/Web/API/SVGGraphicsElement) to Kotlin
 */
public external abstract class SVGGraphicsElement : SVGElement, SVGTests {
    open val transform: SVGAnimatedTransformList
    fun getBBox(options: SVGBoundingBoxOptions = definedExternally): DOMRect
    fun getCTM(): DOMMatrix?
    fun getScreenCTM(): DOMMatrix?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin
 */
public external abstract class SVGGeometryElement : SVGGraphicsElement {
    open val pathLength: SVGAnimatedNumber
    fun isPointInFill(point: DOMPoint): Boolean
    fun isPointInStroke(point: DOMPoint): Boolean
    fun getTotalLength(): Float
    fun getPointAtLength(distance: Float): DOMPoint

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGText](https://developer.mozilla.org/en/docs/Web/API/SVGText) to Kotlin
 */
public external abstract class SVGText : SVGElement, SVGUtilities {
    fun appendText(text: String)
    fun replaceText(text: String)
    fun removeText()
[SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin */\n
```kotlin
public external abstract class SVGNumber {
    open var value: Float
}
```

/**
 * Exposes the JavaScript [SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin */

```kotlin
public external abstract class SVGLength {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    fun convertToSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun newValueSpecifiedUnits(unitType: Short, value: Float)
    fun getValueInSpecifiedUnits(): Float
    fun asString(): String
    companion object {
        val SVG_LENGTHTYPE_UNKNOWN: Short
        val SVG_LENGTHTYPE_NUMBER: Short
        val SVG_LENGTHTYPE_PERCENTAGE: Short
        val SVG_LENGTHTYPE_EM: Short
        val SVG_LENGTHTYPE_EX: Short
        val SVG_LENGTHTYPE_MM: Short
        val SVG_LENGTHTYPE_IN: Short
        val SVG_LENGTHTYPE_PT: Short
        val SVG_LENGTHTYPE_PC: Short
    }
}
```

/**
 * Exposes the JavaScript [SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin */

```kotlin
public external abstract class SVGAngle {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    fun convertToSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun newValueSpecifiedUnits(unitType: Short, value: Float)
    fun getValueInSpecifiedUnits(): Float
    fun asString(): String
    companion object {
        val SVG_ANGLETYPE_UNKNOWN: Short
        val SVG_ANGLETYPE_UNSPECIFIED: Short
        val SVG_ANGLETYPE_DEG: Short
        val SVG_ANGLETYPE_RAD: Short
        val SVG_ANGLETYPE_GRAD: Short
    }
}
```

```kotlin
public external abstract class SVGNameList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: dynamic): dynamic
    fun insertItemBefore(newItem: dynamic, index: Int): dynamic
    fun replaceItem(newItem: dynamic, index: Int): dynamic
    fun removeItem(index: Int): dynamic
    fun appendItem(newItem: dynamic): dynamic
    fun getItem(index: Int): dynamic
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun SVGNameList.get(index: Int): dynamic = asDynamic()[index]
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun SVGNameList.set(index: Int, newItem: dynamic) { asDynamic()[index] = newItem }
```

/**
 * Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin */

```kotlin
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber): SVGNumber
    fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }
```

/**
 * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin */

```kotlin
public external abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }
```

/**
 * Exposes the JavaScript [SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin */

```kotlin
public external abstract class SVGAnimatedBoolean {
    open var baseVal: Boolean
    open val animVal: Boolean
}
```

/**
 * Exposes the JavaScript [SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to Kotlin */

```kotlin
public external abstract class SVGAnimatedEnumeration {
    open var baseVal: Short
    open val animVal: Short
}
```
[SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin

*An external abstract class SVGAnimatedInteger

```kotlin
    open var baseVal: Int
    open val animVal: Int
```

Exposes the JavaScript

[SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin

*An external abstract class SVGAnimatedNumber

```kotlin
    open var baseVal: Float
    open val animVal: Float
```

Exposes the JavaScript

[SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin

*An external abstract class SVGAnimatedLength

```kotlin
    open val baseVal: SVGLength
    open val animVal: SVGLength
```

Exposes the JavaScript

[SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin

*An external abstract class SVGAnimatedAngle

```kotlin
    open val baseVal: SVGAngle
    open val animVal: SVGAngle
```

Exposes the JavaScript

[SVGAnimatedString](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedString) to Kotlin

*An external abstract class SVGAnimatedString

```kotlin
    open var baseVal: String
    open val animVal: String
```

Exposes the JavaScript

[SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin

*An external abstract class SVGAnimatedRect

```kotlin
    open val baseVal: DOMRect
    open val animVal: DOMRectReadOnly
```

Exposes the JavaScript

[SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin

*An external abstract class SVGAnimatedNumberList

```kotlin
    open val baseVal: SVGNumberList
    open val animVal: SVGNumberList
```

Exposes the JavaScript

[SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin

*An external abstract class SVGAnimatedLengthList

```kotlin
    open val baseVal: SVGLengthList
    open val animVal: SVGLengthList
```

Exposes the JavaScript

[SVGStringList](https://developer.mozilla.org/en/docs/Web/API/SVGStringList) to Kotlin

```kotlin
    open val length: Int
    open val numberOfItems: Int
    fun clear(): Unit
    fun insertItemBefore(newItem: String, index: Int): String
    fun replaceItem(newItem: String, index: Int): String
    fun replaceItem(newItem: String, index: Int): String
    fun appendItem(newItem: String): String
    fun getItem(index: Int): String
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.get(index: Int): String? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.set(index: Int, newItem: String) { asDynamic()[index] = newItem }
```

Exposes the JavaScript

[SVGUnitTypes](https://developer.mozilla.org/en/docs/Web/API/SVGUnitTypes) to Kotlin

```kotlin
    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
    }
```

Exposes the JavaScript

[SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin

```kotlin
    val requiredExtensions: SVGStringList
    val systemLanguage: SVGStringList
```

Exposes the JavaScript

[SVGFitToViewBox](https://developer.mozilla.org/en/docs/Web/API/SVGFitToViewBox) to Kotlin

```kotlin
    val viewBox: SVGAnimatedRect
    val preserveAspectRatio: SVGAnimatedPreserveAspectRatio
```

Exposes the JavaScript

[SVGZoomAndPan](https://developer.mozilla.org/en/docs/Web/API/SVGZoomAndPan) to Kotlin

```kotlin
    var zoomAndPan: Short
```

```kotlin
    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
    }
```

Exposes the JavaScript

[SVGURIReference](https://developer.mozilla.org/en/docs/Web/API/SVGURIReference) to Kotlin

```kotlin
    val href: SVGAnimatedString
```

Exposes the JavaScript

[SVGSVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGSVGElement) to Kotlin

```kotlin
    val viewBox: SVGAnimatedRect
    val preserveAspectRatio: SVGAffineTransform
```

Exposes the JavaScript

[SVGText](https://developer.mozilla.org/en/docs/Web/API/SVGText) to Kotlin

```kotlin
    val requiredExtensions: SVGStringList
    val systemLanguage: SVGStringList
```

Exposes the JavaScript

[SVGTextContent](https://developer.mozilla.org/en/docs/Web/API/SVGSVGTextContent) to Kotlin

```kotlin
    val textContent: SVGTextContent
```

Exposes the JavaScript

[SVGTextContent](https://developer.mozilla.org/en/docs/Web/API/SVGSVGTextContent) to Kotlin

```kotlin
    textContent: SVGTextContent
```

Exposes the JavaScript

[SVGTextContent](https://developer.mozilla.org/en/docs/Web/API/SVGSVGTextContent) to Kotlin

```kotlin
    textContent: SVGTextContent
```

Exposes the JavaScript
external abstract class SVGSVGElement : SVGGraphicsElement, SVGFitTo viewBox, SVGZoomAndPan, 
WindowEventHandlers {
    val x: SVGAnimatedLength
    val y: SVGAnimatedLength
    val width: SVGAnimatedLength
    val height: SVGAnimatedLength
    var currentScale: Float
    var currentTranslate: DOMPoint
    fun getIntersectionList(rect: DOMRect, referenceElement: SVGElememt?): NodeList
    fun getEnclosureList(rect: DOMRect, referenceElement: SVGElememt?): NodeList
    fun checkIntersection(element: SVGElememt, rect: DOMRect): Boolean
    fun checkEnclosure(element: SVGElememt, rect: DOMRect): Boolean
    fun deselectAll()
    fun createSVGNumber(): SVGLong
    fun createSVGLength(): SVGLength
    fun createSVGAngle(): SVGAngle
    fun createSVGPoint(): DOMPoint
    fun createSVGRect(): DOMRect
    fun createSVGTransform(): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrix): SVGTransform
    fun getElementById(elementId: String): Element
    fun suspendRedraw(maxWaitMilliseconds: Int)
    fun unsuspendRedraw(suspendHandleID: Int)
    fun unsuspendRedrawAll()
    fun forceRedraw()

    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGGElement](https://developer.mozilla.org/en/docs/Web/API/SVGGElement) to Kotlin
 */
public external abstract class SVGGElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGDefsElement](https://developer.mozilla.org/en/docs/Web/API/SVGDefsElement) to Kotlin
 */
public external abstract class SVGDefsElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGUseElement](https://developer.mozilla.org/en/docs/Web/API/SVGUseElement) to Kotlin
 */
public external abstract class SVGUseElement : SVGGraphicsElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val instanceRoot: SVGElement?
    open val animatedInstanceRoot: SVGElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external open class SVGUseElementShadowRoot : ShadowRoot {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface SVGElementInstance {
    val correspondingElement: SVGElement?
        get() = definedExternally
    val correspondingUseElement: SVGUseElement?
        get() = definedExternally
    val ShadowAnimation(source: dynamic, newTarget: dynamic) {
        open val sourceAnimation: dynamic
    }
}

/**
 * Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement) to Kotlin
 */
public external abstract class SVGSwitchElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface GetSVGDocument {
    fun getSVGDocument(): Document
}

/**
 * Exposes the JavaScript [SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin
 */
public external abstract class SVGStyleElement : SVGElement, LinkStyle {
    open var type: String
    open var media: String
    open var title: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
PUBLIC SOURCE USED IN DNAC PLATFORM

// Exposes the JavaScript [SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin
public external abstract class SVGTransform {
    open val type: Short
    open val matrix: DOMMatrix
    open val angle: Float
    fun setMatrix(matrix: DOMMatrixReadOnly)
    fun setTranslate(tx: Float, ty: Float)
    fun setScale(sx: Float, sy: Float)
    fun setRotate(angle: Float, cx: Float, cy: Float)
    fun setSkewX(angle: Float)
    fun setSkewY(angle: Float)

    companion object {
        val SVG_TRANSFORM_UNKNOWN: Short
        val SVG_TRANSFORM_MATRIX: Short
        val SVG_TRANSFORM_TRANSLATE: Short
        val SVG_TRANSFORM_SCALE: Short
        val SVG_TRANSFORM_ROTATE: Short
        val SVG_TRANSFORM_SKEWX: Short
        val SVG_TRANSFORM_SKEWY: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
public external abstract class SVGTransformList {
    open val length: Int
    open val numberOfItems: Int

    fun clear()
    fun initialize(newItem: SVGTransform): SVGTransform
    fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
    fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
    fun removeItem(index: Int): SVGTransform
    fun appendItem(newItem: SVGTransform): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun consolidate(): SVGTransform?
    fun getItem(index: Int): SVGTransform

    @kotlin.internal.InlineOnly
    public inline operator fun SVGTransformList.get(index: Int): SVGTransform? = asDynamic()[index]

    @kotlin.internal.InlineOnly
    public inline operator fun SVGTransformList.set(index: Int, newItem: SVGTransform) { asDynamic()[index] = newItem }

    /**
     * Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin
     */
    public external abstract class SVGPathElement : SVGGeometryElement {
        companion object {
            val
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`ELEMENT_NODE`: Short  
`ATTRIBUTE_NODE`: Short  
`TEXT_NODE`: Short  
`CDATA_SECTION_NODE`: Short  
`ENTITY_REFERENCE_NODE`: Short  
`ENTITY_NODE`: Short  
`PROCESSING_INSTRUCTION_NODE`: Short  
`COMMENT_NODE`: Short  
`DOCUMENT_NODE`: Short  
`DOCUMENT_TYPE_NODE`: Short  
`DOCUMENT_FRAGMENT_NODE`: Short  
`NOTATION_NODE`: Short  
`DOCUMENT_POSITION_DISCONNECTED`: Short  
`DOCUMENT_POSITION_PRECEDING`: Short  
`DOCUMENT_POSITION_FOLLOWING`: Short  
`DOCUMENT_POSITION_CONTAINS`: Short  
`DOCUMENT_POSITION_CONTAINED_BY`: Short  

`DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC`: Short  

/**
 * Exposes the JavaScript [SVGRectElement](https://developer.mozilla.org/en/docs/Web/API/SVGRectElement) to Kotlin
 */
public external abstract class SVGRectElement : SVGGeometryElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short  
        val ATTRIBUTE_NODE: Short  
        val TEXT_NODE: Short  
        val CDATA_SECTION_NODE: Short  
        val ENTITY_REFERENCE_NODE: Short  
        val ENTITY_NODE: Short  
        val PROCESSING_INSTRUCTION_NODE: Short  
        val COMMENT_NODE: Short  
        val DOCUMENT_NODE: Short  
        val DOCUMENT_TYPE_NODE: Short  
        val DOCUMENT_FRAGMENT_NODE: Short  
        val NOTATION_NODE: Short  
        val DOCUMENT_POSITION_DISCONNECTED: Short  
        val DOCUMENT_POSITION_PRECEDING: Short  
        val DOCUMENT_POSITION_FOLLOWING: Short  
        val DOCUMENT_POSITION_CONTAINS: Short  
        val DOCUMENT_POSITION_CONTAINED_BY: Short  
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short  
    }
}

/**
 * Exposes the JavaScript [SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin
 */
public external abstract class SVGCircleElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short  
        val ATTRIBUTE_NODE: Short  
        val TEXT_NODE: Short  
        val CDATA_SECTION_NODE: Short  
        val ENTITY_REFERENCE_NODE: Short  
        val ENTITY_NODE: Short  
        val PROCESSING_INSTRUCTION_NODE: Short  
        val COMMENT_NODE: Short  
        val DOCUMENT_NODE: Short  
        val DOCUMENT_TYPE_NODE: Short  
        val DOCUMENT_FRAGMENT_NODE: Short  
        val NOTATION_NODE: Short  
        val DOCUMENT_POSITION_DISCONNECTED: Short  
        val DOCUMENT_POSITION_PRECEDING: Short  
        val DOCUMENT_POSITION_FOLLOWING: Short  
        val DOCUMENT_POSITION_CONTAINS: Short  
        val DOCUMENT_POSITION_CONTAINED_BY: Short  
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short  
    }
}

/**
 * Exposes the JavaScript [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin
 */
public external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short  
        val ATTRIBUTE_NODE: Short  
        val TEXT_NODE: Short  
        val CDATA_SECTION_NODE: Short  
        val ENTITY_REFERENCE_NODE: Short  
        val ENTITY_NODE: Short  
        val PROCESSING_INSTRUCTION_NODE: Short  
        val COMMENT_NODE: Short  
        val DOCUMENT_NODE: Short  
        val DOCUMENT_TYPE_NODE: Short  
        val DOCUMENT_FRAGMENT_NODE: Short  
        val NOTATION_NODE: Short  
        val DOCUMENT_POSITION_DISCONNECTED: Short  
        val DOCUMENT_POSITION_PRECEDING: Short  
        val DOCUMENT_POSITION_FOLLOWING: Short  
        val DOCUMENT_POSITION_CONTAINS: Short  
        val DOCUMENT_POSITION_CONTAINED_BY: Short  
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short  
    }
}

/**
 * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin
 */
public external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength
}
val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE:
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin */
public external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin */
public external interface SVGAnimatedPoints {
    val points: SVGPointList
    val animatedPoints: SVGPointList
}

public external abstract class SVGPointList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: DOMPoint): DOMPoint
    fun insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint
    fun replaceItem(newItem: DOMPoint, index: Int): DOMPoint
    fun removeItem(index: Int): DOMPoint
    fun appendItem(newItem: DOMPoint): DOMPoint
    fun getItem(index: Int): DOMPoint
}

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.get(index: Int): DOMPoint? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.set(index: Int, newItem: DOMPoint) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin */
public external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin */
public external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```kotlin
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short

val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short

val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short

val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
```
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[SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGFinePath) to Kotlin

*public external abstract class SVGFinePath : SVGGraphicsElement {

val x: SVGAnimatedLength
val y: SVGAnimatedLength
val width: SVGAnimatedLength
val height: SVGAnimatedLength
val companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript

[SVGSolidcolorElement](https://developer.mozilla.org/en/docs/Web/API/SVGSolidcolorElement) to Kotlin

*public external abstract class SVGSolidcolorElement : SVGElement {

val companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript

[SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin

*public external abstract class SVGGradientElement : SVGElement, SVGURIReference, SVGUnitTypes {

val gradientUnits: SVGAnimatedEnumeration
val gradientTransform: SVGAnimatedTransformList
val spreadMethod: SVGAnimatedEnumeration
val companion object {
    val SVG_SPREADMETHOD_UNKNOWN: Short
    val SVG_SPREADMETHOD_PAD: Short
    val SVG_SPREADMETHOD_REFLECT: Short
    val SVG_SPREADMETHOD_REPEAT: Short
    val SVG_UNIT_TYPE_UNKNOWN: Short
    val SVG_UNIT_TYPE_USERSPACEONUSE: Short
    val
**`SVGUNITTYPEOBJECTBOUNDINGBOX`: Short
`val ELEMENT_NODE`: Short
`val ATTRIBUTE_NODE`: Short
`val TEXT_NODE`: Short
`val CDATA_SECTION_NODE`: Short
`val ENTITY_REFERENCE_NODE`: Short
`val ENTITY_NODE`: Short

**`PROCESSING_INSTRUCTION_NODE`: Short
`val COMMENT_NODE`: Short
**`DOCUMENT_NODE`: Short
`val DOCUMENT_TYPE_NODE`: Short

**`DOCUMENT_FRAGMENT_NODE`: Short
`val NOTATION_NODE`: Short

**`DOCUMENTPOSITION_DISCONNECTED`: Short
`val DOCUMENTPOSITION_PRECEDING`: Short
`val DOCUMENTPOSITION_FOLLOWING`: Short
`val DOCUMENTPOSITION_CONTAINS`: Short
`val DOCUMENTPOSITIONCONTAINEDBY`: Short

**`DOCUMENTPOSITIONIMPLEMENTATIONSPECIFIC`: Short

`@` Exposes the JavaScript [SVGLinearGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGLinearGradientElement) to Kotlin

```kotlin
public external abstract class SVGLinearGradientElement : SVGGradientElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val SVGSPREADMETHODUNKNOWN: Short
        val SVGSPREADMETHODPAD: Short
        val SVGSPREADMETHODREFLECT: Short
        val SVGSPREADMETHODREPEAT: Short
        val SVGUNITTYPEUNKNOWN: Short
        val SVGUNITTYPEUSERSPACEONUSE: Short
        val SVGUNITTYPEOBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENTPOSITION_DISCONNECTED: Short
        val DOCUMENTPOSITION_PRECEDING: Short
        val DOCUMENTPOSITION_FOLLOWING: Short
        val DOCUMENTPOSITION_CONTAINS: Short
        val DOCUMENTPOSITIONCONTAINEDBY: Short
        val DOCUMENTPOSITIONIMPLEMENTATIONSPECIFIC: Short
    }
}
```

**`SVGRadialGradientElement`: Short

```kotlin
public external abstract class SVGRadialGradientElement : SVGGradientElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength
    open val fx: SVGAnimatedLength
    open val fy: SVGAnimatedLength
    open val fr: SVGAnimatedLength

    companion object {
        val SVGSPREADMETHODUNKNOWN: Short
        val SVGSPREADMETHODPAD: Short
        val SVGSPREADMETHODREFLECT: Short
        val SVGSPREADMETHODREPEAT: Short
        val SVGUNITTYPEUNKNOWN: Short
        val SVGUNITTYPEUSERSPACEONUSE: Short
        val SVGUNITTYPEOBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENTPOSITION_DISCONNECTED: Short
        val DOCUMENTPOSITION_PRECEDING: Short
        val DOCUMENTPOSITION_FOLLOWING: Short
        val DOCUMENTPOSITION_CONTAINS: Short
        val DOCUMENTPOSITIONCONTAINEDBY: Short
        val DOCUMENTPOSITIONIMPLEMENTATIONSPECIFIC: Short
    }
}
```

**`SVGMeshGradientElement`: Short

```kotlin
public external abstract class SVGMeshGradientElement : SVGGradientElement {

    companion object {
        val SVGSPREADMETHODUNKNOWN: Short
        val SVGSPREADMETHODPAD: Short
        val SVGSPREADMETHODREFLECT: Short
        val SVGSPREADMETHODREPEAT: Short
        val SVGUNITTYPEUNKNOWN: Short
        val SVGUNITTYPEUSERSPACEONUSE: Short
        val SVGUNITTYPEOBJECTBOUNDINGBOX: Short
    }
}
```
ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public external abstract class SVGMeshrowElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGMeshpatchElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGStopElement](https://developer.mozilla.org/en/docs/Web/API/SVGStopElement) to Kotlin
 */
public external abstract class SVGStopElement : SVGElement {
    open val offset: SVGAnimatedNumber

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGPatternElement](https://developer.mozilla.org/en/docs/Web/API/SVGPatternElement) to Kotlin
 */
public external abstract class SVGPatternElement : SVGElement, SVGFitToViewBox, SVGURIReference, SVGUnitTypes {
    open val patternUnits: SVGAnimatedEnumeration
    open val patternContentUnits: SVGAnimatedEnumeration
    open val patternTransform: SVGAnimatedTransformList
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public external abstract class SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGCursorElement](https://developer.mozilla.org/en/docs/Web/API/SVGCursorElement) to Kotlin
 */
public external abstract class SVGCursorElement : SVGElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement) to Kotlin
 */
public external abstract class SVGScriptElement : SVGElement, SVGURIReference, HTMLOrSVGScriptElement {
    open var type: String
    open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin */
public external abstract class SVGElement : SVGAElement, SVGURIReference {
    open val target: SVGAnimatedString
    open val download: SVGAnimatedString
    open val rel: SVGAnimatedString
    open val relList: SVGAnimatedString
    open val hreflang: SVGAnimatedString
    open val type: SVGAnimatedString

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGViewElement](https://developer.mozilla.org/en/docs/Web/API/SVGViewElement) to Kotlin */
public external abstract class SVGViewElement : SVGElement, SVGFitToViewBox, SVGZoomAndPan {
    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
definedExternally
set(value) = definedExternally
var silent: Boolean? /* = false */
get() =
definedExternally
set(value) = definedExternally
var noscreen: Boolean? /* = false */
get() =
definedExternally
set(value) = definedExternally
var requireInteraction: Boolean? /* = false */
get() =
definedExternally
set(value) = definedExternally
var sticky: Boolean? /* = false */
get() =
definedExternally
set(value) = definedExternally
var data: Any? /* = null */
get() =
definedExternally
set(value) = definedExternally
var actions: Array<NotificationAction>? /* = arrayOf() */
get() =
definedExternally
set(value) = definedExternally
var icon: String?
get() =
definedExternally
set(value) = definedExternally
var image: String?
get() =
definedExternally
set(value) = definedExternally
var badge: String?
get() =
definedExternally
set(value) = definedExternally
var sound: String?
get() =
definedExternally
set(value) = definedExternally
var title: String?
get() =
definedExternally
set(value) = definedExternally
var tag: String?
get() =
definedExternally
set(value) = definedExternally
var reload: Boolean? /* = false */
get() =
definedExternally
set(value) = definedExternally
var delay: Number?
get() =
definedExternally
set(value) = definedExternally
var data: Any?
get() =
definedExternally
set(value) = definedExternally
var actions: Array<NotificationAction>? /* = arrayOf() */
get() =
NotificationDirection.Companion.LTR: NotificationDirection get() = "ltr".asDynamic().unsafeCast<NotificationDirection>()

NotificationDirection.Companion.RTL: NotificationDirection get() = "rtl".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.LTR: NotificationDirection get() = "ltr".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.RTL: NotificationDirection get() = "rtl".asDynamic().unsafeCast<NotificationDirection>()

package org.w3c.workers

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [ServiceWorker](https://developer.mozilla.org/en/docs/Web/API/ServiceWorker) to Kotlin
 */
public external abstract class ServiceWorker : EventTarget, AbstractWorker, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {
    open val scriptURL: String
    open val state: ServiceWorkerState
    open var onstatechange: ((Event) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

/**
 * Exposes the JavaScript [ServiceWorkerRegistration](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerRegistration) to Kotlin
 */
public external abstract class ServiceWorkerRegistration : EventTarget {
    open val installing: ServiceWorker?
    open val waiting: ServiceWorker?
    open val active: ServiceWorker?
    open val scope: String
    open var onupdatefound: ((Event) -> dynamic)?
    open val APISpace: dynamic
    fun update(): Promise<Unit>
    fun unregister(): Promise<Boolean>
    fun showNotification(title: String, options: NotificationOptions = definedExternally): Promise<Unit>
    fun getNotifications(filter: GetNotificationOptions = definedExternally): Promise<Array<Notification>>
    fun methodName(): Promise<dynamic>
}

/**
 * Exposes the JavaScript [ServiceWorkerContainer](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerContainer) to Kotlin
 */
public external abstract class ServiceWorkerContainer : EventTarget {
    open val controller: ServiceWorker?
    open val ready: Promise<ServiceWorkerRegistration>
    open var oncontrollerchange: ((Event) -> dynamic)?
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun register(scriptURL: String, options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>
    fun getRegistration(clientURL: String = definedExternally): Promise<Any?>
    fun getRegistrations(): Promise<Array<ServiceWorkerRegistration>>
    fun startMessages()
}

public external interface RegistrationOptions {
    var scope: String?
        get() = definedExternally
        set(value) = definedExternally
    var type: WorkerType? /* = WorkerType.CLASSIC */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun RegistrationOptions(scope: String? = undefined, type: WorkerType? = WorkerType.CLASSIC): RegistrationOptions {
    val o = js("({})")
    o["scope"] = scope
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript [ServiceWorkerMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerMessageEvent) to Kotlin
 */
public external open class ServiceWorkerMessageEvent(type: String, eventInitDict: ServiceWorkerMessageEventInit = definedExternally) : Event {
    open val data: Any?
    open val origin: String
    open val lastEventId: String
    open val source: UnionMessagePortOrServiceWorker?
    open val ports: Array<MessagePort>?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ServiceWorkerMessageEventInit : EventInit {
    var data: Any?
        get() = definedExternally
        set(value) = definedExternally
    var origin: String?
        get() = definedExternally
        set(value) = definedExternally
    var ports: Array<MessagePort>?
        get() = definedExternally
        set(value) = definedExternally
}

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```kotlin
@kotlin.internal.InlineOnly
    val o = js("{}")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
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public external class ServiceWorkerGlobalScope {
    fun openGlobalScope(): Promise<ServiceWorkerGlobalScope>
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[FetchEvent](https://developer.mozilla.org/en/docs/Web/API/FetchEvent) to Kotlin

```
public external open class FetchEvent(type: String, eventInitDict: FetchEventInit) : ExtendableEvent {
    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["request"] = request
        o["clientId"] = clientId
        o["isReload"] = isReload
        o["bubbles"] = bubbles
        o["Cancelable"] = cancelable
        return o
    }
```

```kotlin
/**
 * Exposes the JavaScript [ExtendableMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableMessageEvent) to Kotlin
 */
public external open class ExtendableMessageEvent(type: String, eventInitDict: ExtendableMessageEventInit) : ExtendableEvent {
    @kotlin.internal.InlineOnly
    inline fun ExtendableMessageEventInit() {
        val o = js("({})")
        return o
    }
```

```
/**
 * Exposes the JavaScript [Cache](https://developer.mozilla.org/en/docs/Web/API/Cache) to Kotlin
 */
public external abstract class Cache
```
fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
fun matchAll(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally):
Promise<Array<Response>>
fun add(request: dynamic): Promise<Unit>
fun addAll(requests: Array<dynamic>): Promise<Unit>
fun put(request: dynamic, response: Response): Promise<Unit>
fun delete(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Boolean>
fun keys(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally):
Promise<Array<Request>>

fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
fun matchAll(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally):
Promise<Array<Response>>
fun add(request: dynamic): Promise<Unit>
fun addAll(requests: Array<dynamic>): Promise<Unit>
fun put(request: dynamic, response: Response): Promise<Unit>
fun delete(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Boolean>
fun keys(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally):
Promise<Array<Request>>

public external interface CacheQueryOptions {
    var ignoreSearch: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ignoreMethod: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ignoreVary: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var cacheName: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ignoreSearch"] = ignoreSearch
    o["ignoreMethod"] = ignoreMethod
    o["ignoreVary"] = ignoreVary
    o["cacheName"] = cacheName
    return o
}

public external interface CacheBatchOperation {
    var type: String?
        get() = definedExternally
        set(value) = definedExternally
    var request: Request?
        get() = definedExternally
        set(value) = definedExternally
    var response: Response?
        get() = definedExternally
        set(value) = definedExternally
    var options: CacheQueryOptions?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["type"] = type
    o["request"] = request
    o["response"] = response
    o["options"] = options
    return o
}

/**
 * Exposes the JavaScript
[CacheStorage](https://developer.mozilla.org/en/docs/Web/API/CacheStorage) to Kotlin
 */
public external abstract class CacheStorage {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun has(cacheName: String): Promise<Boolean>
    fun open(cacheName: String):
Promise<Cache>
    fun delete(cacheName: String): Promise<Boolean>
    fun keys():
Promise<Array<String>>
}

public external open class FunctionalEvent : ExtendableEvent {
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface UnionMessagePortOrServiceWorker

public external interface UnionClientOrMessagePortOrServiceWorker

/* please, don't implement this interface!*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ServiceWorkerState {
    companion object
}

public inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() = "installing".asDynamic().unsafeCast<ServiceWorkerState>()
public inline val ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = "installed".asDynamic().unsafeCast<ServiceWorkerState>()
public inline val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() = "activating".asDynamic().unsafeCast<ServiceWorkerState>()
public inline val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() = "activated".asDynamic().unsafeCast<ServiceWorkerState>()
public inline val ServiceWorkerState.Companion.REDUndant: ServiceWorkerState get() = "redundant".asDynamic().unsafeCast<ServiceWorkerState>()

/* please, don't implement this interface!*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface FrameType {
    companion object
}

public inline val FrameType.Companion.AUXILIARY: FrameType get() = "auxiliary".asDynamic().unsafeCast<FrameType>()
public inline val FrameType.Companion.TOP_LEVEL: FrameType get() = "top-level".asDynamic().unsafeCast<FrameType>()
public inline val FrameType.Companion.NESTED: FrameType get() = "nested".asDynamic().unsafeCast<FrameType>()
public inline val FrameType.Companion.NONE: FrameType get() = "none".asDynamic().unsafeCast<FrameType>()

public external interface ClientType {
    companion object
}

public inline val ClientType.Companion.WINDOW: ClientType get() = "window".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.WORKER: ClientType get() = "worker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.SHAREDWORKER: ClientType get() = "sharedworker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.ALL: ClientType get() = "all".asDynamic().unsafeCast<ClientType>()

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT! See github.com/kotlin/dukat for details
package org.w3c.xhr

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

/**
 * Exposes the JavaScript XMLHttpRequestEventTarget to Kotlin
 */
public external abstract class XMLHttpRequestEventTarget : EventTarget {
    open var onloadstart: ((ProgressEvent) -> dynamic)?
    open var onprogress: ((ProgressEvent) -> dynamic)?
    open var onabort: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onload: ((Event) -> dynamic)?
    open var ontimeout: ((Event) -> dynamic)?
    open var onloadend: ((Event) -> dynamic)?
}

public external abstract class XMLHttpRequestUpload : XMLHttpRequestEventTarget

/**
 * Exposes the JavaScript XMLHttpRequest to Kotlin
 */
public external open class XMLHttpRequest : XMLHttpRequestEventTarget {
    var onreadystatechange: ((Event) -> dynamic)?
    open val readyState: Short
    var timeout: Int
    var withCredentials: Boolean
    open val upload: XMLHttpRequestUpload
    open val responseURL: String
    open val status: Short
    open val statusText: String
    var responseType: XMLHttpRequestResponseType
    open val response: Any?
    open val responseText: String
    open val responseXML: Document?

    fun open(method: String, url: String)
    fun setRequestHeader(name: String, value: String)
    fun send(body: dynamic = definedExternally)
    fun abort()
    fun getResponseHeader(name: String): String?
    fun getAllResponseHeaders(): String
    fun overrideMimeType(mime: String)

    companion object {
        val UNSENT: Short
        val OPENED: Short
        val HEADERS_RECEIVED: Short
        val LOADING: Short
        val DONE: Short
    }
}

/**
 * Exposes the JavaScript FormData to Kotlin
 */
public external open class FormData(form: HTMLFormElement = definedExternally) {
    fun append(name: String, value: String)
    fun append(name: String, value: Blob, filename: String = definedExternally)
    fun delete(name: String)
    fun get(name: String): dynamic
    fun getAll(name: String): Array<dynamic>
    fun has(name: String): Boolean
    fun set(name: String, value: String)
    fun set(name: String, value: Blob, filename: String = definedExternally)

    companion object {
        val UNSENT: Any
        val OPENED: Any
        val HEADERS_RECEIVED: Any
        val LOADING: Any
        val DONE: Any
    }
}

/**
 * Exposes the JavaScript ProgressEvent to Kotlin
 */
public external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {
    open val lengthComputable: Boolean
    open val loaded: Number
    open val total: Number

    companion object {
        val NONE: ProgressEventInit
        val CAPTURING_PHASE: ProgressEventInit
        val AT_TARGET: ProgressEventInit
        val BUBBLING_PHASE: ProgressEventInit
    }

    fun setRequestHeader(name: String, value: String)
    fun send(body: dynamic = definedExternally)
    fun abort()
    fun getResponseHeader(name: String): String
    fun getAllResponseHeaders(): String
    fun overrideMimeType(mime: String)

    companion object {
        val UNSENT: Any
        val OPENED: Any
        val HEADERS_RECEIVED: Any
        val LOADING: Any
        val DONE: Any
    }
}
definedExternally

    val o = js("{}") asDynamic().unsafeCast<XMLHttpRequestResponseType>()
    o["lengthComputable"] = lengthComputable
    o["loaded"] = loaded
    o["total"] = total
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/* please, don’t implement this interface! */
@kotlin.internal.InlineOnly
    val o = js("{}")
    o["lengthComputable"] = lengthComputable
    o["loaded"] = loaded
    o["total"] = total
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface XMLHttpRequestResponseType {
    companion object
}

public inline val XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() = "".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() = "arraybuffer".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() = "blob".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() = "document".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = "json".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() = "text".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

package kotlin

import kotlin.annotation.AnnotationRetention.BINARY
import kotlin.annotation.AnnotationRetention.SOURCE
import kotlin.reflect.KClass

/**
 * Signals that the annotated
 * annotation class is a marker of an experimental API.
 *
 * Any declaration annotated with that marker is
 * considered an experimental declaration and its call sites should accept the experimental aspect of it either by
 * using [UseExperimental], or by being annotated with that marker themselves, effectively causing further
 * propagation of that experimental aspect.
 *
 * This class is deprecated in favor of a more general approach
 * provided by [RequiresOptIn]/[OptIn].
 */
@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@SinceKotlin("1.2")
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@Deprecated("Please use RequiresOptIn instead.", ReplaceWith("OptIn(*markerClass)", "kotlin.OptIn"))
public annotation class Experimental(val level: Level = Level.ERROR) {
    /**
     * Severity of the
     * diagnostic that should be reported on usages of experimental API which did not explicitly accept the experimental
     * aspect of that API either by using [UseExperimental] or by being annotated with the corresponding marker
     * annotation.
     */
    public enum class Level {
        /** Specifies that a warning should be reported on incorrect
         * usages of this experimental API. */
        WARNING,
        /** Specifies that an error should be reported on incorrect
         * usages of this experimental API. */
        ERROR
    }

    /**
     * Allows to use experimental API
denoted by the given markers in the annotated file, declaration, or expression.
     * If a declaration is annotated with [UseExperimental], its usages are **not** required to opt-in to that experimental API.
     * * This class is deprecated in favor of a more general approach provided by [RequiresOptIn]/[OptIn].
     */
    @Target(CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE, TYPEALIAS)
    @Retention(SOURCE)
    @SinceKotlin("1.2")
    @RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILE

    ReplaceWith("OptIn(*markerClass)", "kotlin.OptIn")
}

public annotation class UseExperimental(
    vararg val markerClass: KClass<out Annotation>
)

internal annotation class WasExperimental(
    vararg val markerClass: KClass<out Annotation>
)
annotation marks the standard library API that is considered experimental and is not subject to the general compatibility guarantees given for the standard library. Any usage of a declaration annotated with `@ExperimentalStdlibApi` must be accepted either by annotating that usage with the `[OptIn] annotation, e.g. `@OptIn(ExperimentalStdlibApi::class)`, or by using the compiler argument `-Xopt-in=kotlin.ExperimentalStdlibApi`. Any *experimental status from itself and advance SinceKotlin to 1.4*

package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Allows to infer generic type arguments of a function from the calls in the annotated function parameter of that function. *When this annotation is placed on a generic function parameter of a function, it enables to infer the type arguments of that function from the lambda body passed to that parameter. * The calls that affect inference are either members of the receiver type of an annotated function parameter or annotations for that type. * Extensions for that type. The extensions must be themselves annotated with `@BuilderInference`. * Example: we declare a function that takes a type `T` as an argument and yields a sequence of `T`:
 * ```
 * fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T>
 * ```
 * and use it like:
 * ```
 * val result = sequence {
 * yield("result")
 * ```
 * Here the type argument of the resulting sequence is inferred to `String` from the argument of the lambda function, which is inside the lambda passed to `sequence`. * Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.

@Target(VALUE_PARAMETER, FUNCTION, PROPERTY)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@ExperimentalTypeInference
public annotation class BuilderInference

@Target(CLASS, ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, PROPERTY_GETTER, PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
@RequiresOptIn
public annotation class ExperimentalMultiplatform

/**
 * Marks an expected annotation class that it isn't required to have actual counterparts in all platforms. * This annotation is only applicable to `expect` annotation classes in multi-platform projects and marks that class as "optional". * This annotation allows to use it in Kotlin's standard library only if there are no actual counterparts in all platforms. * Optional expected class is allowed to have no corresponding actual class on the platform. * Optional annotations can only be used to annotate something, not as types in signatures. If an optional annotation has no corresponding actual class on a platform, the annotation entries where it's used are simply erased when
compiling code on that platform.

*Note: this annotation is experimental, see [ExperimentalMultiplatform] on how to opt-in for it.*

```kotlin
@Target(ANNOTATION_CLASS)
@Retention(RetentionPolicy.BINARY)
@ExperimentalMultiplatform
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPLIER_VERSION)
@Public
@OptionalExpectation
```

The default message is: 

```
This declaration is experimental and its usage should be marked with 'Marker
or '@OptIn(Marker::class)"', where 'Marker' is the opt-in requirement marker.
```

The default message is: 

```
This declaration is experimental and its usage should be marked with 'Marker
or '@OptIn(Marker::class)"', where 'Marker' is the opt-in requirement marker.
```

```kotlin
package kotlin

import kotlin.annotation.AnnotationRetention.BINARY
import kotlin.annotation.AnnotationRetention.SOURCE
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind
import kotlin.reflect.KClass

/**
 * Signals that the annotated
 * annotation class is a marker of an API that requires an explicit opt-in.
 * * Call sites of any declaration annotated
 * with that marker should opt in to the API either by using [OptIn], * or by being annotated
 * with that marker themselves, effectively creating further propagation of the opt-in requirement.
 * * This class requires opt-in itself
 * and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn
 * @property message message to be reported on usages of API without an explicit opt-in, or empty string for the default message.
 * * The default message is: 
 * `This declaration is experimental and its usage should be marked with 'Marker'
 * or '@OptIn(Marker::class)"', where 'Marker' is the opt-in requirement marker.
 * @property level specifies
 * how usages of API without an explicit opt-in are reported in code.
 */
@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@SinceKotlin("1.3")
@RequireKotlin("1.3.70", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class RequiresOptIn(
    val message: String = "",
    val level: Level = Level.ERROR
) {
    /**
     * Severity of the diagnostic that
     * should be reported on usages which did not explicitly opted into
     * the API either by using [OptIn] or by being
     * annotated with the corresponding marker annotation.
     * * This class requires opt-in itself
     * and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn
     * @property message message to be reported on usages of API without an explicit opt-in, or empty string for the default message.
     * * The default message is: 
     * `This declaration is experimental and its usage should be marked with 'Marker'
     * or '@OptIn(Marker::class)"', where 'Marker' is the opt-in requirement marker.
     * @property level specifies
     * how usages of API without an explicit opt-in are reported in code.
 */
@Target(ANNOTATION_CLASS)
@Retention(RetentionPolicy.BINARY)
@SinceKotlin("1.3")
@RequireKotlin("1.3.70", versionKind = RequireKotlinVersionKind.COMPLIER_VERSION)
public annotation class RequiresOptIn

/**
 * Provides a skeletal
 * implementation of the read-only 
 * interface.
 * @param E the type of elements contained in the
 * collection. The collection is covariant on its element type.
 */
@SinceKotlin("1.1")
public abstract class AbstractCollection<out E> protected constructor() : Collection<E> {
    abstract override val size: Int
    abstract
    override fun iterator(): Iterator<E>

    override fun contains(element: @UnsafeVariance E): Boolean = any { it == element }

    override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean = elements.all { it == element }

    override fun isEmpty(): Boolean = size == 0

    override fun toString(): String = joinToString(", ", "[", "]") {
        if (it === this) "(this Collection)" else it.toString()
    }

    /**
     * Returns new array of type `Array<Any?>` with
     * the elements of this collection.
     */
    @JsName("toArray")
    protected open fun toArray(): Array<Any?> = copyToArrayImpl(this)

    /**
     * Fills the provided 
     * array or creates new array of the same type
     * and
     * fills it with the elements of this collection.
     */
    protected open fun copyToArrayImpl(array: Array<Any?>): Array<Any?>
```

```kotlin
open class AbstractCollection<E>(
    @UnsafeVariance private val element: E
) : Collection<E>() {
    override val size: Int
    override fun iterator(): Iterator<E>

    override fun contains(element: E): Boolean = any { it == element }

    override fun containsAll(elements: Collection<E>): Boolean = elements.all { it == element }

    override fun isEmpty(): Boolean = size == 0

    override fun toString(): String = joinToString(", ", "[", "]") {
        if (it === this) "(this Collection)" else it.toString()
    }

    /**
     * Returns new array of type `Array<Any?>` with
     * the elements of this collection.
     */
    protected open fun copyToArrayImpl(array: Array<Any?>): Array<Any?>
```

```kotlin
open class AbstractCollection<E>(
    @UnsafeVariance private val element: E
) : Collection<E>() {
    override val size: Int
    override fun iterator(): Iterator<E>

    override fun contains(element: E): Boolean = any { it == element }

    override fun containsAll(elements: Collection<E>): Boolean = elements.all { it == element }

    override fun isEmpty(): Boolean = size == 0

    override fun toString(): String = joinToString(", ", "[", "]") {
        if (it === this) "(this Collection)" else it.toString()
    }

    /**
     * Returns new array of type `Array<Any?>` with
     * the elements of this collection.
     */
    protected open fun copyToArrayImpl(array: Array<Any?>): Array<Any?>
```

```kotlin
open class AbstractCollection<E>(
    @UnsafeVariance private val element: E
) : Collection<E>() {
    override val size: Int
    override fun iterator(): Iterator<E>

    override fun contains(element: E): Boolean = any { it == element }

    override fun containsAll(elements: Collection<E>): Boolean = elements.all { it == element }

    override fun isEmpty(): Boolean = size == 0

    override fun toString(): String = joinToString(", ", "[", "]") {
        if (it === this) "(this Collection)" else it.toString()
    }

    /**
     * Returns new array of type `Array<Any?>` with
     * the elements of this collection.
     */
    protected open fun copyToArrayImpl(array: Array<Any?>): Array<Any?>
```
AbstractCollection<V>() { 
    override operator fun contains(element: @UnsafeVariance V): Boolean =
        containsValue(element)

    override operator fun iterator(): Iterator<V> {
        return object : Iterator<V> {
            override fun hasNext(): Boolean = false
            override fun next(): V = entryIterator.next().value
        }
    }

    override val size: Int get() = this@AbstractMap.size
}

private fun implFindEntry(key: K): Map.Entry<K, V>? = entries.firstOrNull { it.key == key }

internal companion object {

    internal fun entryHashCode(e: Map.Entry<*, *>): Int = with(e) { (key?.hashCode() ?: 0) xor (value?.hashCode() ?: 0) }

    internal fun entryToString(e: Map.Entry<*, *>): String = with(e) {
        "$key=$value"
    }

    internal fun entryEquals(e: Map.Entry<*, *>, other: Any?): Boolean {
        if (other !is Map.Entry<*, *>) return false
        return e.key == other.key && e.value == other.value
    }

}
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```

// Also the circular array can store at least one more element.

// Elements in circular array,
// and tail is the index following the last element.

// At this point the
#
//   2. `head` is greater than `tail`:    
//   
// Elements in circular array lay in 2 ways:
//   1. `head` is less than `tail`:       

// At this point the
#
//   2. `head` is greater than `tail`:    
//     ...
```
val element = elementData[index]

if (predicate(element as E))
    val elementData[newTail + 1] = element
    newTail = positiveMod(newTail + 1, elementData.size)  
else 
    val element = elementData[index]
    elementData[index] = null

@Suppress("UNCHECKED_CAST")  
for (index in head until tail) 
    {  
        val element = elementData[index]
        elementData[index] = null

        @Suppress("UNCHECKED_CAST")
        if (predicate(element as E))
            elementData[newTail] = element
            newTail = incremented(newTail)  
        else
            return modified
    }

    @Suppress("UNCHECKED_CAST")
    if (predicate(element as E))
        elementData[newTail] = element
        newTail = incremented(newTail)
    else
        return modified

    for (index in head until tail) 
        {  
            val element = elementData[index]
            elementData[index] = null

            @Suppress("UNCHECKED_CAST")
            if (predicate(element as E))
                elementData[newTail] = element
                newTail = incremented(newTail)
            else
                return modified
        }

    return modified

    public override fun clear() {
        val tail = internalIndex(size)
        if (head < tail) {
            elementData.fill(null, head, tail)
        } else if (isNotEmpty()) {
            elementData.fill(null, head, elementData.size)
            elementData.fill(null, 0, tail)
        }
        head = 0
        size = 0
        return modified
    }

    // For testing only
    private fun internalStructure(structure: (head: Int, elements: Array<Any?>) -> Unit) {
        val tail = internalIndex(size)

        if (isEmpty()) {
            structure(head, emptyArray())
            return
        }

        val elements = arrayOfNulls<Any?>(size)
        if (head < tail) {
            elementData.copyInto(elements, startIndex = head, endIndex = tail)
            structure(head, elements)
        } else {
            elementData.copyInto(elements, startIndex = head)
            elementData.copyInto(elements, elementData.size - head, startIndex = 0, endIndex = tail)
            structure(head - elementData.size, elements)
        }
    }

    public fun <T> Array<out Array<out T>>.flatten(): List<T> {
        val result = ArrayList<T>(sumBy { it.size })
        for (element in this) {
            result.addAll(element)
        }
        return result
    }

    public fun <T, R> Array<out Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
        val listT = ArrayList<T>(size)
        val listR = ArrayList<R>(size)
        for (pair in this) {
            listT.add(pair.first)
            listR.add(pair.second)
        }
        return listT to listR
    }

    public fun <C : Array<*>, C : R> C.ifEmpty(defaultValue: () -> R): R
        where C : Array<*>, C : R =
        if (isEmpty())
            defaultValue() else
            this

    public fun <T> Array<out T>.contentDeepEqualsImpl(other: Array<out T>): Boolean {
        if (this === other) return true
        if (this.size != other.size) return false

        for (i in indices) {
            val v1 = this[i]
            val v2 = other[i]

            if (v1 == null || v2 == null) {
                return false
            }

            when {
                v1 is Array<*>
                && v2 is Array<*> -> if (!v1.contentDeepEquals(v2)) return false
                v1 is ByteArray
                && v2 is ByteArray -> if (!v1.contentEquals(v2)) return false
                v1 is ShortArray
                && v2 is ShortArray -> if (!v1.contentEquals(v2)) return false
                v1 is IntArray
                && v2 is IntArray -> if (!v1.contentEquals(v2)) return false
                v1 is LongArray
                && v2 is LongArray -> if (!v1.contentEquals(v2)) return false
            }
        }
        return true
    }
}
return false
v1 is FloatArray && v2 is FloatArray -> if (!v1.contentEquals(v2)) return false
v1 is DoubleArray && v2 is DoubleArray -> if (!v1.contentEquals(v2)) return false
v1 is CharArray -> if (!v1.contentEquals(v2)) return false
v1 is BooleanArray && v2 is BooleanArray -> if (!v1.contentEquals(v2)) return false
v1 is UByteArray && v2 is UByteArray -> if (!v1.contentEquals(v2)) return false
v1 is UShortArray && v2 is UShortArray -> if (!v1.contentEquals(v2)) return false
v1 is.UIntArray && v2 is.UIntArray -> if (!v1.contentEquals(v2)) return false
v1 is.ULongArray && v2 is.ULongArray -> if (!v1.contentEquals(v2)) return false
else -> if (v1 != v2) return false
}

    }
    return true
}

@SinceKotlin("1.3")
@PublishedApi
@kotlin.jvm.JvmName("contentDeepToString")
@kotlin.js.JsName("contentDeepToStringImpl")
internal fun <T> Array<out T>.contentDeepToStringImpl(): String {
val length = size.coerceAtMost((Int.MAX_VALUE - 2) / 5) * 5 + 2 // in order not to overflow Int.MAX_VALUE
return buildString(length) {
contentDeepToStringInternal(this, mutableListOf())
}
}

@UseExperimental(ExperimentalUnsignedTypes::class)
private fun <T> Array<out T>.contentDeepToStringInternal(result: StringBuilder, processed: MutableList<Array<*>>) {
if (this in processed) {
    result.append("[..."]
    return
}
processed.add(this)
result.append('[')

for (i in indices) {
    if (i != 0) {
        result.append(', '
    }

    val element = this[i]
    when (element) {
        null -> result.append("null")
        is Array<*> -> element.contentDeepToStringInternal(result, processed)
        is ByteArray -> result.append(element.contentToString())
        is ShortArray -> result.append(element.contentToString())
        is IntArray -> result.append(element.contentToString())
        is LongArray -> result.append(element.contentToString())
        is FloatArray -> result.append(element.contentToString())
        is DoubleArray -> result.append(element.contentToString())
        is CharArray -> result.append(element.contentToString())
        is BooleanArray -> result.append(element.contentToString())
        is UByteArray -> result.append(element.contentToString())
        is UShortArray -> result.append(element.contentToString())
        is UIntArray -> result.append(element.contentToString())
        is ULongArray -> result.append(element.contentToString())
        else -> result.append(element.toString())
    }

    result.append(']')
}
processed.removeAt(processed.lastIndex)
}
operator fun <V, V1 : V> MutableMap<String, out V1>.getValue(thisRef: Any?, property: KProperty<*>) =
    @Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V1)

@Deprecated("Use getValue() with two type parameters instead", level = DeprecationLevel.ERROR)
@kotlin.jvm.JvmName("getVarContravariant")
@kotlin.internal.LowPriorityInOverloadResolution
@kotlin.internal.InlineOnly
public inline fun <V> MutableMap<String, in V>.getValue(thisRef: Any?, property: KProperty<*>): V =
    @Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V)

/**
 * Stores the value of the property for the given object in this
 * mutable map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the property the metadata for the property, used to get the name of property and store the value associated with that name in the
 * map.
 * @param value the value to set.
 * @return the updated map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<String, V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {
    this.put(property.name, value)
}

/**
 * Returns the value for the given key, or the implicit default value for this map.
 * By
 * default no implicit value is provided for maps and a [NoSuchElementException] is thrown.
 * To create a map with implicit default value use [withDefault] method.
 * @param key the key.
 * @return the value or the implicit default value.
 */
@kotlin.jvm.JvmName("getOrImplicitDefaultNullable")
@PublishedApi
internal fun <K, V> Map<K, V>.getOrImplicitDefault(key: K): V {
    if (this is MapWithDefault)
        return this.getOrImplicitDefault(key)
    return getOrElseNullable(key, { throw NoSuchElementException("Key $key is missing in the map.") })
}

/**
 * Returns a wrapper of this read-only map, having the implicit default value
 * provided with the specified function [defaultValue].
 *
 * This implicit default value is used when the original map doesn't contain a value for the key specified
 * and a value is obtained with [Map.getValue] function, for example when properties are delegated to the map.
 * When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.
 * @param defaultValue the function that provides the implicit default value.
 * @return the updated map.
 */
public fun <K, V> Map<K, V>.withDefault(defaultValue: (key: K) -> V): Map<K, V> =
    when (this) {
        is MapWithDefault ->
            this.map.withDefault(defaultValue)
        else -> MapWithDefaultImpl(this, defaultValue)
    }

/**
 * Returns a wrapper of this mutable map, having the implicit default value provided with the specified function
 * [defaultValue].
 * @param defaultValue the function that provides the implicit default value.
 * @return the updated map.
 */
@kotlin.jvm.JvmName("withDefaultMutable")
public fun <K, V> MutableMap<K, V>.withDefault(defaultValue: (key: K) -> V): MutableMap<K, V> =
    when (this) {
        is MutableMapWithDefault ->
            this.map.withDefault(defaultValue)
        else -> MutableMapWithDefaultImpl(this, defaultValue)
    }

private interface MapWithDefault<K, out V> : Map<K, V> {
    public val map: Map<K, V>
    public fun getOrImplicitDefault(key: K): V
}

private interface MutableMapWithDefault<K, V> : MutableMap<K, V>, MapWithDefault<K, V> {
    public override val map: MutableMap<K, V>
}

private class MapWithDefaultImpl<K, out V>(public override val map: Map<K, V>, private val default: (key: K) -> V) : MapWithDefault<K, V> {
    // implementation...
}

private class MutableMapWithDefaultImpl<K, V>(public override val map: MutableMap<K, V>, private val default: (key: K) -> V) : MutableMapWithDefault<K, V> {
    // implementation...
}
V}, private val default: (key: K) -> V) : MutableMapWithDefault<K, V> {

    override fun equals(other: Any?): Boolean = map.equals(other)
    override fun hashCode(): Int = map.hashCode()
    override fun toString(): String = map.toString()
    override val size: Int get() = map.size
    override fun isEmpty(): Boolean = map.isEmpty()

    override fun containsKey(key: K): Boolean = map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)
    override fun get(key: K): V? = map.get(key)

    override val keys: MutableSet<K> get() = map.keys
    override val values: MutableCollection<V> get() = map.values
    override val entries: MutableSet<MutableMap.MutableEntry<K, V>> get() = map.entries

    override fun put(key: K, value: V): V? = map.put(key, value)
    override fun remove(key: K): V? = map.remove(key)
    override fun putAll(from: Map<out K, V>) = map.putAll(from)
    override fun clear() = map.clear()

    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

import kotlin.random.Random

/**
 * Removes a single instance of the specified element from this collection, if it is present.
 *<p>
 * Allows to overcome type-safety restriction of `remove` that requires to pass an element of type `E`:
 *<p>
 * @return `true` if the element has been successfully removed; `false` if it was not present in the collection.
 */
@kotlin.internal.InlineOnly
public inline fun <T> MutableCollection<T>.remove(element: T): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).remove(element)

/**
 * Removes all of this collection's elements that are also contained in the specified collection.
 *<p>
 * Allows to overcome type-safety restriction of `removeAll` that requires to pass a collection of type `Collection<E>`:
 *<p>
 * @return `true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.
 */
@kotlin.internal.InlineOnly
public inline fun <T> MutableCollection<T>.removeAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).removeAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 *<p>
 * @return `true` if any element was removed from the collection, `false` if the collection was not modified.
 */
@kotlin.internal.InlineOnly
public inline fun <T> MutableCollection<T>.retainAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

/**
 * Adds the specified elemental to this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.plusAssign(element: T) {
    this.add(element)
}

/**
 * Adds all elements of the given collections to this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Iterable<T>) {
    this.addAll(elements)
}

/**
 * Adds all elements of the given array to this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Array<T>) {
    this.addAll(elements)
}

/**
 * Adds all elements of the given sequence to this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Sequence<T>) {
    this.addAll(elements)
}

/**
 * Removes a single instance of the specified element from this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(element: T) {
    this.remove(element)
}

/**
 * Removes all elements contained in the given collection from this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Collection<T>) {
    this.removeAll(elements)
}

/**
 * Removes all elements contained in the given array from this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Array<T>) {
    this.removeAll(elements)
}

/**
 * Removes all elements contained in the given sequence from this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Sequence<T>) {
    this.removeAll(elements)
}

/**
 * Removes all elements contained in the given elements array from this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Array<T>) {
    this.removeAll(elements)
}

/**
 * Removes all elements contained in the given elements sequence from this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Sequence<T>) {
    this.removeAll(elements)
}

*/
all elements of the given [elements] collection to this [MutableCollection].

public fun <T> MutableCollection<in T>.addAll(elements: Iterable<T>): Boolean {
    var result: Boolean = false
    for (item in elements) {
        if (add(item)) result = true
    }
    return result
}

public fun <T> MutableCollection<in T>.addAll(elements: Sequence<T>): Boolean {
    var result: Boolean = false
    for (item in elements) {
        if (add(item)) result = true
    }
    return result
}

public fun <T> MutableList<T>.removeFirst(): T?

private fun MutableList<*>.removeLast(): T?
if (isEmpty()) null else removeAt(0)

/**
 * Removes the last element from this mutable list and returns that
 * removed element, or throws [NoSuchElementException] if this list is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> MutableList<T>.removeLast(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(lastIndex)

/**
 * Removes the last element from this mutable list and returns that removed element, or returns `null` if this list is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> MutableList<T>.removeLastOrNull(): T? = if (isEmpty()) null else removeAt(lastIndex)

/**
 * Removes all elements from this [MutableList] that match the given [predicate].
 * @return `true` if any element was removed from this collection, or `false` when no elements were removed and collection was not modified.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)

/**
 * Retains only elements of this [MutableList] that match the given [predicate].
 * @return `true` if any element was removed from this collection, or `false` when all elements were retained and collection was not modified.
 */
public fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)

private fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    if (this !is RandomAccess)
        return (this as MutableList<T>).filterInPlace(predicate, predicateResultToRemove)

    var writeIndex: Int = 0
    for (readIndex in 0..lastIndex) {
        val element = this[readIndex]
        if (predicate(element) == predicateResultToRemove)
            continue

        if (writeIndex != readIndex)
            this[writeIndex] = element

        writeIndex++
    }
    if (writeIndex < size) {
        for (removeIndex in lastIndex downTo writeIndex)
            removeAt(removeIndex)

        return true
    } else {
        return false
    }
}

/**
 * Randomly shuffles elements in this mutable list using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.3")
public fun <T> MutableList<T>.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Returns a reversed read-only view of the original List.
 * All changes made in the original list will be reflected in the reversed one.
 */
public fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)

/**
 * Returns a reversed mutable view of the original mutable List.
 * All changes made in the original list will be reflected in the reversed one and vice versa.
 */
@kotlin.jvm.JvmName("asReversedMutable")
public fun <T> MutableList<T>.asReversed(): MutableList<T> = ReversedList(this)

// Source code is governed by the Apache 2.0 license.
```kotlin
import kotlin.sequences
import kotlin.coroutines.*
import kotlin.coroutines.intrinsics.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Builds a [Sequence] lazily yielding values one by one.
 * @see kotlin.sequences.generateSequence
 * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
 * @sample samples.collections.Sequences.Building.buildFibonacciSequence
 */
@SinceKotlin("1.3")
public fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
    iterator(block)
}

@SinceKotlin("1.3")
@Deprecated("Use 'sequence { }' function instead.", level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline fun <T> buildSequence(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
    iterator(builderAction)
}

/**
 * Builds an [Iterator] lazily yielding values one by one.
 * @sample samples.collections.Sequences.Building.buildIterator
 * @sample samples.collections.Iterables.Building.iterable
 */
@SinceKotlin("1.3")
public fun <T> iterator(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Iterator<T> {
    return 
}

@SinceKotlin("1.3")
@Deprecated("Use 'iterator { }' function instead.", level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline fun <T> buildIterator(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Iterator<T> = iterator(builderAction)

/**
 * The scope for yielding values of a [Sequence] or an [Iterator],
 * provides [yield] and [yieldAll] suspension functions.
 * @see sequence
 * @see iterator
 * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
 * @sample samples.collections.Sequences.Building.buildFibonacciSequence
 */
@RestrictsSuspension
@SinceKotlin("1.3")
public abstract class SequenceScope<in T> internal constructor() {
    /**
     * Yields a value to the [Iterator] being built and suspends until the next value is requested.
     * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
     */
    public abstract suspend fun yield(value: T)

    /**
     * Yields all values from the `iterator` to the [Iterator] being built and suspends until all these values are iterated and the next one is requested.
     * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
     */
    public abstract suspend fun yieldAll(iterator: Iterator<T>)

    /**
     * Yields potentially infinite sequence of values to the [Iterator] being built and suspends until all these values are iterated and the next one is requested.
     * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
     */
    public suspend fun yieldAll(sequence: Sequence<T>)
}
```

State_ManyReady -> return true
else -> throw exceptionalState()}
|

@Suppress("UNCHECKED_CAST")
val result = nextValue as T
nextValue = null

override fun next(): T {
when (state) {
State_NotReady, State_ManyNotReady -> return nextNotReady()
State_ManyReady -> {
state = State_ManyNotReady
return nextIterator!!().next()
}
State_Ready -> {
state = State_NotReady

buffer.size

private fun nextNotReady(): T {
if (!hasNext()) throw NoSuchElementException() else return next()}

private fun exceptionalState(): Throwable = when (state) {
State_Done -> NoSuchElementException()
State_Failed -> IllegalStateException("Iterator has failed.")
else -> IllegalStateException("Unexpected state of the iterator: $state")
}

override suspend fun yield(value: T) {
nextValue = value
state = State_Ready
return suspendCoroutinesUninterceptedOrReturn {
c ->
nextStep = c
COROUTINE_SUSPENDED
}

// Completion continuation implementation
override fun resumeWith(result: Result<Unit>) {
result.getOrThrow() // just rethrow exception if it is there
state = State_Done

override val coroutineContext: CoroutineContext
get() = EmptyCoroutineContext
}

// Completion continuation implementation
override fun resumeWith(result: Result<Unit>) {
result.getOrThrow() // just rethrow exception if it is there
state = State_Done

override val coroutineContext: CoroutineContext
get() = EmptyCoroutineContext
}

override suspend fun yieldAll(iterator: Iterator<T>) {
if (!iterator.hasNext()) return

nextIterator = iterator
state = State_NotReady
return suspendCoroutinesUninterceptedOrReturn {
c ->
nextStep = c
COROUTINE_SUSPENDED
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if (!iterator.hasNext()) return

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return suspendCoroutinesUninterceptedOrReturn {
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result.getOrThrow() // just rethrow exception if it is there
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if (!iterator.hasNext()) return

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override fun resumeWith(result: Result<Unit>) {
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state = State_Done

override val coroutineContext: CoroutineContext
get() = EmptyCoroutineContext
}

// Completion continuation implementation
override fun resumeWith(result: Result<Unit>) {
result.getOrThrow() // just rethrow exception if it is there
state = State_Done

override val coroutineContext: CoroutineContext
get() = EmptyCoroutineContext
}

override suspend fun yieldAll(iterator: Iterator<T>) {
if (!iterator.hasNext()) return

nextIterator = iterator
state = State_NotReady
return suspendCoroutinesUninterceptedOrReturn {
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result.getOrThrow() // just rethrow exception if it is there
state = State_Done

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get() = EmptyCoroutineContext
}

override suspend fun yieldAll(iterator: Iterator<T>) {
if (!iterator.hasNext()) return

nextIterator = iterator
state = State_NotReady
return suspendCoroutinesUninterceptedOrReturn {
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get() = EmptyCoroutineContext
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override suspend fun yieldAll(iterator: Iterator<T>) {
if (!iterator.hasNext()) return

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nextStep = c
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result.getOrThrow() // just rethrow exception if it is there
state = State_Done

override val coroutineContext: CoroutineContext
get() = EmptyCoroutineContext
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result.getOrThrow() // just rethrow exception if it is there
state = State_Done

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get() = EmptyCoroutineContext
}

override suspend fun yieldAll(iterator: Iterator<T>) {
if (!iterator.hasNext()) return

nextIterator = iterator
state = State_NotReady
return suspendCoroutinesUninterceptedOrReturn {
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state = State_Done

override val coroutineContext: CoroutineContext
get() = EmptyCoroutineContext
}

// Completion continuation implementation
override fun resumeWith(result: Result<Unit>) {
result.getOrThrow() // just rethrow exception if it is there
state = State_Done

override val coroutineContext: CoroutineContext
get() = EmptyCoroutineContext
}
private val capacity = buffer.size
private var startIndex: Int = 0
override fun get(index: Int): T {
    @Suppress("UNCHECKED_CAST")
    return buffer[ startIndex.forward(index) ] as T
}

override fun set(index: Int, value: T) {
    @Suppress("UNCHECKED_CAST")
    buffer[ startIndex.forward(index) ] = value
}

override fun contains(element: T): Boolean {
    return buffer.contains(element)
}

override fun removeFirst(n: Int) {
    if (n <= 0) return
    val start = startIndex
    val end = start.forward(n)
    if (start > end) {
        buffer.fill(null, start, capacity)
        buffer.fill(null, 0, end)
    } else {
        buffer.fill(null, start, end)
    }
    startIndex = end
    size -= n
}

override fun removeLast(n: Int) {
    if (n <= 0) return
    val start = startIndex
    val end = start.forward(size - n - 1)
    if (start > end) {
        buffer.fill(null, start, capacity)
        buffer.fill(null, 0, end)
    } else {
        buffer.fill(null, start, end)
    }
    size -= n
}

override fun clear() {
    buffer.fill(null, 0, size)
    startIndex = 0
    size = 0
}

override fun size(): Int {
    return size
}

override fun isFull(): Boolean {
    return size == capacity
}

override fun iterator(): Iterator<T> = object : AbstractIterator<T>() {
    private var count = size
    private var index = startIndex

    override fun computeNext() {
        if (count == 0) {
            done()
        } else {
            @Suppress("UNCHECKED_CAST")
            setNext(buffer[index] as T)
            index = index.forward(1)
            count--
        }
    }
}

override fun <T> toArray(array: Array<T>): Array<T> {
    val result: Array<T?> = if (array.size < this.size) array.copyOf(this.size) else array as Array<T?>
    val size = this.size
    var widx = 0
    var i = startIndex
    while (widx < size && i < capacity) {
        result[widx] = buffer[i] as T
        widx++
        i++
    }
    i = 0
    while (widx < size) {
        result[widx] = buffer[i] as T
        widx++
        i++
    }
    if (result.size > this.size) result[size] = null
    return result
}

fun <T> expanded(capacity: Int): RingBuffer<T> {
    val newCapacity = (capacity + (capacity shr 1) + 1).coerceAtMost(maxCapacity)
    val newBuffer = if (startIndex == 0) buffer.copyOf(newCapacity) else toArray(arrayOfNulls(newCapacity))
    return RingBuffer(newBuffer, size)
}

fun add(element: T) {
    if (isFull()) {
        throw IllegalStateException("ring buffer is full")
    }
    buffer[startIndex.forward(size)] = element
    size++
}

fun removeFirst(n: Int) {
    require(n >= 0) { "n shouldn't be negative but it is $n" }
    require(n <= size) { "n shouldn't be greater than the buffer size: n = $n, size = $size" }
    if (n > 0) {
        val start = startIndex
        val end = start.forward(n)
        if (start > end) {
            buffer.fill(null, start, capacity)
            buffer.fill(null, 0, end)
        } else {
            buffer.fill(null, start, end)
        }
        startIndex = end
        size -= n
    }
}

private fun Int.forward(n: Int): Int = (this + n) % capacity

@Suppress("NOTHING_TO_INLINE")
in private fun partition(array: UByteArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    var pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@Suppress("NOTHING_TO_INLINE")
in private fun quickSort(array: UByteArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1) quickSort(array, left, index - 1)
    if (index < right) quickSort(array, index, right)
}

@Suppress("NOTHING_TO_INLINE")
in private fun partition(array: UShortArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    var pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@Suppress("NOTHING_TO_INLINE")
in private fun quickSort(array: UShortArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1) quickSort(array, left, index - 1)
    if (index < right) quickSort(array, index, right)
}

@Suppress("NOTHING_TO_INLINE")
in private fun partition(array: UIntArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    var pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@Suppress("NOTHING_TO_INLINE")
in private fun quickSort(array: UIntArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1) quickSort(array, left, index - 1)
    if (index < right) quickSort(array, index, right)
}
var j = right
val pivot = array[(left + right) / 2]
while (i <= j) {
    while (array[i] < pivot) i++
    while (array[j] > pivot) j--
    if (i <= j) {
        val tmp = array[i]
        array[i] = array[j]
        array[j] = tmp
        i++
        j--
    }
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UIntArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1) quickSort(array, left, index - 1)
    if (index < right) quickSort(array, index, right)
}

 Interfaces

="="*/

 Miscellaneous
*\n  A function declaring the `callsInPlace` effect must be _inline_. */
    /*
    * @sample
    */
    @ContractsDsl public fun <R> callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace
}

/**
 * Specifies how many times a function invokes its function parameter in place.
 * See [ContractBuilder.callsInPlace] for the details of the call-in-place function contract.
 */
@ContractsDsl @ExperimentalContracts @SinceKotlin("1.3")
public enum class InvocationKind {
    /**
     * A function parameter will be invoked one time or not invoked at all.
     */
    AT_MOST_ONCE,

    /**
     * A function parameter will be invoked exactly one time.
     */
    EXACTLY_ONCE,

    /**
     * A function parameter is called in place, but it’s unknown how many times it can be called.
     */
    UNKNOWN
}

/**
 * Specifies the contract of a function.
 *
 * The contract description must be at the beginning of a function and have at least one
 * effect.
 *
 * Only the top-level functions can have a contract for now.
 *
 * @param builder the lambda where
 * the contract of a function is described with the help of the [ContractBuilder] members.
 */
/*
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 * contributors.
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 * license/LICENSE.txt file.
 */

package kotlin.coroutines

/**
 * Marks coroutine context element that
 * intercepts coroutine continuations.
 * The coroutines framework uses [ContinuationInterceptor.Key] to retrieve the
 * interceptor and
 * intercepts all coroutine continuations with [interceptContinuation] invocations.
 * [ContinuationInterceptor] behaves like a [polymorphic element][AbstractCoroutineContextKey], meaning that
 * its implementation delegates [get][CoroutineContext.Element.get] and
 * [minusKey][CoroutineContext.Element.minusKey] to
 * [getPolymorphicElement] and [minusPolymorphicKey] respectively.
 * [ContinuationInterceptor] subtypes can be extracted from the coroutine context using either
 * [ContinuationInterceptor.Key] or subtype key if it extends [AbstractCoroutineContextKey].
 * The key that defines *the* context interceptor.
 * Returns continuation that wraps the original
 * continuation, thus intercepting all resumptions.
 * This function is invoked by coroutines framework when
 * the resulting continuations are
 * cached internally per each instance of the original
 * continuation.
 * This function may simply return original
 * [continuation] if it does not want to intercept this particular
 * continuation.
 * When the original
 * [continuation] completes, coroutine framework invokes
 * [releaseInterceptedContinuation]
 * with the resulting continuation if it was intercepted, that is if
 * `interceptContinuation` had previously returned a different continuation instance.
 * Invoked for the
 * continuation instance returned by [interceptContinuation] when the original
 * continuation completes and will
not be used anymore. This function is invoked only if [interceptContinuation]
* had returned a different
continuation instance from the one it was invoked with.
* Default implementation does nothing.
* @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.
* @return null if nothing done by default.
* public fun releaseInterceptedContinuation(continuation: Continuation<?*>?)
* do nothing by default.
* E?
* // getPolymorphicKey specialized for ContinuationInterceptor key
*@OptIn(ExperimentalStdlibApi::class) if (key is AbstractCoroutineContextKey<*, *>)
{return null}
@Suppress("UNCHECKED_CAST")
return (key.isSubKey(this.key)) key.tryCast(this) as? E else null
@Suppress("UNCHECKED_CAST")
return if (ContinuationInterceptor === key) this as E else null
* public override fun minusKey(key: CoroutineContext.Key<*>):
CoroutineContext // minusPolymorphicKey specialized for ContinuationInterceptor key
*@OptIn(ExperimentalStdlibApi::class)
if (key is AbstractCoroutineContextKey<*, *>)
return if (key.isSubKey(this.key) &&
key.tryCast(this) != null) EmptyCoroutineContext else this
else
    return if
(ContinuationInterceptor === key) EmptyCoroutineContext else this

/**
 * Persistent context for the coroutine. It is an indexed set of 
[Element] instances.
* An indexed set is a mix between a set and a map.
* Every element in this set has a unique [Key].
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*/

package kotlin.coroutines

/**
 * Base class for 
* Base class for [CoroutineContext.Key] associated with polymorphic
 */
public abstract class AbstractCoroutineContextElement(public override val key:
Key<*>) : Element

/**
 * Base class for 
[CoroutineContext.Key] associated with polymorphic
 */
public abstract class AbstractCoroutineContextKey

[get][Element.get] and [minusKey][Element.minusKey] in * to [getPolymorphicElement] and [minusPolymorphicKey] respectively. * in * Polymorphic elements can be extracted from the coroutine context using both element key and its supertype key. * Example of polymorphic elements: in * ```
BaseElement : CoroutineContext.Element

override val key: CoroutineContext.Key<*>

get() = Key

// It is important to use getPolymorphicKey and minusPolymorphicKey


E? = getPolymorphicElement(key)

override fun minusKey(key: CoroutineContext.Key<*>):

CoroutineContext = minusPolymorphicKey(key)

* in * class DerivedElement : BaseElement

companion object Key : AbstractCoroutineContextKey<BaseElement, DerivedElement>(BaseElement, { it as?

DerivedElement })

* in * // Now it is possible to query both `BaseElement` and `DerivedElement`

someContext[BaseElement] // Returns BaseElement?, non-null both for BaseElement and DerivedElement

someContext[DerivedElement] // Returns DerivedElement?, non-null only for DerivedElement

```
public override fun minusKey(key: Key<*>):
    CoroutineContext {
        element[key]?.let { return left } if
        newLeft = left.minusKey(key)
        return
    }

    public override fun minusKey(key: Key<*>):
        CoroutineContext {
            element[key]?.let { return left }
            val newLeft = left.minusKey(key)
            return
        }

        public override fun override fun equals(other: Any?): Boolean =
            this === other || other is CombinedContext &&
            other.size() == size &&
            other.containsAll(this)

        override fun hashCode(): Int = left.hashCode() + element.hashCode()

        override fun toString(): String =
            "[" + fold(Unit) { acc, element ->
                if (acc.isEmpty()) element.toString() else
                "$acc, $element"
            } + "]"

        private fun writeReplace(): Any {
            val n = size()
            val elements =
                arrayOfNulls<CoroutineContext>(n)
            var index = 0
            fold(Unit) { _, element -> elements[index++] =
                element }
            check(index == n)
            @Suppress("UNCHECKED_CAST")
            return Serialized(elements as Array<CoroutineContext>)
        }
    }
}

@file:kotlin.jvm.JvmName("IntrinsicsKt")
@file:kotlin.jvm.JvmMultifileClass

package
    kotlin.coroutines.intrinsics

import kotlin.coroutines.*
import kotlin.internal.InlineOnly

/**
 * Obtains the
 * current continuation instance inside suspend functions and either suspends
 * currently running coroutine or returns
 * result immediately without suspension.
 * If the [block] returns the special [COROUTINE_SUSPENDED]
 * value, it means that suspend function did suspend the execution and will
 * not return any result immediately. In
 * this case, the [Continuation] provided to the [block] shall be resumed by invoking [Continuation.resumeWith] at
 * some moment in the
 * future when the result becomes available to resume the computation.
 * Otherwise, the return value of the [block] must have a type assignable to [T] and represents the result of this suspend function.
 * It means that the execution was not suspended and the [Continuation] provided to the [block] shall not be invoked.
 * As the result type of the [block] is declared as `Any?` and cannot be correctly type-checked,
 * its proper return type remains on the conscience of the suspend function's author.
 * [Invocation of [Continuation.resumeWith]] resumes coroutine directly in the invoker's thread without going through the
 * [Continuation] that might be present in the coroutine's
 * [CoroutineContext].
 * It is the invoker's responsibility to ensure that a proper invocation context is established.
 * [Continuation.intercepted] can be used to acquire the intercepted continuation.
 * Note that it is not recommended to call either [Continuation.resume] or
 * [Continuation.resumeWithException] functions synchronously in the
 * same stackframe where suspension function is run. Use [suspendCoroutine] as a safer way to obtain current
 * continuation instance.
 */
@SinceKotlin("1.3")
@InlineOnly
@Suppress("UNUSED_PARAMETER",
    "RedundantSuspendModifier")
public suspend inline fun <T> suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T
    throw
    @file:kotlin.jvm.JvmName("IntrinsicsKt")
    @file:kotlin.jvm.JvmMultifileClass
    package
kotlin.coroutines.intrinsics

import kotlin.coroutines.*

private class Serialized(val elements: Array<CoroutineContext>) : Serializable {
    companion object {
        private const val serialVersionUID: Long = 0L
    }

    private fun readResolve(): Any = elements.fold(EmptyCoroutineContext, CoroutineContext::plus)
}

private val COROUTINE_SUSPENDED: Any get() = CoroutineSingletons.COROUTINE_SUSPENDED

private fun contains(element: Element): Boolean =
    get(element.key) == element

private fun containsAll(context: CombinedContext): Boolean {
    var cur = context
    while (true) {
        if (!contains(cur.element)) return false
        val next = cur.left
        if (next is CombinedContext) {
            cur = next
        } else {
            return contains(next as Element)
        }
    }
}

override fun equals(other: Any?): Boolean =
    this === other || other is CombinedContext &&
    other.size() == size() &&
    other.containsAll(this)

override fun hashCode(): Int = left.hashCode() + element.hashCode()

override fun toString(): String =
    "[" + fold("") { acc, element ->
        if (acc.isEmpty()) element.toString() else
        "$acc, $element"
    } + "]"

private fun writeReplace(): Any {
    val n = size()
    val elements =
        arrayOfNulls<CoroutineContext>(n)
    var index = 0
    fold(Unit) { _, element -> elements[index++] =
        element }
    check(index == n)
    @Suppress("UNCHECKED_CAST")
    return Serialized(elements as Array<CoroutineContext>)
}

private class Serialized(val elements: Array<CoroutineContext>) : Serializable {
    companion object {
        private const val serialVersionUID: Long = 0L
    }

    private fun readResolve(): Any = elements.fold(EmptyCoroutineContext, CoroutineContext::plus)
}
here ensures two important properties: 1. It makes SafeContinuation serializable with all kinds of serialization frameworks (since all of them natively support enums) 2. It improves debugging experience, since you clearly see toString() value of those objects and what package they come from:

```kotlin
@SinceKotlin("1.3")
@PublishedApi // This class is Published API via serialized representation of SafeContinuation, don't rename/move
internal enum class CoroutineSingletons { COROUTINE_SUSPENDED, UNDECIDED, RESUMED } /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */

package kotlin.experimental

/** Performs a bitwise AND operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.and(other: Byte): Byte = (this.toInt() and other.toInt()).toByte()

/** Performs a bitwise OR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.or(other: Byte): Byte = (this.toInt() or other.toInt()).toByte()

/** Performs a bitwise XOR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.xor(other: Byte): Byte = (this.toInt() xor other.toInt()).toByte()

/** Inverts the bits in this value. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Byte.inv(): Byte = (this.toInt().inv()).toByte()

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package kotlin.internal

/** The experimental marker for type inference augmenting annotations. */
@Suppress("DEPRECATION")
@Experimental(level = Experimental.Level.ERROR)
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@MustBeDocumented
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.ANNOTATION_CLASS)
@SinceKotlin("1.3")
public annotation class ExperimentalTypeInference

/** Specifies that the constraint built for the type during type inference should be an equality one. */
@Target(AnnotationTarget.ANNOTATION_CLASS)
@Retention(AnnotationRetention.BINARY)
@MustBeDocumented
@MustBeDocumented
@Experimental(level = Experimental.Level.ERROR)
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.ANNOTATION_CLASS)
@Supress("DEPRECATION")
@Experimental(level = Experimental.Level.ERROR)
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@MustBeDocumented
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.ANNOTATION_CLASS)
@ExperimentalTypeInference

/** Specifies that the corresponding type should be ignored during type inference */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
@inference annotation class NoInfer

/** Specifies that the constraint built for the type during type inference should be an equality one. */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
@inference annotation class Exact

/** Specifies that a corresponding member has the lowest priority in overload resolution. */
@Target(AnnotationTarget.FUNCTION,
AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
@inference annotation class LowPriorityInOverloadResolution

/** Specifies that the corresponding member has the highest priority in overload resolution. Effectively this means that the new extension annotated with this annotation will win in overload resolution over a member with the same signature. */
@Target(AnnotationTarget.FUNCTION,
AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
@inference annotation class HidesMembers

* The value of this type parameter should be mentioned in input types (argument types,
receiver type or expected type).

*/
@Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
internal annotation class OnlyInputTypes

/**
 * Specifies that this function should not be called directly without
 * inlining
 */
@Target(AnnotationTarget.FUNCTION,
AnnotationTarget.PROPERTY,
AnnotationTarget.PROPERTY_GETTER,
AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
internal annotation class InlineOnly

/**
 * The value of this parameter should be a property reference expression (`this::foo`),
 * referencing a `lateinit` property.
 */
@Target(AnnotationTarget.FUNCTION,
AnnotationTarget.PROPERTY,
AnnotationTarget.PROPERTY_GETTER)
@Retention(AnnotationRetention.BINARY)
internal annotation class DynamicExtension

/**
 * Specifies that this declaration can have dynamic receiver type.
 */
@Target(AnnotationTarget.FUNCTION,
AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class DynamicExtension

/**
 * Specifies that this parameter should be compared with the [version] value, when compiling the usage of the annotated
 * declaration.
 * Note that prior to 1.2, only [RequireKotlinVersionKind.LANGUAGE_VERSION] was supported,
 * so the Kotlin compiler before 1.2 is going to treat any [RequireKotlin] as if it requires the language version.
 * Since 1.2, the Kotlin compiler supports
 * [RequireKotlinVersionKind.LANGUAGE_VERSION], [RequireKotlinVersionKind.COMpiler_VERSION] and [RequireKotlinVersionKind.API_VERSION].
 * If the actual value of [versionKind] is something different (e.g. a new version kind, added in future versions of Kotlin),
 * Kotlin 1.2 is going to ignore this [RequireKotlin] altogether, where as Kotlin before 1.2 is going to treat this as a
 * requirement on the language version.
 * This annotation is erased at compile time; its arguments are stored
 * in a more compact form in the Kotlin metadata.
 */
@Target(AnnotationTarget.CLASS,
AnnotationTarget.FUNCTION,
AnnotationTarget.PROPERTY,
AnnotationTarget.CONSTRUCTOR,
AnnotationTarget.TYPEalias)
@Retention(AnnotationRetention.SOURCE)
@Repeatable
@SinceKotlin("1.2")
internal annotation class RequireKotlin(
    val version: String,
    val message: String = "",
    val level: DeprecationLevel = DeprecationLevel.ERROR,
    val versionKind: RequireKotlinVersionKind =
    RequireKotlinVersionKind.LANGUAGE_VERSION,
    val errorCode: Int = -1
)

/**
 * The kind of the
 * version that is required by [RequireKotlin].
 */
@SinceKotlin("1.2")
internal enum class RequireKotlinVersionKind {
    LANGUAGE_VERSION,
    COMPILER_VERSION,
    API_VERSION,
}

/**
 * Specifies that this declaration is a part of special DSL, used for constructing
 * function's contract.
 */
@Retention(AnnotationRetention.RUNTIME)
@SinceKotlin("1.2")
internal annotation class ContractsDsl

/*
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 * contributors.
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 * license/LICENSE.txt file.
 */

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Standard
 * property delegates.
 */
public object Delegates {
    /**
     * Returns a property delegate for a read/write
     * property with a non-`null` value that is initialized not during
     * object construction time but at a later time.
     * Trying to read the property before the initial value has been
     * assigned results in an exception.
     */
    public fun <T : Any> notNull(): ReadWriteProperty<T, T> = NotNullVar()

    /**
     * Returns a property delegate for a read/write
     * property that calls a specified callback function when changed.
     */
    public fun <T : Any> onChange: onChange: (value: T) -> Unit = { param -> }
samples.properties.Delegates.observableDelegate

    public inline fun <T> observable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Unit):ReadWriteProperty<Any?, T> =
        object : ObservableProperty<T>(initialValue) {
            override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) = onChange(property, oldValue, newValue)

        }

    public inline fun <T> vetoable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Boolean):
        ReadWriteProperty<Any?, T> =
        object : ObservableProperty<T>(initialValue) {
            override fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = onChange(property, oldValue, newValue)
        }

private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
    private var value: T? = null

    public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value ?: throw IllegalStateException("Property ${property.name} should be initialized before get.")
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        this.value = value
    }
}

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Implements the core logic of a property delegate for a read/write property that calls callback functions when changed.
 * @param initialValue the initial value of the property.
 */
public abstract class ObservableProperty<T>(initialValue: T) :
        ReadWriteProperty<Any?, T> {
    private var value = initialValue

    /**
     * The callback which is called after the change of the property is made. The value of the property has already been changed when this callback is invoked.
     * If the callback returns `true` the value of the property is being set to the new value, and if the callback returns `false` the new value is discarded and the property remains its old value.
     */
    protected open fun afterChange(property: KProperty<*>, oldValue: T, newValue: T): Unit {}

    public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        val oldValue = this.value
        if (!beforeChange(property, oldValue, value)) {
            return
        }

        this.value = value
        afterChange(property, oldValue, value)
    }
}

package kotlin.random

import kotlin.math.nextDown

/**
 * An abstract class that is implemented by random number generator algorithms.
 * The companion object [Random.Default] is the default instance of [Random].
 * Get a seeded instance of random generator use [Random] function.
 * @sample samples.random.Randoms.defaultRandom
 */
@SinceKotlin("1.3")
public abstract class Random {

    /**
     * Gets the next random `Int` number of bits.
     * Generates an `Int` whose lower [bitCount] bits are filled with random values and the remaining upper bits are zero.
     * @param bitCount number of bits to generate, must be in range 0..32, otherwise the behavior is unspecified.
     * @param bitCount number of bits to generate, must be in range 0..32, otherwise the behavior is unspecified.
     * @param bitCount number of bits to generate, must be in range 0..32, otherwise the behavior is unspecified.
     */
    public fun nextInt(): Int = nextBits(32)

    /**
     * Gets the next random `Int` from the random number generator.
     * Generates an `Int` random value uniformly distributed between `Int.MIN_VALUE` and `Int.MAX_VALUE` (inclusive).
     */
    public fun random(): Int = nextInt()
(inclusive) and the specified [until] bound (exclusive).

*param must be positive.*

*public open fun nextInt(until: Int): Int =

nextInt(0, until)/**/ * Gets the next random 'Int' from the random number generator in the specified range.*

*generates an 'Int' random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.*

*public open fun nextInt(from: Int, until: Int): Int =

checkRangeBounds(from, until)

val n = until - from

if (n > 0) {

val val bitCount = fastLog2(n)

nextBits(bitCount)

} else {

var v: Int

do {

val bits = nextInt().ushr(1)

v = bits % n

} while (bits - v + (n - 1) < 0)

v

}*/

*Generates a 'Long' random value uniformly distributed between 'Long.MIN_VALUE' and 'Long.MAX_VALUE' (inclusive).*

*public open fun nextLong(): Long =

nextLong(0, until)/**/ * Gets the next random non-negative 'Long' from the random number generator less than the specified [until] bound.*

*Generates a 'Long' random value uniformly distributed between '0' (inclusive) and the specified [until] bound (exclusive).*

*param must be positive.*

*throws IllegalArgument exception if [until] is negative or zero.*

*public open fun nextLong(until: Long) =

nextLong(0, until)/**/ * Gets the next random 'Long' from the random number generator in the specified range.*

*Generates a 'Long' random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.*

*@throws IllegalArgumentException if [from] is greater than or equal to [until].*

*public open fun nextLong(from: Long, until: Long): Long =

checkRangeBounds(from, until)

val n = until - from

if (n > 0) {

val val rnd = nextInt()

if (rnd in from until until) return rnd

} else {

while (true) {

val rnd = nextInt()

if (rnd in from until until) return rnd

}*/

*Generates a 'Double' random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).*

*Generates a 'Double' random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.*

*throws IllegalArgumentException if [from] is greater than or equal to [until].*

*public open fun nextDouble(): Double =

doubleFromParts(nextBits(26), nextBits(27))

*Generates a 'Double' random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.*

*@throws IllegalArgumentException if [from] is greater than or equal to [until].*

*public open fun nextDouble(until: Double): Double =

doubleFromParts(nextBits(26), nextBits(27))

*Generates a 'Double' random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.*

*throws IllegalArgumentException if [from] is greater than or equal to [until].*

*public open fun nextDouble(until: Double): Double =
nextDouble(0.0, until)/**/ * Gets the next random 'Double' from the random number generator less than the specified [until] bound.*

*Generates a 'Double' random value uniformly distributed between 0 (inclusive) and 1 (exclusive).*

*throws IllegalArgumentException if [until] is negative or zero.*

*public open fun nextDouble(): Double =
doubleFromParts(nextBits(26), nextBits(27))

*Generates a 'Double' random value uniformly distributed between 0 (inclusive) and 1 (exclusive).*

*throws IllegalArgumentException if [from] is greater than or equal to [until].*

*public open fun nextDouble(from: Double, until: Double): Double =

checkRangeBounds(from, until)

val size = until - from

val r = if (size.isInfinite()) && from.isFinite() && until.isFinite())

val r = if (size.isInfinite())

val r = from + nextDouble() * size

if (r >= until)

nextDown() else r

}*/

*Generates a 'Double' random value uniformly distributed between 0 (inclusive) and 1 (exclusive).*

*throws IllegalArgumentException if [from] is greater than or equal to [until].*

*public open fun nextDouble(): Double =
nextDouble(24) / (1 shl 24).toFloat()/**/ * Fills a subrange of the specified byte array starting from [fromIndex] inclusive and ending [toIndex] exclusive

*with random bytes.*

*throws IllegalArgumentException if [from] is greater than or equal to [until].*
@return [array] with the subrange filled with random bytes.

@Override
public open fun nextBytes(array: ByteArray, fromIndex: Int = 0, toIndex: Int = array.size): ByteArray {
    require(fromIndex in 0..array.size && toIndex in 0..array.size) { "fromIndex ($fromIndex) or toIndex ($toIndex) are out of range: 0..${array.size}." }
    require(fromIndex <= toIndex) { "fromIndex ($fromIndex) must be not greater than toIndex ($toIndex)." }

    val steps = (toIndex - fromIndex) / 4
    var position = fromIndex
    repeat(steps) {
        val v = nextInt()
        array[position] = v.toByte()
        array[position + 1] = v.ushr(8).toByte()
        array[position + 2] = v.ushr(16).toByte()
        array[position + 3] = v.ushr(24).toByte()
        position += 4
    }

    val remainder = toIndex - position
    val vr = nextBits(remainder * 8)
    for (i in 0 until remainder) {
        array[position + i] = vr.ushr(i * 8).toByte()
    }

    return array
}

/**
 * Fills the specified byte [array] with random bytes and returns it.
 * @return [array] filled with random bytes.
 */
public open fun nextBytes(array: ByteArray): ByteArray = nextBytes(array, 0, array.size)

/**
 * Creates a byte array of the specified [size], filled with random bytes.
 */
public open fun nextBytes(size: Int): ByteArray = nextBytes(ByteArray(size))

/**
 * The default random number generator.
 * @sample samples.random.Randoms.defaultRandom
 */
companion object Default : Random() {
    private val defaultRandom: Random = defaultPlatformRandom()
    override fun nextBits(bitCount: Int): Int = defaultRandom.nextBits(bitCount)
    override fun nextInt(): Int = defaultRandom.nextInt()
    override fun nextInt(until: Int): Int = defaultRandom.nextInt(until)
    override fun nextInt(from: Int, until: Int): Int = defaultRandom.nextInt(from, until)
    override fun nextLong(): Long = defaultRandom.nextLong()
    override fun nextLong(until: Long): Long = defaultRandom.nextLong(until)
    override fun nextLong(from: Long, until: Long): Long = defaultRandom.nextLong(from, until)
    override fun nextBoolean(): Boolean = defaultRandom.nextBoolean()
    override fun nextDouble(): Double = defaultRandom.nextDouble()
    override fun nextDouble(until: Double): Double = defaultRandom.nextDouble(until)
    override fun nextDouble(from: Double, until: Double): Double = defaultRandom.nextDouble(from, until)
    override fun nextFloat(): Float = defaultRandom.nextFloat()
    override fun nextBytes(array: ByteArray): ByteArray = defaultRandom.nextBytes(array)
    override fun nextBytes(size: Int): ByteArray = defaultRandom.nextBytes(size)
    override fun nextBytes(array: ByteArray, fromIndex: Int, toIndex: Int): ByteArray = defaultRandom.nextBytes(array, fromIndex, toIndex)

    @Deprecated("Use Default companion object instead", level = DeprecationLevel.HIDDEN)
    @Suppress("DEPRECATION_ERROR")
    @kotlin.jvm.JvmField
}
}

/**
 * Returns a repeatable random number generator seeded with the given [seed] `Int` value.
 * @sample samples.random.Randoms.seededRandom
 */
@SinceKotlin("1.3")
public fun Random(seed: Int): Random = XorWowRandom(seed, seed.shr(31))

/**
 * Returns a repeatable random number generator seeded with the given [seed] `Long` value.
 * @sample samples.random.Randoms.seededRandom
 */
@SinceKotlin("1.3")
public fun Random(seed: Long): Random = XorWowRandomRandom(seed, seed.toLong())

/**
 * Gets the next random `Int` from the random number generator in the specified [range].
 * @throws IllegalArgumentException if [range] is empty.
 */
@SinceKotlin("1.3")
public fun Random.nextInt(range: IntRange): Int = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Int.MAX_VALUE -> nextInt(range.first, range.last + 1)
    else -> throw IllegalArgumentException("Cannot get random in range: $range")
}
range.first > Int.MIN_VALUE -> nextInt(range.first - 1, range.last) + 1 elif not range.last < Long.MAX_VALUE -> nextLong(range.first, range.last + 1) else -> nextLong(range.first > Long.MIN_VALUE -> nextLong(range.first - 1, range.last) + 1 else -> nextLong(un过 internal fun checkRangeBounds(from: Long, until: Long) = require(until > from) { boundsErrorMessage(from, until) } })

/** Takes upper [bitCount] bits (0..32) from this number. */
internal fun Int.takeUpperBits(bitCount: Int): Int =
    this.ushr(32 - bitCount) and (-bitCount).shr(31)

internal fun checkRangeBounds(from: Int, until: Int) = require(until > from) {
    boundsErrorMessage(from, until)
}

/**
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 */

package kotlin.random

/**
 * Gets the next random [UInt] from the random number generator.
 *
 * Generates a [UInt] random value uniformly distributed between [UInt.MIN_VALUE] and [UInt.MAX_VALUE] (inclusive).
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(): UInt = nextInt().toUInt()

/**
 * Gets the next random [UInt] from the random number generator less than the specified [until] bound.
 *
 * Generates a [UInt] random value uniformly distributed between 0 (inclusive) and the specified [until] bound (exclusive).
 *
 * @throws IllegalArgumentException if [until] is zero.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.next UInt(until: UInt): UInt = nextUInt(0u, until)

/**
 * Gets the next random [UInt] from the random number generator in the specified range.
 *
 * Generates a [UInt] random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.
 *
 * @throws IllegalArgumentException if [from] is greater than or equal to [until].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.next UInt(from: UInt, until: UInt): UInt {
    checkUIntRangeBounds(from, until)

    val signedFrom = from.toInt() xor Int.MIN_VALUE
    val signedUntil = until.toInt() xor Int.MIN_VALUE

    val signedResult = nextInt(signedFrom, signedUntil) xor Int.MIN_VALUE
    return signedResult.toUInt()
}

/**
 * Gets the next random [ULong] from the random number generator.
 *
 * Generates a [ULong] random value uniformly distributed between [ULong.MIN_VALUE] and [ULong.MAX_VALUE] (inclusive).
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(): ULong = nextLong().toULong()

/**
 * Gets the next random [ULong] from the random number generator less than the specified [until] bound.
 *
 * Generates a [ULong] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).
 *
 * @throws IllegalArgumentException if [until] is zero.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(until: ULong): ULong = nextULong(0uL, until)

/**
 * Gets the next random [ULong] from the random number generator in the specified range.
 *
 * Generates a [ULong] random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.
 */

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 */

package kotlin.random

/**
 * Gets the next random [Long] from the random number generator in the specified [range].
 *
 * Generates a 'Long' random value uniformly distributed in the specified [range]:
 */

@WithContinuation
public fun Random.nextLong(continuation: Continuation<Long>) =
    nextLong.nextLong(continuation)

/**
 * Gets the next random [Long] from the random number generator.
 *
 * Generates a 'Long' random value uniformly distributed between [Long.MIN_VALUE] and [Long.MAX_VALUE].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextLong(): Long = when {
    range.isEmpty() -> throw
    range.last < Long.MAX_VALUE -> nextLong(range.first, range.last + 1)
    range.first > Long.MIN_VALUE -> nextLong(range.first - 1, range.last) + 1
    else -> nextLong()
}

/**
 * Gets the next random [Long] from the random number generator.
 *
 * Generates a 'Long' random value uniformly distributed between [Long.MIN_VALUE] and [Long.MAX_VALUE] (inclusive).
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextLong(range: LongRange): Long = when {
    range.isEmpty() -> throw
    range.last < Long.MAX_VALUE -> nextLong(range.first, range.last + 1)
    range.first > Long.MIN_VALUE -> nextLong(range.first - 1, range.last) + 1
    else -> nextLong()
}

@UseExperimental(ExperimentalStdlibApi::class)
internal fun fastLog2(value: Int): Int = 31 - value.countLeadingZeroBits()

/** Takes upper [bitCount] bits (0..32) from this number. */
internal fun Int.takeUpperBits(bitCount: Int): Int =
    this.ushr(32 - bitCount) and (-bitCount).shr(31)

internal fun checkRangeBounds(from: Int, until: Int) = require(until > from) {
    boundsErrorMessage(from, until)
}

internal fun checkRangeBounds(from: Long, until: Long) = require(until > from) {
    boundsErrorMessage(from, until)
}

internal fun checkRangeBounds(from: Double, until: Double) = require(until > from) {
    boundsErrorMessage(from, until)
}

internal fun boundsErrorMessage(from: Any, until: Any) = "Random range is empty: [$from, $until).

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IllegalArgumentException if [from] is greater than or equal to [until].

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun Random.nextULong(from: ULong, until: ULong): ULong {\n    checkULongRangeBounds(from, until) xor ULong.MIN_VALUE { val signedFrom = from.toLong() xor ULong.MIN_VALUE; val signedUntil = until.toLong() xor ULong.MIN_VALUE; return signedResult } toULong() \n\} /*\n* Generates a [ULong] random value uniformly distributed in the specified [range].\n*/

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun Random.nextULong(range: ULongRange): ULong = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < ULong.MAX_VALUE -> nextULong(range.first, range.last + 1u)
    range.first > ULong.MIN_VALUE -> nextULong(range.first - 1u, range.last) + 1u
    else -> nextULong(\n\} /*\n* Fills the specified unsigned byte array with random bytes and returns it.\n*/

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun Random.nextUBytes(array: UByteArray) {\n    nextBytes(array.asByteArray()) return array\n\} /*\n* Creates an unsigned byte array of the specified [size], filled with random bytes.\n*/

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun Random.nextUBytes(size: Int): UByteArray = nextBytes(size).asUByteArray()

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray {
    nextBytes(array.asByteArray(), fromIndex, toIndex)
    return array
\} /*\n* Fills a subrange of the specified 'UByteArray' array starting from [fromIndex] inclusive and ending [toIndex] exclusive with random UBytes.\n*/

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun Random.nextBits(bitCount: Int): Int =
    nextInt().takeUpperBits(bitCount)

*\@ExperimentalUnsignedTypes\internal fun checkUIntRangeBounds(from: UInt, until: UInt) =
    require(until > from) { boundsErrorMessage(from, until) }

*\@ExperimentalUnsignedTypes\internal fun checkULongRangeBounds(from: ULong, until: ULong) =
    require(until > from) { boundsErrorMessage(from, until) }

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")

package kotlin.ranges

/**
 * Represents a range of \[Comparable\] values.
 */
private open class ComparableRange<T : Comparable<T>>(
    override val start: T,
    override val endInclusive: T
) : ClosedRange<T> {

    override fun equals(other: Any?): Boolean {
        return other is ComparableRange<*> && (isEmpty() && other.isEmpty() ||
                start == other.start && endInclusive == other.endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else start.hashCode() + endInclusive.hashCode()
    }

    override fun

this class.

* This is an experimental function that behaves as a similar function from kotlin.reflect.full on JVM.

* @n * @see [KClass.isInstance]

* @n * @see [KClass.safeCast]

* @n @SinceKotlin("1.3")@n @ExperimentalStdlibApi

fun <T : Any> KClass<T>.cast(value: Any?): T {
    return value as T
}

/**
 * Casts the given 
 * 
 * @param value the character sequence from which a subsequence is appended.
 * @param startIndex the end (exclusive) of the subsequence to append.
 * @param endIndex the end (exclusive) of the subsequence to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 * 
 * @param charSequence the character sequence from which a subsequence is appended.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T : Appendable> T.appendRange(value: CharSequence?, startIndex: Int, endIndex: Int): T {
    return append(value, startIndex, endIndex) as T
}

/**
 * Appends all arguments to the given 
 * 
 * @param charSequence the character sequence from which a subsequence is appended.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T : Appendable> T.append(vararg value: CharSequence?): T {
    for (item in value)
        append(item)
    return this
}

internal fun <T> Appendable.appendElement(element: T, transform: ((T) -> CharSequence)?) {
    when {
        transform != null -> append(transform(element))
        element is CharSequence? -> append(element)
        element is Char -> append(element)
        else ->
            append(element.toString())
    }
}

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 */

package kotlin.text

/**
 * An object to which char sequences and values can be appended.
 */
expect interface Appendable {
    /**
     * Appends the specified character [value] to this Appendable and returns this instance.
     */
    fun append(value: Char): Appendable

    /**
     * Appends the specified character sequence [value] to this Appendable and returns this instance.
     */
    fun append(value: CharSequence?): Appendable

    /**
     * Appends a subsequence of 
     * 
     */
    fun append(value: CharSequence?, startIndex: Int, endIndex: Int): Appendable
}

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 */

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`package kotlin.text

/**
 * Concatenates this Char and a String.
 *
 * @sample samples.text.Chars.plus
 */
@kotlin.internal.InlineOnly
public inline operator fun Char.plus(other: String): String = this.toString() + other

/**
 * Returns `true` if this character is equal to the [other] character, optionally ignoring character case.
 *
 * Two characters are considered the same ignoring case if at least one of the following is `true`:
 *   - The two characters are the same (as compared by the == operator)
 *   - Applying the method [toUpperCase] to each character produces the same result
 *   - Applying the method [toLowerCase] to each character produces the same result
 *
 * @param ignoreCase `true` to ignore character case when comparing characters. By default `false`.
 */
public fun Char.equals(other: Char, ignoreCase: Boolean = false): Boolean {
    if (this == other) return true
    if (!ignoreCase) return false

    if (this.toUpperCase() == other.toUpperCase()) return true
    if (this.toLowerCase() == other.toLowerCase()) return true
    return false
}

/**
 * Returns `true` if this character is a Unicode surrogate code unit.
 */
public fun Char.isSurrogate(): Boolean = this in Char.MIN_SURROGATE..Char.MAX_SURROGATE

/**
 * Trims leading whitespace characters followed by [marginPrefix] from every line of a source string and removes
 * the first and the last lines if they are blank (notice difference blank vs empty).
 *
 * Doesn't affect a line if it doesn't contain [marginPrefix] except the first and the last blank lines.
 *
 * @param marginPrefix non-blank string, which is used as a margin delimiter. Default is `|` (pipe character).
 * @see trimIndent
 */
public fun String.trimMargin(marginPrefix: String = ""): String = replaceIndentByMargin("", marginPrefix)

/**
 * Detects indent by [marginPrefix] as it does [trimMargin] and
 * replace it with [newIndent].
 *
 * @param marginPrefix non-blank string, which is used as a margin delimiter. Default is `|` (pipe character).
 * @see trimIndent
 */
public fun String.replaceIndentByMargin(newIndent: String = "", marginPrefix: String = ""): String {
    val lines = lines()

    return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line ->
        val firstNonWhitespaceIndex = line.indexOfFirst { !it.isWhitespace() }

        when {
            firstNonWhitespaceIndex == -1 -> null
            line.startsWith(marginPrefix, firstNonWhitespaceIndex) -> line.substring(firstNonWhitespaceIndex + marginPrefix.length)
            else -> null
        }
    })
}

/**
 * Detects a common minimal indent of all the input lines, removes it from every line and
 * also removes the first and the last n lines if they are blank (notice difference blank vs empty).
 *
 * In case if there are non-blank lines with no leading whitespace characters (no indent at all) then then n common indent is 0, and therefore this function doesn't change
 * the indentation.
 *
 * @see trimIndent
 */
public fun String.trimIndent(): String = replaceIndent("\n")

/**
 * Detects a common minimal indent like it does [trimIndent] and replaces it with the specified [newIndent].
 */
public fun String.replaceIndent(newIndent: String = ""): String { 
    val lines = lines()

    val minCommonIndent = lines
        .filter(String::isNotBlank)
        .map(String::indentWidth)
        .min() ?: 0

    return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line ->
        if (line.startsWith(newIndent)) line
        else -> line
    })
}

/**
 * Prepends [indent] to every line of the original string.
 */
public fun String.prependIndent(indent: String = "    "): String =
    lineSequence()
        .map { 
            when {
                it.isBlank() -> {
                    when {
                        it.length < indent.length -> indent
                        else -> it
                    }
                }
                else -> indent + it
            }
        }
        .joinToString("\n")

private fun String.indentWidth(): Int = indexOfFirst { !it.isWhitespace() }.let { if (it == -1) length else it }

private fun getIndentFunction(indent: String) = when {
    indent.isEmpty() -> { line: String -> line }
    else -> { line: String -> indent + line }
}

private inline fun List<String>.reindent(
    resultSizeEstimate: Int,
    indentAddFunction: Int
)
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```kotlin
(String) -> String,
    indentCutFunction: (String) -> String?
): String {
    val lastIndex = lastIndex
    return
    mapIndexedNotNull { index, value ->
        if ((index == 0 || index == lastIndex) && value.isBlank())
            null
        else
            indentCutFunction(value)?.let(indentAddFunction) ?: value
    }
    .joinTo(StringBuilder(resultSizeEstimate), "\n")
    .toString()
}

/*
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 * * An\n * * package kotlin.text
 * * */
 * * Defines names for Unicode symbols used in proper Typography.
 * * /*
 * * \u2013 quotation mark
 * * \u2014 less-than sign
 * * \u2019 single-quote
 * * \u201D double-quote
 * * \u201E low-double-quote
 * * \u2020 dagger
 * * \u2021 double-dagger
 * * \u2022 bullet
 * * \u2026 ellipsis
 * * \u2032 prime
 * * \u2033 double-prime
 * * \u20AC euro
 * * \u2122 tm
 * * \u2248 almostEqual
 * * \u2260 notEqual
 * * \u2264 lessOrEqual
 * * \u2265 greaterOrEqual
 * * */

```
```
@SinceKotlin("1.1")
public interface MatchNamedGroupCollection : MatchGroupCollection {
    /**
     * Returns a named group with the specified [name].
     * @return An instance of [MatchGroup] if the group with the specified [name] was matched or `null` otherwise.
     * @throws IllegallegalArgumentException if there is no group with the specified [name] defined in the regex pattern.
     * @throws UnsupportedOperationException if getting named groups isn't supported on the current platform.
     */
    public operator fun get(name: String): MatchGroup?
}

/**
 * Represents the results from a single regular expression match.
 */
public interface MatchResult {
    /**
     * A list of matched indexed group values.
     * This list has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     * @throws IllegalArgumentException if getting named groups isn't supported on the current platform.
     */
    public val groups: MatchGroupCollection
    /**
     * A list of matched indexed group values.
     * This list has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     * @throws IllegalArgumentException if getting named groups isn't supported on the current platform.
     */
    public val groupValues: List<String>

    /**
     * An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment of group values.
     * @throws IllegalArgumentException if getting named groups isn't supported on the current platform.
     */
    public val destructured: Destructured get() = Destructured(this)

    /**
     * Provides components for destructuring assignment of group values.
     * [component1] corresponds to the value of the first group, [component2] corresponds to the value of the second, and so on.
     * @throws IllegalArgumentException if getting named groups isn't supported on the current platform.
     */
    public class Destructured internal constructor(public val match: MatchResult) {
        @kotlin.internal.InlineOnly
        public operator inline fun component1(): String = match.groupValues[1]
        @kotlin.internal.InlineOnly
        public operator inline fun component2(): String = match.groupValues[2]
        @kotlin.internal.InlineOnly
        public operator inline fun component3(): String = match.groupValues[3]
        @kotlin.internal.InlineOnly
        public operator inline fun component4(): String = match.groupValues[4]
        @kotlin.internal.InlineOnly
        public operator inline fun component5(): String = match.groupValues[5]
        @kotlin.internal.InlineOnly
        public operator inline fun component6(): String = match.groupValues[6]
        @kotlin.internal.InlineOnly
        public operator inline fun component7(): String = match.groupValues[7]
        @kotlin.internal.InlineOnly
        public operator inline fun component8(): String = match.groupValues[8]
        @kotlin.internal.InlineOnly
        public operator inline fun component9(): String = match.groupValues[9]
        @kotlin.internal.InlineOnly
        public operator inline fun component10(): String = match.groupValues[10]
    }
}
and so on.

* public val ZERO: Duration = Duration(0.0)
  /** The duration whose value is positive infinity. It is useful for representing timeouts that should never expire. */
* public val INFINITE: Duration = Duration(Double.POSITIVE_INFINITY)
  /** Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit]. */
* public fun convert(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double =
    convertDurationUnit(value, sourceUnit, targetUnit)
* // arithmetic operators
* public operator fun unaryMinus(): Duration = Duration(-value)
  /** Returns the negative of this value. */
* public operator fun plus(other: Duration): Duration = Duration(value + other.value)
  /** Returns a duration whose value is the sum of this and [other] duration values. */
* public operator fun minus(other: Duration): Duration = Duration(value - other.value)
  /** Returns a duration whose value is the difference between this and [other] duration values. */
* public operator fun times(scale: Double): Duration = Duration(value * scale)
  /** Returns a duration whose value is this duration value multiplied by the given [scale] number. */
* public operator fun div(scale: Double): Duration = Duration(value / scale)
  /** Returns a number that is the ratio of this and [other] duration values. */
* public operator fun div(other: Duration): Duration = Duration(value / other.value)
  /** Returns a duration whose value is this duration value divided by the given [other] duration value. */
* public operator fun compareTo(other: Duration): Int = this.value.compareTo(other.value)
  /** Compares two durations. */
* public operator fun equals(other: Duration): Boolean = this.value == other.value
  /** Returns true if the given durations are equal. */
* public operator fun notEquals(other: Duration): Boolean = this.value != other.value
  /** Returns true if the given durations are not equal. */

* The result of [action] is returned as the result of this function.
* * * - `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 1_000_000_000;
* * - `minutes` represents the whole number of minutes in this duration, and its absolute value is less than 60;
* * - `hours` represents the whole number of hours in this duration, and its absolute value is less than 24;
* * - `days` represents the whole number of days in this duration.
* If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE], it is coerced into that range.
* * the properties [inDays], [inMinutes], [inSeconds], [inNanoseconds], and so on.

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coerced into that range.

```kotlin
public inline fun <T> toComponents(action: (hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T =
    action(inHours.toInt(), minutesComponent, secondsComponent, nanosecondsComponent)
```

### The result of [action] is returned as the result of this function.

```kotlin
public inline fun <T> toComponents(action: (hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T =
        action(inHours.toInt(), minutesComponent, secondsComponent, nanosecondsComponent)
```

### The result of [action] is returned as the result of this function.

```kotlin
public inline fun <T> toComponents(action: (minutes: Int, seconds: Int, nanoseconds: Int) -> T): T =
        action(inMinutes.toInt(), secondsComponent, nanosecondsComponent)
```

### The result of [action] is returned as the result of this function.

```kotlin
public inline fun <T> toComponents(action: (seconds: Long, nanoseconds: Int) -> T): T =
    action(inSeconds.toLong(), nanosecondsComponent)
```

### Splits this duration into seconds, and nanoseconds and executes the given [action] with these components.

### The result of [action] is returned as the result of this function.

```kotlin
@PublishedApi
internal val hoursComponent: Int
    get() = (inHours % 24).toInt()

@PublishedApi
internal val minutesComponent: Int
    get() = (inMinutes % 60).toInt()

@PublishedApi
internal val secondsComponent: Int
    get() = (inSeconds % 60).toInt()

@PublishedApi
internal val nanosecondsComponent: Int
    get() = (inNanoseconds % 1e9).toInt()
```

### conversion to units

```kotlin
/**
 * Returns the value of this duration expressed as a `Double` number of the specified `unit`.
 */
public fun toDouble(unit: DurationUnit): Double = convertDurationUnit(value, storageUnit, unit)

/**
 * Returns the value of this duration expressed as a `Long` number of the specified `unit`.
 *
 * If the value doesn't fit in the range of `Long` type, it is coerced into that range, see the conversion
 * `Double.toLong()` for details.
 */
public fun toLong(unit: DurationUnit): Long = toDouble(unit).toLong()

/**
 * Returns the value of this duration expressed as an `Int` number of the specified `unit`.
 *
 * If the value doesn't fit in the range of `Int` type, it is coerced into that range, see the conversion
 * `Double.toInt()` for details.
 */
public fun toInt(unit: DurationUnit): Int = toDouble(unit).toInt()

/** The value of this duration expressed as a `Double` number of days. */
public val inDays: Double get() = toDouble(DurationUnit.DAYS)

/** The value of this duration expressed as a `Double` number of hours. */
public val inHours: Double get() = toDouble(DurationUnit.HOURS)

/** The value of this duration expressed as a `Double` number of minutes. */
public val inMinutes: Double get() = toDouble(DurationUnit.MINUTES)

/** The value of this duration expressed as a `Double` number of seconds. */
public val inSeconds: Double get() = toDouble(DurationUnit.SECONDS)

/** The value of this duration expressed as a `Double` number of milliseconds. */
public val inMilliseconds: Double get() = toDouble(DurationUnit.MILLISECONDS)

/** The value of this duration expressed as a `Double` number of microseconds. */
public val inMicroseconds: Double get() = toDouble(DurationUnit.MICROSECONDS)

/** The value of this duration expressed as a `Double` number of nanoseconds. */
public val inNanoseconds: Double get() = toDouble(DurationUnit.NANOSECONDS)
```

### shortcuts

```kotlin
public val inDays: Double get() = toDouble(DurationUnit.DAYS)

public val inHours: Double get() = toDouble(DurationUnit.HOURS)

public val inMinutes: Double get() = toDouble(DurationUnit.MINUTES)

public val inSeconds: Double get() = toDouble(DurationUnit.SECONDS)

public val inMilliseconds: Double get() = toDouble(DurationUnit.MILLISECONDS)

public val inMicroseconds: Double get() = toDouble(DurationUnit.MICROSECONDS)

public val inNanoseconds: Double get() = toDouble(DurationUnit.NANOSECONDS)
```

### The value of this duration expressed as a `Long` number of nanoseconds is approximately \(\pm00b1292\) years.

```kotlin
public fun toLongNanoseconds(): Long = toLong(DurationUnit.NANOSECONDS)
```

### The value of this duration expressed as a `Long` number of milliseconds is approximately \(\pm00b1292\) million years.

```kotlin
public fun toLongMilliseconds(): Long = toLong(DurationUnit.MILLISECONDS)
```

### Returns a string representation of this duration value expressed in the unit which yields the most compact and readable number...
value.

* Special cases:
  - zero duration is formatted as `"0s"`
  - the infinite duration is formatted as `"Infinity"`
  - very small durations (less than 1e-15 s) are expressed in seconds and formatted in scientific notation
  - very big durations (more than 1e+7 days) are expressed in days and formatted in scientific notation
  - @return the value of duration in the automatically determined unit followed by that unit abbreviated name: ‘d’, ‘h’, ‘m’, ‘s’, ‘ms’, ‘us’, or ‘ns’.

* @sample samples.time.Durations.toStringDefault
  * override fun toString(): String = when { isInfinite() -> value.toString() else -> { val absNs = absoluteValue.inNanoseconds
    var scientific = false
    var maxDecimals = 0
    val unit = when {
        absNs < 1e-6 -> DurationUnit.SECONDS.also { scientific = true }
        absNs < 1e-3 -> DurationUnit.MICROSECONDS
        absNs < 1000e-9 -> DurationUnit.NANOSECONDS
        absNs < 60_000e-9 -> DurationUnit.MINUTES
        absNs < 3600_000e-9 -> DurationUnit.HOURS
        absNs < 86400e-9 * 1e7 -> DurationUnit.DAYS
        else -> DurationUnit.SECONDS.also { scientific = true }
    }
    val value = toDouble(unit)
    when {
        scientific -> formatScientific(value)
        maxDecimals > 0 -> formatUpToDecimals(value, maxDecimals)
        else -> formatToExactDecimals(value, precision(abs(value)))
    } + unit.shortName()
  }

* @sample samples.time.Durations.toStringDecimals
  * fun toString(unit: DurationUnit, decimals: Int = 0): String {
    require(decimals >= 0) { "decimals must be not negative, but was $decimals" }
    if (isInfinite()) return value.toString()
    val number = toDouble(unit)
    return when {
        abs(number) < 1e14 -> formatToExactDecimals(number, decimals.coerceAtMost(12))
        else -> formatScientific(number) + unit.shortName()
    }

* Returns an ISO-8601 based string representation of this duration.

* The returned value is presented in the format `PThHmMs.fS`, where ‘h’, ‘m’, ‘s’ are the integer components of this duration (see `toComponents()`)
  * and ‘f’ is a fractional part of second. Depending on the roundness of the value the fractional part can be formatted with either 0, 3, 6, or 9 decimal digits.
  * If the hours component absolute value of this duration is greater than `Int.MAX_VALUE`, it is replaced with `Int.MAX_VALUE`
  * so the infinite duration is formatted as `"PT2147483647H"`
  * Negative durations are indicated with the sign ‘-‘ in the beginning of the returned string, for example, `"-PT5M30S"`.

* @sample samples.time.Durations.toISOString
  * @UseExperimental(ExperimentalStdlibApi::class)
  * fun toISOString(): String = buildString {
    if (isNegative()) append('-')
    append("PT")
    absoluteValue.toComponents { hours, minutes, seconds, nanoseconds ->
        val hasHours = hours != 0
        val hasMinutes = minutes != 0 || (hasSeconds && hasHours)
        if (hasHours) {
            append(hours).append('H')
        }
        if (hasMinutes) {
            append(minutes).append('M')
        }
        if (hasSeconds || (!hasHours && !hasMinutes)) {
            append(seconds)
            if (nanoseconds != 0) {
                append('.')
                val nss = nanoseconds.toString().padStart(9, '0')
                when { nanoseconds % 1_000_000 == 0 -> appendRange(nss, 0, 3) nanoseconds % 1_000 == 0 -> appendRange(nss, 0, 6) else -> append(nss) }
            }
        }
        append('S')
    }

* Returns a [Duration] equal to this [Int] number of the specified [unit].

* Returns a [Duration] equal to this [Long] number of the specified [unit].
toDouble().toDuration(unit)\n
** Returns a [Duration] equal to this [Double] number of the specified [unit].

*\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic fun Double.toDuration(unit: DurationUnit): Duration =
Duration(convertDurationUnit(this, unit, storageUnit))\n// constructing from number of units\n// extension properties\n** Returns a [Duration] equal to this [Int] number of nanoseconds.

*\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Int.nanoseconds get() =
toDuration(DurationUnit.NANOSECONDS)\n** Returns a [Duration] equal to this [Long] number of nanoseconds.

*\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Long.nanoseconds get() =
toDuration(DurationUnit.NANOSECONDS)\n** Returns a [Duration] equal to this [Double] number of nanoseconds.

*\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Double.nanoseconds get() =
toDuration(DurationUnit.MICROSECONDS)\n** Returns a [Duration] equal to this [Int] number of microseconds.

*\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Int.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)\n** Returns a [Duration] equal to this [Double] number of microseconds.

*\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Double.microseconds get() =
toDuration(DurationUnit.MILLISECONDS)\n** Returns a [Duration] equal to this [Int] number of milliseconds.

*\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Int.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS)\n** Returns a [Duration] equal to this [Double] number of milliseconds.

*\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Double.milliseconds get() =
toDuration(DurationUnit.SECONDS)\n** Returns a [Duration] equal to this [Int] number of seconds.

*\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Int.seconds get() =
toDuration(DurationUnit.SECONDS)\n** Returns a [Duration] equal to this [Double] number of seconds.

*\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Double.seconds get() =
toDuration(DurationUnit.MINUTES)\n** Returns a [Duration] equal to this [Int] number of minutes.

*\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Int.minutes get() =
toDuration(DurationUnit.MINUTES)\n** Returns a [Duration] equal to this [Double] number of minutes.

*\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Double.minutes get() =
toDuration(DurationUnit.HOURS)\n** Returns a [Duration] equal to this [Int] number of hours.

*\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Int.hours get() =
toDuration(DurationUnit.HOURS)\n** Returns a [Duration] equal to this [Double] number of hours.

*\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Double.hours get() =
toDuration(DurationUnit.DAYS)\n** Returns a [Duration] equal to this [Int] number of days.

*\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Int.days get() =
toDuration(DurationUnit.DAYS)\n** Returns a [Duration] equal to this [Double] number of days.

*\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Long.days get() =
toDuration(DurationUnit.DAYS)\n** Returns a [Duration] equal to this [Double] number of days.

*\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic fun Int.times(duration: Duration): Duration =
duration * this\n** Returns a duration whose value is the specified [duration] value multiplied by this number.
is the specified [duration] value multiplied by this number.

```kotlin
// Double times(durations: Duration): Duration = duration * this

@SinceKotlin("1.3")
@ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun
Double.times(duration: Duration): Duration = duration * this

internal expect fun
formatToExactDecimals(value: Double, decimals: Int): String
internal expect fun formatUpToDecimals(value: Double): String
internal expect fun formatScientific(value: Double): String
```

```
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 * license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass()
@file:kotlin.jvm.JvmName("DurationUnitKt")

package
kotlin.time

/**
 * The list of possible time measurement units, in which a duration can be expressed.
 *
 * The smallest time unit is [NANOSECONDS] and the largest is [DAYS], which corresponds to exactly 24
 * [HOURS].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public expect enum class DurationUnit {
    /**
     * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
     */
    NANOSECONDS,
    /**
     * Time unit representing one microsecond, which is 1/1000 of a millisecond.
     */
    MICROSECONDS,
    /**
     * Time unit representing one millisecond, which is 1/1000 of a second.
     */
    MILLISECONDS,
    /**
     * Time unit representing one second.
     */
    SECONDS,
    /**
     * Time unit representing one minute.
     */
    MINUTES,
    /**
     * Time unit representing one hour.
     */
    HOURS,
    /**
     * Time unit representing one day, which is always equal to 24 hours.
     */
    DAYS;
}

/** Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified
 * [targetUnit].
 */
@SinceKotlin("1.3")
@ExperimentalTime
internal expect fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double

@SinceKotlin("1.3")
@ExperimentalTime
internal fun DurationUnit.shortName(): String = when
(this) {
    DurationUnit.NANOSECONDS -> "ns"
    DurationUnit.MICROSECONDS -> "us"
    DurationUnit.MILLISECONDS -> "ms"
    DurationUnit.SECONDS -> "s"
    DurationUnit.HOURS -> "h"
    DurationUnit.DAYS -> "d"
}
```

```
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 * license/LICENSE.txt file.
 */

package kotlin.time

import
kotlin.annotation.AnnotationTarget.*

/**
 * This annotation marks the experimental preview of the standard
 * library API for measuring time and working with durations.
 *
 * > Note that this API is in a preview state and has
 * a very high chance of being changed in the future.
 */
@Experimental(level = Experimental.Level.ERROR)
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@MustBeDocumented
@Retention(AnnotationRetention.BINARY)
@Target(

CLASS,
ANNOTATION_CLASS,
PROPERTY,
FIELD,
LOCAL_VARIABLE,
VALUE_PARAMETER,
CONSTRUCTOR,
FUNCTION,
PROPERTY_SETTER,
TYPEALIAS
)
@SinceKotlin("1.3")
public annotation class
ExperimentalTime
```

```
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 * license/LICENSE.txt file.
 */

package
kotlin.time

@SinceKotlin("1.3")
@ExperimentalTime
@public annotation class
ExperimentalTime
```

```
/**
 * @see [TimeMark]
 */
```

```
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 * license/LICENSE.txt file.
 */

package
kotlin.time

@SinceKotlin("1.3")
@ExperimentalTime
@public inline operator fun
Double.times(duration: Duration): Duration = duration * this

internal expect fun
formatToExactDecimals(value: Double, decimals: Int): String
internal expect fun formatUpToDecimals(value: Double): String
internal expect fun formatScientific(value: Double): String
```

```
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 */

@file:kotlin.jvm.JvmMultifileClass()
@file:kotlin.jvm.JvmName("DurationUnitKt")

package
kotlin.time

/**
 * The list of possible time measurement units, in which a duration can be expressed.
 *
 * The smallest time unit is [NANOSECONDS] and the largest is [DAYS], which corresponds to exactly 24
 * [HOURS].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public expect enum class DurationUnit {
    /**
     * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
     */
    NANOSECONDS,
    /**
     * Time unit representing one microsecond, which is 1/1000 of a millisecond.
     */
    MICROSECONDS,
    /**
     * Time unit representing one millisecond, which is 1/1000 of a second.
     */
    MILLISECONDS,
    /**
     * Time unit representing one second.
     */
    SECONDS,
    /**
     * Time unit representing one minute.
     */
    MINUTES,
    /**
     * Time unit representing one hour.
     */
    HOURS,
    /**
     * Time unit representing one day, which is always equal to 24 hours.
     */
    DAYS;
}

/** Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified
 * [targetUnit].
 */
@SinceKotlin("1.3")
@ExperimentalTime
internal expect fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double

@SinceKotlin("1.3")
@ExperimentalTime
internal fun DurationUnit.shortName(): String = when
(this) {
    DurationUnit.NANOSECONDS -> "ns"
    DurationUnit.MICROSECONDS -> "us"
    DurationUnit.MILLISECONDS -> "ms"
    DurationUnit.SECONDS -> "s"
    DurationUnit.HOURS -> "h"
    DurationUnit.DAYS -> "d"
}
```

```
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 */

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import
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 *
 * > Note that this API is in a preview state and has
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 */
@Experimental(level = Experimental.Level.ERROR)
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@MustBeDocumented
@Retention(AnnotationRetention.BINARY)
@Target(

CLASS,
ANNOTATION_CLASS,
PROPERTY,
FIELD,
LOCAL_VARIABLE,
VALUE_PARAMETER,
CONSTRUCTOR,
FUNCTION,
PROPERTY_SETTER,
TYPEALIAS
)
@SinceKotlin("1.3")
public annotation class
ExperimentalTime
```

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 * license/LICENSE.txt file.
 */

package
kotlin.time

@SinceKotlin("1.3")
@ExperimentalTime
@public inline operator fun
Double.times(duration: Duration): Duration = duration * this

internal expect fun
formatToExactDecimals(value: Double, decimals: Int): String
internal expect fun formatUpToDecimals(value: Double): String
internal expect fun formatScientific(value: Double): String
```

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internal expect fun formatUpToDecimals(value: Double): String
internal expect fun formatScientific(value: Double): String
```

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Double.times(duration: Duration): Duration = duration * this

internal expect fun
formatToExactDecimals(value: Double, decimals: Int): String
internal expect fun formatUpToDecimals(value: Double): String
internal expect fun formatScientific(value: Double): String
```

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@ExperimentalTime
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Double.times(duration: Duration): Duration = duration * this

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formatToExactDecimals(value: Double, decimals: Int): String
internal expect fun formatUpToDecimals(value: Double): String
internal expect fun formatScientific(value: Double): String
```

```
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 */

package
kotlin.time

@SinceKotlin("1.3")
@ExperimentalTime
@public inline operator fun
Double.times(duration: Duration): Duration = duration * this

internal expect fun
formatToExactDecimals(value: Double, decimals: Int): String
internal expect fun formatUpToDecimals(value: Double): String
internal expect fun formatScientific(value: Double): String
```

```
/*
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 */

package
kotlin.time

@SinceKotlin("1.3")
@ExperimentalTime
@public inline operator fun
Double.times(duration: Duration): Duration = duration * this

internal expect fun
formatToExactDecimals(value: Double, decimals: Int): String
internal expect fun formatUpToDecimals(value: Double): String
internal expect fun formatScientific(value: Double): String
```
* and resorts to a non-monotonic time source otherwise.\n */
public object Monotonic : TimeSource by MonotonicTimeSource {
    override fun toString(): String = MonotonicTimeSource.toString()
}

/**
 * Represents a time point notched on a particular [TimeSource].
 * Remains bound to the time source it was taken from and allows querying for the duration of time elapsed from that point (see the function [elapsedNow]).
 */
public abstract class TimeMark {
    /**
     * Returns the amount of time passed from this mark measured with the time source from which this mark was taken.
     */
    public abstract fun elapsedNow(): Duration

    /**
     * Returns a time mark on the same time source that is behind this time mark by the specified [duration].
     */
    public open operator fun plus(duration: Duration): TimeMark = AdjustedTimeMark(this, duration)

    /**
     * Returns a time mark on the same time source that is ahead of this time mark by the specified [duration].
     */
    public open operator fun minus(duration: Duration): TimeMark = plus(-duration)

    /**
     * Returns true if this time mark has passed according to the time source from which this mark was taken.
     */
    public fun hasPassedNow(): Boolean = !elapsedNow().isNegative()

    /**
     * Returns false if this time mark has not passed according to the time source from which this mark was taken.
     */
    public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()
}

@ExperimentalTime
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Deprecated("Subtracting one TimeMark from another is not a well defined operation because these time marks could have been obtained from the different time sources.", level = DeprecationLevel.ERROR)
public inline operator fun TimeMark.minus(other: TimeMark): Duration = throw Error("Operation is disallowed.")

@ExperimentalTime
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Deprecated("Comparing one TimeMark to another is not a well defined operation because these time marks could have been obtained from the different time sources.", level = DeprecationLevel.ERROR)
public inline operator fun TimeMark.compareTo(other: TimeMark): Int = throw Error("Operation is disallowed.")

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeSource interface instead.", ReplaceWith("TimeSource", "kotlin.time.TimeSource"))
public typealias Clock = TimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeMark class instead.", ReplaceWith("TimeMark", "kotlin.time.TimeMark"))
public typealias ClockMark = TimeMark
plus(duration: Duration): TimeMark = LongTimeMark(startedAt, timeSource, offset + duration)
    }

    override
    fun markNow(): TimeMark = LongTimeMark(read(), this, Duration.ZERO)
}

/**
 * An abstract class used to
 * implement time sources that return their readings as [Double] values in the specified [unit].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public abstract class AbstractDoubleTimeSource(protected val
    unit: DurationUnit) : TimeSource {
    /**
     * This protected method should be overridden to return the current
     * reading of the time source expressed as a [Double] number
     * in the unit specified by the [unit] property.
     */
    protected abstract fun read(): Double

    private class DoubleTimeMark(private val startedAt: Double,
        private val timeSource: AbstractDoubleTimeSource, private val offset: Duration) : TimeMark() {
        override fun
        elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset
        override fun
        plus(duration: Duration): TimeMark = DoubleTimeMark(startedAt, timeSource, offset + duration)
    }

    override fun markNow(): TimeMark = DoubleTimeMark(read(), this, Duration.ZERO)
}

/**
 * A time source
 * that has programmatically updatable readings. It is useful as a predictable source of time in tests.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public class TestTimeSource
    : AbstractLongTimeSource(unit = DurationUnit.NANOSECONDS) {
    private var reading: Long = 0L

    override fun read(): Long = reading

    /**
     * Advances the current reading value of this time source by the
     * specified [duration].
     *
     * [duration] value is rounded down towards zero when converting it to a [Long]
     * number of nanoseconds.
     * For example, if the duration being added is `0.6.nanoseconds`, the reading doesn't
     * advance because the duration value is rounded to zero nanoseconds.
     */
    public operator fun plusAssign(duration: Duration) {
        val delta = duration.toDouble(unit)
        val longDelta = delta.toLong()

        reading = if (longDelta != Long.MIN_VALUE && longDelta != Long.MAX_VALUE) {
            // when delta
            // fits in long, add it as long
            val newReading = reading + longDelta
            if (reading xor longDelta >= 0
            && reading xor newReading < 0
            && reading < Long.MIN_VALUE
            overflow(duration)
            newReading
        } else {
            // when delta
            // is greater than long, add it as double
            val newReading = reading + delta
            if (newReading >
            Long.MAX_VALUE || newReading < Long.MIN_VALUE
            overflow(duration)
            newReading.toLong()
        }
        private fun overflow(duration: Duration) {
            throw IllegalStateException("TestTimeSource will
            overflow if its reading ${reading}ns is advanced by $duration.")
        }
    }

    @SinceKotlin("1.3")
    @ExperimentalTime
    @Deprecated("Use TimeSource.Monotonic instead.",
    ReplaceWith("TimeSource.Monotonic", "kotlin.time.TimeSource"))
    public typealias MonoClock =
    TimeSource.Monotonic

    @SinceKotlin("1.3")
    @ExperimentalTime
    @Deprecated("Use
    AbstractLongTimeSource instead.", ReplaceWith("AbstractLongTimeSource",
    "kotlin.time.AbstractLongTimeSource"))
    public typealias AbstractLongClock =
    AbstractLongTimeSource

    @SinceKotlin("1.3")
    @ExperimentalTime
    @Deprecated("Use
    TestTimeSource instead.", ReplaceWith("TestTimeSource",
    "kotlin.time.TestTimeSource"))
    public typealias TestClock =
    TestTimeSource

    public typealias AbstractLongTimeSource
    : TimeSource {
        override fun measureTime(block: () -> Unit): Duration {
            contract {
                callsInPlace(block, InvocationKind.EXACTLY_ONCE)
            }
            return
        }
    }

    @SinceKotlin("1.3")
    @ExperimentalTime
    public inline fun measureTime(block: () -> Unit): Duration {
        contract {
            callsInPlace(block, InvocationKind.EXACTLY_ONCE)
        }
        return
    }

/**
 * Executes the given function [block] and returns the
 * duration of elapsed time interval.\n * \n * The elapsed time is measured with the specified `this` [TimeSource]
 * instance.\n * \n * @param block The block to execute.\n * \n * @return The duration of the elapsed time interval.\n */
fun TimeSource.measureTime(block: () -> Unit): Duration

/**
 * Data class representing a result of executing an action, along with the duration of elapsed time interval.\n * \n * @param value The result of the action.\n * @param duration The duration of the elapsed time interval.\n */
data class TimedValue<T>(val value: T, val duration: Duration)

/**
 * Executes the given function [block] and returns an instance of [TimedValue] class, containing both the
 * result of the function execution and the duration of elapsed time interval.\n * \n * The elapsed time is measured with [TimeSource.Monotonic].\n */
fun TimeSource.measureTimedValue(block: () -> T): TimedValue<T>

/**
 * Returns a hash code value for the object or zero if the object is `null`.\n * @see Any.hashCode\n */
fun Any?.hashCode(): Int = this?.hashCode() ?: 0

/**
 * Represents a version of the Kotlin standard library.\n * \n * @constructor Creates a version from all three components.\n */
class KotlinVersion(val major: Int, val minor: Int, val patch: Int) : Comparable<KotlinVersion> {
    companion object {
        const val MAX_COMPONENT_VALUE = 255
    }

    override fun compareTo(other: KotlinVersion): Int = version - other.version

    override fun equals(other: Any?): Boolean {
        if (this === other) return true
        val otherVersion = (other as? KotlinVersion) ?: return false
        return this.major > other.major || (this.major == other.major &&
                this.minor > other.minor || this.minor == other.minor &&
                        this.patch >= other.patch)
    }

    override fun hashCode(): Int = version

    @SinceKotlin("1.3")
    @InlineOnly
    public inline fun Any?.hashCode(): Int = this?.hashCode() ?: 0

    @SinceKotlin("1.3")
    @ExperimentalTime
    public data class TimedValue<T>(val value: T, val duration: Duration)

    @SinceKotlin("1.3")
    @ExperimentalTime
    public inline fun <T> TimeSource.measureTimedValue(block: () -> T): TimedValue<T>

    @SinceKotlin("1.3")
    @ExperimentalTime
    public data class TimedValue<T>(val value: T, val duration: Duration)

    @SinceKotlin("1.3")
    @ExperimentalTime
    public inline fun <T> TimeSource.measureTimedValue(block: () -> T): TimedValue<T>
/**
 * Returns the current version of the Kotlin standard library.
 */

@kotlin.jvm.JvmField
public val CURRENT: KotlinVersion = KotlinVersion(1, 3, 72) // value is written here automatically during build

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

/**
 * Returns the current version of the Kotlin standard library.
 */

@kotlin.jvm.JvmField
public val CURRENT: KotlinVersion = KotlinVersion(1, 3, 72) // value is written here automatically during build

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

/**
 * Returns the current version of the Kotlin standard library.
 */

@annotation
public @receiver:AccessibleLateinitPropertyLiteral KProperty0<*>.isInitialized: Boolean
    get() = throw NotImplementedError("Implementation is intrinsic")

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin

public interface Lazy<out T> {
    /**
     * Gets the lazily initialized value of the current Lazy instance.
     * Once the value was initialized it must not change during the rest of lifetime of this Lazy instance.
     * *public val value: T
     */
    public val value: T

    /**
     * Returns `true` if a value for this Lazy instance has been already initialized, and `false` otherwise.
     * *publication
     */
    public fun isInitialized(): Boolean

    /**
     * Specifies how a Lazy instance synchronizes initialization among multiple threads.
     * *UNINITIALIZED_VALUE
     */
    public enum class LazyThreadSafetyMode {

        /**
         * Locks are used to ensure that only a single thread can initialize the Lazy instance.
         * *Synchronized
         */
        SYNCHRONIZED,

        /**
         * Initializer function can be called several times on concurrent access to uninitialized Lazy instance value, but only the first returned value will be used as the value of Lazy instance.
         * *Publication
         */
        PUBLICATION,

        /**
         * No locks are used to synchronize an access to the Lazy instance value; if the instance is accessed from multiple threads, its behavior is undefined.
         * *None
         */
        NONE,
    }

    private fun writeReplace(): Any = InitializedLazyImpl(value)

    override fun toString(): String = if (isInitialized())
        value.toString()
    else "Lazy value not initialized yet."

}
Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.

* Returns a number having a single bit set in the position of the most significant set bit of this [Int] number, or zero, if this number is zero.

* Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits. * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.

* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: * `number.rotateLeft(-n) == number.rotateRight(n)` * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally

* Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.

* The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.

* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: * `number.rotateRight(-n) == number.rotateLeft(n)` * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally

Counts the number of set bits in the binary representation of this [Long] number.

Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.

Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.

* Returns a number having a single bit set in the position of the most significant set bit of this [Long] number, or zero, if this number is zero.

* Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.

* The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.

* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: * `number.rotateLeft(-n) == number.rotateRight(n)` * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally

* Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.

* The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.

* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: * `number.rotateLeft(-n) == number.rotateRight(n)` * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally

* Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.

* The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.

* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: * `number.rotateRight(-n) == number.rotateLeft(n)` * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally

* Counts the number of set bits in the binary representation of this [Byte] number.

* Returns a number having a single bit set in the position of the most significant set bit of this [Byte] number.

* Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.

* The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.

* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: * `number.rotateRight(-n) == number.rotateLeft(n)` * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally

* Counts the number of set bits in the binary representation of this [Byte] number.

* Returns a number having a single bit set in the position of the most significant set bit of this [Byte] number.

* Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.
Byte.countLeadingZeroBits(): Int = (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS - Byte.SIZE_BITS)

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun Byte.countLeadingZeroBits(): Int = (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS - Byte.SIZE_BITS)

Byte.countTrailingZeroBits(): Int = (toInt() or 0x100).countTrailingZeroBits() - Byte.SIZE_BITS

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Byte] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun Byte.countTrailingZeroBits(): Int = (toInt() or 0x100).countTrailingZeroBits() - Byte.SIZE_BITS

Byte.takeHighestOneBit(): Byte = (toInt() and 0xFF).takeHighestOneBit().toByte()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Byte] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun Byte.takeHighestOneBit(): Byte = toInt().takeHighestOneBit().toByte()

Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte()

/**
 * Rotates the binary representation of this [Byte] number left by the specified [bitCount] number of bits.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Byte.rotateLeft(bitCount: Int): Byte =
  (toInt().shl(bitCount) or (toInt() and 0xFF).ushr(8 - bitCount)).toByte()

/**
 * Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Byte.rotateRight(bitCount: Int): Byte =
  (toInt().shl(8 - bitCount) or (toInt() and 0xFF).ushr(bitCount)).toByte()

Short.countOneBits(): Int = toInt().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Short] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun Short.countOneBits(): Int = toInt().countOneBits()

Short.countLeadingZeroBits(): Int =
    (toInt() and 0xFFFF).countLeadingZeroBits() - (Int.SIZE_BITS - Short.SIZE_BITS)

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun Short.countTrailingZeroBits(): Int = (toInt() or 0x10000).countTrailingZeroBits() - Short.SIZE_BITS

Short.takeHighestOneBit(): Short = toInt().takeHighestOneBit().toShort()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Short] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun Short.takeHighestOneBit(): Short = toInt().takeHighestOneBit().toShort()

Short.takeLowestOneBit(): Short = toInt().takeLowestOneBit().toShort()

/**
 * Rotates the binary representation of this [Short] number left by the specified [bitCount] number of bits.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Short.rotateLeft(bitCount: Int): Short =
  (toInt().shl(bitCount and 15) or (toInt() and 0xFFFF).ushr(16 - (bitCount and 15))).toShort()
binary representation of this [Short] number right by the specified [bitCount] number of bits.

- The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
- Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.
- Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally:

    ```
    *number.rotateRight(n) == number.rotateLeft(n % 16)*
    ```

- Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:

    ```
    number.rotateRight(-n) == number.rotateLeft(n)
    ```

- Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally:

    ```
    number.rotateRight(n) == number.rotateRight(n % 16)
    ```

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Short.rotateRight(bitCount: Int): Short =
    (toInt().shl(16 - (bitCount and 15)) or (toInt() and 0xFFFF).ushr(bitCount and 15)).toShort()
public val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE, UInt.MIN_VALUE)
    }
}

/**
 * A progression of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class UIntProgression
internal constructor(
    start: UInt,
    endInclusive: UInt,
    step: Int
) : Iterable<UInt>

    init {
        if (step == 0.toInt()) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to avoid overflow on negation.")
    }

    /**
     * The first element in the progression.
     */
    public val first: UInt = start

    /**
     * The last element in the progression.
     */
    public val last: UInt = getProgressionLastElement(start, endInclusive, step)

    /**
     * The step of the progression.
     */
    public val step: Int = step

    override fun iterator(): UIntIterator = UIntProgressionIterator(first, last, step)

    /**
     * Checks if the progression is empty.
     */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
        other is UIntProgression && (isEmpty() &&
                first == other.first && last == other.last && step == other.step)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (31 * first.toInt() + last.toInt()) + step.toInt())

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion object {
        /**
         * Creates UIntProgression within the specified bounds of a closed range.
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
         * In order to go backwards the [step] must be negative.
         * [rangeStart] must be greater than `Int.MIN_VALUE` and not equal to zero.
         * [rangeEnd] must be less than or equal to `Int.MAX_VALUE`
         */
        public fun fromClosedRange(rangeStart: UInt, rangeEnd: UInt, step: Int): UIntProgression = UIntProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * An iterator over a progression of values of type `UInt`.
 * @property step the number by which the value is
 * incremented on each step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class UIntProgressionIterator(first: UInt, last: UInt, step: Int) : UIntIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private val step = step.toUInt() // use 2's complement math for negative steps
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextUInt(): UInt {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}

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 * that can be found in the license/LICENSE.txt file. * Do NOT EDIT!*
 */

// Auto-generated file. DO NOT EDIT!

package kotlin.collections

/** An iterator over a sequence of values of type `UByte`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UByteIterator : Iterator<UByte>

    override final fun next() = nextUByte()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUByte(): UByte

package kotlin.ranges

/**
 * A range of values of type `ULong`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 0), ClosedRange<ULong> {
    override fun val var as kotlin.Range<ULong> = start..endInclusive

    override fun val var as kotlin.Range<ULong> = start..endInclusive

    override fun val var as kotlin.Range<ULong> = start..endInclusive

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    override fun val var as kotlin.Range<ULong> = start..endInclusive

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    override fun val var as kotlin.Range<ULong> = start..endInclusive

    override fun val var as kotlin.Range<ULong> = start..endInclusi
value && value <= last

override fun isNotEmpty(): Boolean = first > last

override fun isEmpty(): Boolean = first == last

override fun equals(other: Any?): Boolean = other is ULongRange && (isEmpty() && other.isEmpty() || first == other.first && last == other.last)

override fun hashCode(): Int = if (isEmpty()) -1 else (31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt()).hashCode() + 31 * (step xor (step ushr 32)).toInt()

override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

companion object {
    /**
     * An empty range of values of type ULong. */
    public val EMPTY: ULongRange = ULongRange(ULong.MAX_VALUE, ULong.MIN_VALUE)

    /**
     * A progression of values of type `ULong`. */
    public fun fromClosedRange(rangeStart: ULong, rangeEnd: ULong, step: Long): ULongProgression = ULongProgression(rangeStart, rangeEnd, step)

    private class ULongProgressionIterator(first: ULong, last: ULong, step: Long) : ULongIterator() {
        private val finalElement = last
        private var hasNext: Boolean = if (step > 0) first <= last else first >= last
        private val step = step.toULong() // use 2-complement math for negative steps
        private var next = if (hasNext) first else finalElement

        override fun hasNext(): Boolean = hasNext

        override fun nextULong(): ULong {
            val value = next
            if (value == finalElement) {
                if (!hasNext) throw kotlin.NoSuchElementException()
                hasNext = false
            } else {
                next += step
            }
            return value
        }
    }

    companion object {
        /**
         * An iterator over a progression of values of type `ULong`. */
        public fun iterator(): ULongIterator = ULongProgressionIterator(first, last, step)
    }
}

/**
 * A progression of values of type ULong.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public fun ULongProgressionIterator(ityter: ULongProgressionIterator) {
    private val hasNext = false when (value) {
        equals(last) -> false
        else -> true
    }
    return value
}

@file:kotlin.jvm.JvmName("UNumbersKt")
package kotlin

/**
 * Counts the number of set bits in the binary representation of this 
 * `UInt` number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun countBits(a: UInt): Int = a.countBits()

@file:kotlin.jvm.JvmName("UNumbersKt")
package kotlin

/**
 * Counts the number of set bits in the binary representation of this 
 * `ULong` number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun countBits(a: ULong): Int = a.countBits()
y

public inline fun UInt.countOneBits(): Int = toInt().countOneBits().nasa/*n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UInt] number.

/*@SinceKotlin("1.3")*/@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
y

public inline fun UInt.countLeadingZeroBits(): Int = toInt().countLeadingZeroBits().nasa/*n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UInt] number.

/*@SinceKotlin("1.3")*/@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
y

public inline fun UInt.countTrailingZeroBits(): Int = toInt().countTrailingZeroBits().nasa/*n * Returns a number having a single bit set in the position of the most significant set bit of this [UInt] number, n * or zero, if this number is zero.

/*@SinceKotlin("1.3")*/@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
y

public inline fun UInt.takeHighestOneBit(): UInt = toInt().takeHighestOneBit().toUInt().nasa/*n * Returns a number having a single bit set in the position of the least significant set bit of this [UInt] number, n * or zero, if this number is zero.

/*@SinceKotlin("1.3")*/@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
y

public inline fun UInt.takeLowestOneBit(): UInt = toInt().takeLowestOneBit().toUInt().nasa/*n * Rotates the binary representation of this [UInt] number left by the specified [bitCount] number of bits.

/*@SinceKotlin("1.3")*/@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
y

public inline fun UInt.rotateLeft(bitCount: Int): UInt = toInt().rotateLeft(bitCount).toUInt().nasa/*n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:

`number.rotateLeft(-n) == number.rotateRight(n)`

/*@SinceKotlin("1.3")*/@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
y

public inline fun UInt.rotateRight(bitCount: Int): UInt = toInt().rotateRight(bitCount).toUInt().nasa/*n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:

`number.rotateRight(-n) == number.rotateLeft(n)`

/*@SinceKotlin("1.3")*/@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
y

public inline fun ULong.countOneBits(): Int = toLong().countOneBits().nasa/*n * Counts the number of set bits in the binary representation of this [ULong] number.

/*@SinceKotlin("1.3")*/@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
y

public inline fun ULong.countLeadingZeroBits(): Int = toLong().countLeadingZeroBits().nasa/*n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [ULong] number.

/*@SinceKotlin("1.3")*/@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
y

public inline fun ULong.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits().nasa/*n * Returns a number having a single bit set in the position of the least significant set bit of this [ULong] number, n * or zero, if this number is zero.

/*@SinceKotlin("1.3")*/@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
y

public inline fun ULong.takeHighestOneBit(): ULong = toLong().takeHighestOneBit().toULong().nasa/*n * Returns a number having a single bit set in the position of the most significant set bit of this [ULong] number, n * or zero, if this number is zero.

/*@SinceKotlin("1.3")*/@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
y

public inline fun ULong.takeLowestOneBit(): ULong = toLong().takeLowestOneBit().toULong().nasa/*n * Rotates the binary representation of this [ULong] number left by the specified [bitCount] number of bits.

/*@SinceKotlin("1.3")*/@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
y
*Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:

\[ \text{number.rotateLeft}(-n) == \text{number.rotateRight}(n) \]

*Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:

\[ \text{number.rotateLeft}(n) == \text{number.rotateLeft}(n \% 64) \]

*Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits. *The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side:

\[ \text{number.rotateRight}(-n) == \text{number.rotateLeft}(n) \]

*Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:

\[ \text{number.rotateRight}(n) == \text{number.rotateRight}(n \% 64) \]

*Counts the number of set bits in the binary representation of this [UByte] number:

\[ \text{UByte.countOneBits}() \]

*Counts the number of consecutive most significant bits that are zero in the binary representation of this [UByte] number:

\[ \text{UByte.countLeadingZeroBits}() \]

*Counts the number of consecutive least significant bits that are zero in the binary representation of this [UByte] number:

\[ \text{UByte.countTrailingZeroBits}() \]

*Returns a number having a single bit set in the position of the most significant set bit of this [UByte] number:

\[ \text{UByte.takeHighestOneBit}() \]

*Returns a number having a single bit set in the position of the least significant set bit of this [UByte] number:

\[ \text{UByte.takeLowestOneBit}() \]

*Rotates the binary representation of this [UByte] number left by the specified [bitCount] number of bits:

\[ \text{UByte.rotateLeft}(bitCount) \]

*Rotates the binary representation of this [UByte] number right by the specified [bitCount] number of bits:

\[ \text{UByte.rotateRight}(bitCount) \]

*Counts the number of set bits in the binary representation of this [UShort] number:

\[ \text{UShort.countOneBits}() \]

*Counts the number of consecutive most significant bits that are zero in the binary representation of this [UShort] number:

\[ \text{UShort.countLeadingZeroBits}() \]

*Counts the number of consecutive least significant bits that are zero in the binary representation of this [UShort] number:

\[ \text{UShort.countTrailingZeroBits}() \]
y

public inline fun UShort.countLeadingZeroBits(): Int = toShort().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UShort] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.countTrailingZeroBits(): Int = toShort().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [UShort] number,
 * or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.takeHighestOneBit(): UShort = toInt().takeHighestOneBit().toUShort()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [UShort] number,
 * or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.takeLowestOneBit(): UShort = toInt().takeLowestOneBit().toUShort()

/**
 * Rotates the binary representation of this [UShort] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count.
 * Rotating a number by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally if `number.rotateLeft(n) == number.rotateLeft(n % 16)`
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.rotateLeft(bitCount: Int): UShort = toShort().rotateLeft(bitCount).toUShort()

/**
 * Rotates the binary representation of this [UShort] number right by the specified [bitCount] number of bits.
 * Rotating a number right by a negative bit count is the same as rotating it left by the negated bit count.
 * Rotating a number by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally if `number.rotateRight(n) == number.rotateRight(n % 16)`
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()
package kotlin.text

/**
 * Returns a string representation of this [Byte] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Byte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [UByte] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Short] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Int] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Int.toString(radix: Int): String = this.Long.toString(radix)

/**
 * Parses the string as a signed [UByte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(): UByte = toUByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [UByte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [UShort] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(): UShort = toUShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an [UShort] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(radix: Int): UShort = toUShortOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [UInt] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(): UInt = toUIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [UInt] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(radix: Int): UInt = toUIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [ULong] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(): ULong = toULongOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an [ULong] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(radix: Int): ULong = toULongOrNull(radix) ?: numberFormatError(this)
public fun String.toULong(radix: Int): ULong =
    toULongOrNull(radix) ?: numberFormatError(this)

public fun String.toUByteOrNull(): UByte? =
    toUByteOrNull(radix = 10)

public fun String.toUByteOrNull(radix: Int): UByte? {
    val int = this.toUIntOrNull(radix) ?: return null
    if (int > UByte.MAX_VALUE) return null
    return int.toUByte()
}

public fun String.toUShortOrNull(): UShort? =
    toUShortOrNull(radix = 10)

public fun String.toUShortOrNull(radix: Int): UShort? {
    val int = this.toUIntOrNull(radix) ?: return null
    if (int > UShort.MAX_VALUE) return null
    return int.toUShort()
}

public fun String.toUIntOrNull(): UInt? =
    toUIntOrNull(radix = 10)

public fun String.toUIntOrNull(radix: Int): UInt? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val limit: UInt = UInt.MAX_VALUE
    val start: Int

    val firstChar = this[0]
    if (firstChar < '0') {
        if (length == 1 || firstChar != '+') return null
        start = 1
    } else {
        start = 0
    }

    val limitForMaxRadix = 119304647u  //  limit / 36

    var limitBeforeMul = limitForMaxRadix
    val uradix = radix.toUInt()
    var result = 0u
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result > limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / uradix
                if (result > limitBeforeMul) {
                    return null
                }
            } else {
                return null
            }
        }

        result *= uradix
        result += digit.toUInt()
        if (result < limitBeforeMul) return null // overflow has happened
    }

    return result
}

public fun String.toULongOrNull(): ULong? =
    toULongOrNull(radix = 10)

public fun String.toULongOrNull(radix: Int): ULong? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val limit: ULong = ULong.MAX_VALUE
    val start: Int

    val firstChar = this[0]
    if (firstChar < '0') {
        if (length == 1 || firstChar != '+') return null
        start = 1
    } else {
        start = 0
    }

    val limitForMaxRadix = 512409557603043100uL  //  limit / 36

    var limitBeforeMul = limitForMaxRadix
    val uradix = radix.toULong()
    var result = 0uL
    for (i in start until length) {
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result > limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / uradix
                if (result > limitBeforeMul) {
                    return null
                }
            } else {
                return null
            }
        }

        result *= uradix
        result += digit.toUInt()
        if (result < limitBeforeMul) return null // overflow has happened
    }

    return result
}

package kotlin

import
This document appears to be a snippet of code, possibly from a Kotlin library, discussing open source used in the DNAC platform. The text includes annotations, method definitions, and comments related to mathematical functions such as sine, cosine, and tangent, as well as hyperbolic functions. The code is structured in a way that it might be part of a larger documentation or API reference for developers. The text is too technical and detailed to extract further meaningful content without a specific context or question related to the code snippet provided.
cases:
* `asinh(NaN)` is `NaN`
* `asinh(+Inf)` is `+Inf`
* `asinh(-Inf)` is `-Inf`

* `acosh(NaN)` is `NaN`
* `acosh(x)` is `NaN` when `x < 1`
* `acosh(+Inf)` is `+Inf`

* `atanh(NaN)` is `NaN`
* `atanh(x)` is `NaN` when `|x| > 1`
* `atanh(1.0)` is `-Inf`

* `atanh(0.0)` is `+Inf`

`sqrt(x^2 + y^2)` without intermediate overflow or underflow.

* `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`
* Computes `exp(x) - 1`.
* This function can be implemented to produce more precise result for `x` near zero.
* Computes the logarithm of the value `x` to the given base `b`.

* `floor(x)` is the largest double value that is smaller than or equal to the given value `x` and is a mathematical integer.
* `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
* `truncate(x)` is `x` to an integer towards zero.
* `round(x)` is towards the closest integer with ties rounded towards even integer.
* `abs(x)` is the absolute value of the given value `x`.

* `ln1p(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
1.0 if the value is positive

\* Special case:
\*   - `sign(NaN)` is `NaN`

/**
 * Returns the smaller of two values.
 * \* \* Special cases:\n * - `NaN.sign` is `NaN`
 * @see abs function
 */
@SinceKotlin("1.2")
public expect fun sign(x: Double): Double

/**
 * Returns the greater of two values.
 * \* \* Special cases:\n * - `NaN.sign` is `NaN`
 */
@SinceKotlin("1.2")
public expect fun max(a: Double, b: Double): Double

/**
 * Raises this value to the power \( \lvert x \rvert \).
 * \* \* Special cases:\n * - \( b.pow(0.0) = 1.0 \)
 */
@SinceKotlin("1.2")
public expect fun pow(x: Double): Double

/**
 * Returns the absolute value of this value.
 * \* \* Special cases:\n * - `NaN.absValue` is `NaN`
 * @see abs function
 */
@SinceKotlin("1.2")
public expect val abs: Double

/**
 * Returns the sign of this value:
 * \* \* Special case:
 *   - `NaN.sign` is `NaN`
 */
@SinceKotlin("1.2")
public expect val sign: Double

/**
 * Returns this value with the sign bit same as of the [sign] value.
 * \* \* If [sign] is `NaN` the sign of the result is undefined.
 * \* @see abs function
 */
@SinceKotlin("1.2")
public expect fun withSign(sign: Double): Double

/**
 * Returns the ulp (unit in the last place) of this value.
 * \* \* Special Cases:
 *   - `NaN.ulp` is `NaN`
 *   - `x.ulp` is `+Inf` when `x` is `+Inf` or `-Inf`
 */
@SinceKotlin("1.2")
public expect val ulp: Double

/**
 * Rounds this value to the nearest integer and converts the result to `Int`.
 * \* \* Special cases:\n * - `x.roundToInt()` is `NaN` if either \( x \) or \( \text{y} \) are `NaN`
 */
@SinceKotlin("1.2")
public expect fun roundToInt(): Int

/**
 * Computes the sine of the angle \( x \) given in radians.
 * \* \* Special cases:\n * - `sin(NaN+Inf)` is `NaN`
 */
@SinceKotlin("1.2")
public expect fun sin(x: Float): Float

/**
 * Computes the cosine of the angle \( x \) given in radians.
 * \* \* Special cases:\n * - `cos(NaN+Inf)` is `NaN`
 */
@SinceKotlin("1.2")
public expect fun cos(x: Float): Float

/**
 * Computes the tangent of the angle \( x \) given in radians.
 * \* \* Special cases:\n * - `tan(NaN+Inf)` is `NaN`
 */
@SinceKotlin("1.2")
public expect fun tan(x: Float): Float

/**
 * Computes the arc sine of the value \( x \) in the range from `-\( PI/2 \)` to `\( PI/2 \)` radians.
 * \* \* Special cases:\n * - `asin(x)` is `NaN` when \( abs(x) > 1 \)
 */
@SinceKotlin("1.2")
public expect fun asin(x: Float): Float

/**
 * Computes the arc cosine of the value \( x \) in the range from `0.0` to `\( 1 \)` radians.
 * \* \* Special cases:\n * - `acos(x)` is `NaN` when \( abs(x) > 1 \)
 */
@SinceKotlin("1.2")
public expect fun acos(x: Float): Float
Open Source Used in DNAC Platform Arcia

```
produce more precise result for $x$ near zero."

* Special cases:
  - `ln1p(NaN)` is `NaN`
  - `ln1p(x)` is

/**
 * Computes `ln(a + 1)`.
 *
 * This function can be implemented to produce more precise result for $x$ near zero.
 *
 * Special cases:
 *   - `ln(NaN)` is `NaN`
 *   - `ln(x)` is `NaN` when $x < 0.0$ or $x$ is `NaN`

/**
 * Computes the common logarithm (base 10) of the value $x$.
 *
 * @see [ln] function for special cases.
 */
@SinceKotlin("1.2") public expect fun log10(x: Float):

/**
 * Computes the natural logarithm (base `E`) of the value $x$.
 *
 * This function can be implemented to produce more precise result for $x$ near zero.
 *
 * Special cases:
 *   - `ln1p(NaN)` is `NaN`
 *   - `ln1p(x)` is `NaN` where $x < -1.0`
 *   - `ln1p(-1.0)` is `-Inf`
 *   - `ln1p(+Inf)` is `+Inf`
 */
@SinceKotlin("1.2") public expect fun log1p(x: Float):
```
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```kotlin
/**
 * Rounds the given value \([x]\) to an integer towards positive infinity.\n * @return the smallest Float value that is greater than or equal to the given value \([x]\) and is a mathematical integer.\n * Special cases:\n * - `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n * - `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n * - `ceil(x)` returns the smaller of two values.\n * - `abs(NaN)` is `NaN`\n * - `abs(NaN)` is `NaN`\n * - `abs(NaN)` is `NaN`\n * @throws IllegalArgumentException when this value is `NaN`\n * @throws IllegalArgumentException when this value is `NaN`\n * @throws IllegalArgumentException when this value is `NaN`\n * @since Kotlin("1.2")\n * public expect fun ceil(x: Float): Float

/**
 * Rounds the given value \([x]\) to an integer towards zero.\n * @return the value \([x]\) having its fractional part truncated.\n * Special cases:\n * - `truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n * - `truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n * - `truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n * - `truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n * - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n * - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n * - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n * @throws IllegalArgumentException when this value is `NaN`\n * @since Kotlin("1.2")\n * public expect fun truncate(x: Float): Float

/**
 * Rounds the given value \([x]\) towards the closest integer with ties rounded towards even integer.\n * Special cases:\n * - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n * - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n * - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n * - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n * @since Kotlin("1.2")\n * public expect fun round(x: Float): Float

/**
 * Returns the absolute value of the given value \([x]\).\n * Special cases:\n * - `abs(NaN)` is `NaN`\n * - `abs(NaN)` is `NaN`\n * - `abs(NaN)` is `NaN`\n * See the other overload of [pow] for details.\n * @since Kotlin("1.2")\n * public expect fun abs(x: Float): Float

/**
 * Returns the smallest of two values.\n * @param a the first value\n * @param b the second value\n * @since Kotlin("1.2")\n * public expect fun min(a: Float, b: Float): Float

/**
 * Returns the greater of two values.\n * @param a the first value\n * @param b the second value\n * @since Kotlin("1.2")\n * public expect fun max(a: Float, b: Float): Float

/**
 * Returns the absolute value of the given value \([x]\).\n * Special cases:\n * - `abs(NaN)` is `NaN`\n * - `abs(NaN)` is `NaN`\n * - `abs(NaN)` is `NaN`\n * @see absoluteValue extension property for [Float]\n * @since Kotlin("1.2")\n * public expect fun abs(n: Int): Int

/**
 * Returns the smaller of two values.\n * @param a the first value\n * @param b the second value\n * @since Kotlin("1.2")\n * public expect fun min(a: Int, b: Int): Int

/**
 * Returns the greater of two values.\n * @param a the first value\n * @param b the second value\n * @since Kotlin("1.2")\n * public expect fun max(a: Int, b: Int): Int

// extensions

/**
 * Returns the sign of this value:\n * - `-1.0` if the value is negative,\n * - zero if the value is zero,\n * - `1.0` if the value is positive.\n * Special cases:\n * - `sign(NaN)` is `NaN`\n * - `sign(NaN)` is `NaN`\n * - `sign(NaN)` is `NaN`\n * @since Kotlin("1.2")\n * public expect fun sign(x: Float): Float

/**
 * Returns this value with the sign bit same as of the [sign] value.\n * @param sign the sign value\n * @since Kotlin("1.2")\n * public expect fun withSign(sign: Float): Float

/**
 * Returns this value with the sign bit same as of the [sign] value.\n * @param sign the sign value\n * @since Kotlin("1.2")\n * public expect fun withSign(sign: Int): Float

/**
 * Returns this value with the sign bit same as of the [sign] value.\n * @param sign the sign value\n * @since Kotlin("1.2")\n * public expect fun withSign(sign: Int): Float

// endregion

// region

```

```
@SinceKotlin("1.2")
public expect fun max(a: Int, b: Int): Int

/**
 * Returns the absolute value of this
 */
@SinceKotlin("1.2")
public expect val Int.absoluteValue: Int

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,
 */
@SinceKotlin("1.2")
public expect val Int.sign: Int

/**
 * Returns the absolute value of the given value [n].
 */
@SinceKotlin("1.2")
public expect val Long.absoluteValue: Long

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,
 */
@SinceKotlin("1.2")
public expect val Long.sign: Int


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Found in path(s):
* /opt/cola/permits/1258272149_1643050035.02/0/netty-codec-http-4-1-42-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockRawDecoder.java
* /opt/cola/permits/1258272149_1643050035.02/0/netty-codec-http-4-1-42-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrameDecoderDelegate.java
1.2743 asm 5.2
1.2744 jaxb-core 2.3.1

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jar/org/apache/twill/internal/json/LogThrowableCodec.java

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* /opt/cola/permits/1137746303_1614121688.86/0/twill-core-0-6-0-incubating-sources-2-
jar/org/apache/twill/internal/CompositeService.java

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1.2747 pathval 1.1.1

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1.2748 @babel/plugin-transform-dotall-regex

7.16.0

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1.2749 jackson-dataformat-csv 2.10.5

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Manifest-Version: 1.0
Bnd-LastModified: 1595302282882
Build-Jdk: 1.8.0_162
Built-By: tatu
Bundle-Description: Support for reading and writing CSV-encoded data via Jackson abstractions.
Bundle-DocURL: https://github.com/FasterXML/jackson-dataformats-text
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Jackson-dataformat-Csv
Bundle-SymbolicName: com.fasterxml.jackson.dataformat.csv
Bundle-Version: 2.10.5
Created-By: Apache Maven Bundle Plugin
Export-Package: com.fasterxml.jackson.dataformat.csv;version="2.10.5";
Implementation-Build-Date: 2020-07-21 03:31:04+0000
Implementation-Title: Jackson-dataformat-Csv
Implementation-Vendor: FasterXML

Open Source Used in DNAC Platform Artica 13733
Implementation-Vendor-Id: com.fasterxml.jackson.dataformat
Implementation-Version: 2.10.5
Import-Package: com.fasterxml.jackson.core;version="[2.10,3)";com.fasterxml.jackson.core.base;version="[2.10,3)";com.fasterxml.jackson.core.format;version="[2.10,3)";com.fasterxml.jackson.core.io;version="[2.10,3)";com.fasterxml.jackson.core.json;version="[2.10,3)";com.fasterxml.jackson.core.type;version="[2.10,3)";com.fasterxml.jackson.core.util;version="[2.10,3)";com.fasterxml.jackson.databind;version="[2.10,3)";com.fasterxml.jackson.databind.cfg;version="[2.10,3)";com.fasterxml.jackson.databind.introspect;version="[2.10,3)";com.fasterxml.jackson.databind.util;version="[2.10,3)";com.fasterxml.jackson.dataformat.csv;version="[2.10,3)";com.fasterxml.jackson.dataformat.csv.impl;version="[2.10,3)"
Private-Package: com.fasterxml.jackson.dataformat.csv.impl
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Specification-Title: Jackson-dataformat-CSV
Specification-Vendor: FasterXML
Specification-Version: 2.10.5
Tool: Bnd-4.2.0.201903051501
X-Compile-Source-JDK: 1.7
X-Compile-Target-JDK: 1.7

Found in path(s):
* /opt/cola/permits/1154615200_1618868383.1/0/jackson-dataformat-csv-2-10-5-5-jar/META-INF/MANIFEST.MF

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**1.2750 junit-platform-commons 1.7.0**

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1.2753 ansicolors 0.2.1 0.2.1

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1.2758 to-buffer 1.1.1 1.1.1

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Ty Coon, President of Vice

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1.2786 jheaps 0.9
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1.2787 google-http-client 1.20.0

1.2788 jersey-servlet 1.19
1.2789 pkg-dir 4.2.0

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1.2790 sprintf-js 1.1.0 1.1.0

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1.2791 babel-plugin-transform-es2015-template-literals 6.22.0 6.22.0
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1.2793 slf4j 1.7.26
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1.2794 shebang-regex 1.0.0 1.0.0

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1.2806 jsreport-import-export 2.1.1 2.1.1

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1.2807 babel-plugin-transform-object-rest-spread 6.26.0

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1.2809 parquet-format 2.4.0

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* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/hadoop/metadata/CompressionCodecName.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/io/DelegatingSeekableInputStream.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/io/InputFile.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/io/OutputFile.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/io/SeekableInputStream.java
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  jar/org/apache/parquet/io/DelegatingPositionOutputStream.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/hadoop/codec/CompressionCodecNotSupportedException.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/compression/CompressionCodecFactory.java

1.2814 request-promise 4.2.6 4.2.6
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* /opt/cola/permits/1162566273_1620862144.53/0/estools-esrecurse-v4-3-0-0-g8ceb637-1-tar-gz/estools-esrecurse-f285b57/gulpfile.babel.js
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1.2817 toposort 2.0.2 2.0.2

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1.2818 velocity-engine-core 2.0

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*/opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/SqlLineParser.java
*/opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/BuiltinDialect.java
*/opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/XmlAttributeOutputFormat.java
No license file was found, but licenses were detected in source scan.

SQLLine 1.8.0

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JDBC Driver Support

Introduction

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

License and Terms of Use

SQLLine is distributed under the BSD License, meaning that you are free to redistribute, modify, or sell the software with almost no restrictions. For the text of the license, see the license text.
For information on obtaining the software under another license, contact the copyright holder: mwp1@cornell.edu.

Obtaining SQLLine

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

Installation

Required software

Installing SQLLine

Required software

SQLLine depends on the following software:

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

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

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

Installing SQLLine

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

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

Download sqlline.jar into sqllinedir.

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

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

Using SQLLine

Running SQLLine

Connecting to a database

Issuing SQL commands

Command Completion

Running SQLLine
SQLLine can be run with the following command:

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

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

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

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

Connecting to a database

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

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

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

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

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

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

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

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

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

Example 1. Issuing SQL commands

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

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

Command Completion

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

Command Reference

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all — Execute SQL against all active connections
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appconfig - Sets application configuration class name
autocommit
autocommit — Enable or disable automatic transaction commit mode
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batch — Start or execute a batch of SQL statements
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brief — Enable terse output mode
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close — Close the active connection
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commit — Commit the current transaction
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scan — Scan class path for JDBC drivers
script
script — Save executed commands to a file
set
set — Set a preference
sql
sql — Execute a SQL against a database
tables
tables — List all the tables in the database
verbose
verbose — Enable verbose output
all

Name

all — Execute SQL against all active connections

Synopsis

!all {SQL statement}

Description

Execute the specified SQL against all the current connections.

Example of "all" command

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

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

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

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

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

Name

autocommit — Enable or disable automatic transaction commit mode

Synopsis

!autocommit {on/off}

Description

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

Example of "autocommit" command

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

Autocommit status: false

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

batch

Name

batch — Start or execute a batch of SQL statements

Synopsis

!batch

Description

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

Example of "batch" command

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

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

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

Running batched SQL statements...

<table>
<thead>
<tr>
<th>COUNT</th>
<th>STATEMENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>INSERT INTO MYTABLE (ID) VALUES (1)</td>
</tr>
<tr>
<td>1</td>
<td>INSERT INTO MYTABLE (ID) VALUES (2)</td>
</tr>
<tr>
<td>1</td>
<td>INSERT INTO MYTABLE (ID) VALUES (3)</td>
</tr>
<tr>
<td>1</td>
<td>INSERT INTO MYTABLE (ID) VALUES (4)</td>
</tr>
</tbody>
</table>

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

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

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

Name

brief — Enable terse output mode

Synopsis

!brief

Description

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

Example of "brief" command

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

Error: ORA-00942: table or view does not exist (state=42000,code=942)
java.sql.SQLException: ORA-00942: table or view does not exist
   at oracle.jdbc.dbaccess.DBError.throwSQLException(DBError.java:180)
   at oracle.jdbc.ttc7.TTLoer.processError(TTLoer.java:208)
verbose: off

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM BOGUS_TABLE;
Error: ORA-00942: table or view does not exist (state=42000, code=942)

Name

close — Close the active connection

Synopsis

!close

Description

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

Example of "close" command

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

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

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

Closing: oracle.jdbc.driver.OracleConnection

sqline> !list
No active connections

sqlline>
columns

Name
columns — Display columns of a table

Synopsis

!columns \{table name\}

Description

List the columns in the specified table.

Example of "columns" command

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

+-------------+--------------+------------+------------+
| TABLE_NAME  | COLUMN_NAME  | DATA_TYPE  | TYPE_NAME  |
+-------------+--------------+------------+------------+
| EMPLOYEE    | ID           | 3          | NUMBER     |
| EMPLOYEE    | FIRST_NAME   | 12         | VARCHAR2   |
| EMPLOYEE    | LAST_NAME    | 12         | VARCHAR2   |
+-------------+--------------+------------+------------+

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

commandhandler

Name

commandhandler — Adds command handlers with commands

Synopsis

!commandhandler \{command handler\} \{command handler\}*

Description

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

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

commit

Name

commit — Commit the current transaction

Synopsis

'!commit

Description

Commit the current transaction, if autocommit is off.

Example of "commit" command

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

Commit complete (0.661 seconds)

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

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

Name

connect — Connect to a database

Synopsis

`!connect [-p property value]* {url} [username password] [driver class]`

Description

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

Example of "connect" command

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

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

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

dbinfo

Name

dbinfo — Provide information about the current database

Synopsis

`!dbinfo`

Description

List metadata information about the current connection.

Example of "dbinfo" command

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

allProceduresAreCallable false
allTablesAreSelectable false
dataDefinitionCausesTransactionCommit true
dataDefinitionIgnoredInTransactions false
doesMaxRowSizeIncludeBlobs          true
getCatalogSeparator
getCatalogTerm
getDatabaseProductName              Oracle
getDatabaseProductVersion           Oracle9i Enterprise Edition Release 9.2.0.1.0 - Production

With the Partitioning, OLAP and Oracle Data Mining options
JServer Release 9.2.0.1.0 - Production
getDefaultTransactionIsolation      2
getDriverMajorVersion               9
getDriverMinorVersion               0
getDriverName                       Oracle JDBC driver
getDriverVersion                    9.0.1.0.0
getExtraNameCharacters              $#
getIdentifierQuoteString            "
getMaxBinaryLiteralLength           1000
getMaxCatalogNameLength             0
getMaxCharLiteralLength             2000
getMaxColumnNameLength              30
getMaxColumnsInGroupBy              0
getMaxColumnsInIndex                32
getMaxColumnsInOrderBy              0
getMaxColumnsInSelect               0
getMaxColumnsInTable                1000
getMaxConnections                   0
getMaxCursorNameLength              0
getMaxIndexLength                   0
getMaxProcedureNameLength           30
getMaxRowSize                       2000
getMaxSchemaNameLength              30
getMaxStatementLength               65535
getMaxStatements                    0
getMaxTableNameLength               30
getMaxTablesInSelect                0
getMaxUserNameLength                30
getNumericFunctions                 ABS, CEIL, COS, COSH, EXP, FLOOR, LN, LOG, MOD, POWER, ROUND, SIGN, SIN, SINH, SQRT, TAN, TANH, TRUNC, AVG, COUNT, GLB, LUB, MAX, MIN, STDDEV, SUM, VARIANCE

getProcedureTerm                    procedure
getSchemaTerm                       schema
getSearchStringEscape               //
getSQLKeywords                      ACCESS, ADD, ALTER, AUDIT, CLUSTER, COLUMN, COMMENT, COMPRESS, CONNECT, DATE, DROP, EXCLUSIVE, FILE, IDENTIFIED, IMMEDIATE, INCREMENT, INDEX, INITIAL, INTERSECT,
LEVEL, LOCK, LONG, MAXEXTENTS, MINUS, MODE, NOAUDIT, NOCOMRESS, NOWAIT, NUMBER, OFFLINE, ONLINE, PCTFREE, PRIOR,

all_PL_SQL_reserved_words

getStringFunctions
CHR, INITCAP, LOWER, LPAD, LTRIM, NLS_INITCAP, NLS_LOWER, NLS_UPPER, REPLACE, RPAD, RTRIM, SOUNDEX, SUBSTR, SUBSTRB, TRANSLATE, UPPER, ASCII, INSTR, INSTRB, LENGTH, LENGTHB, NLSSORT, CHARTOROWID, CONVERT, HEXTORAW, RAWTOHEX, ROWIDTOCHAR, TO_CHAR, TO_DATE, TO_LABEL, TO_MULTI_BYTE, TO_NUMBER, TO_SINGLE_BYTE

getSystemFunctions
DUMP, GREATEST, GREATEST_LB, LEAST, LEAST_UB, NVL, UID, USER, USERENV, VSIZE

getTimeDateFunctions
ADD_MONTHS, LAST_DAY, MONTHS_BETWEEN, NEW_TIME, NEXT_DAY, ROUND, SYSDATE, TRUNC

getURL
jdbc:oracle:thin:@localhost:1521:mydb

getUserName
MYDB

isCatalogAtStart
false

isReadOnly
false

nullPlusNonNullIsNull
true

nullsAreSortedAtEnd
false

nullsAreSortedAtStart
false

nullsAreSortedHigh
false

nullsAreSortedLow
true

storesLowerCaseIdentifiers
false

storesLowerCaseQuotedIdentifiers
false

storesUpperCaseIdentifiers
true

storesUpperCaseQuotedIdentifiers
false

supportsAlterTableWithAddColumn
true

supportsAlterTableWithDropColumn
false

supportsANSI92EntryLevelSQL
true

supportsANSI92FullSQL
false

supportsANSI92IntermediateSQL
false

supportsBatchUpdates
true

supportsCatalogsInDataManipulation
false
<table>
<thead>
<tr>
<th>Feature</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>supportsCatalogsInIndexDefinitions</td>
<td>false</td>
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<tr>
<td>supportsCatalogsInPrivilegeDefinitions</td>
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<tr>
<td>supportsCatalogsInProcedureCalls</td>
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</tr>
<tr>
<td>supportsCatalogsInTableDefinitions</td>
<td>false</td>
</tr>
<tr>
<td>supportsColumnAliasing</td>
<td>true</td>
</tr>
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<td>supportsConvert</td>
<td>true</td>
</tr>
<tr>
<td>supportsCoreSQLGrammar</td>
<td>true</td>
</tr>
<tr>
<td>supportsCorrelatedSubqueries</td>
<td>true</td>
</tr>
<tr>
<td>supportsDataDefinitionAndDataManipulationTransactions</td>
<td>true</td>
</tr>
<tr>
<td>supportsData Manipulation Transactions Only</td>
<td>true</td>
</tr>
<tr>
<td>supportsDifferentTableCorrelationNames</td>
<td>true</td>
</tr>
<tr>
<td>supportsExpressionsInOrderBy</td>
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</tr>
<tr>
<td>supportsExtendedSQLGrammar</td>
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<td>supportsFullOuterJoins</td>
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</tr>
<tr>
<td>supportsGroupBy</td>
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<tr>
<td>supportsGroupByBeyondSelect</td>
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</tr>
<tr>
<td>supportsGroupByUnrelated</td>
<td>true</td>
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<td>supportsIntegrityEnhancementFacility</td>
<td>true</td>
</tr>
<tr>
<td>supportsLikeEscapeClause</td>
<td>true</td>
</tr>
<tr>
<td>supportsLimitedOuterJoins</td>
<td>true</td>
</tr>
<tr>
<td>supportsMinimumSQLGrammar</td>
<td>true</td>
</tr>
<tr>
<td>supportsMixedCaseIdentifiers</td>
<td>false</td>
</tr>
<tr>
<td>supportsMixedCaseQuotedIdentifiers</td>
<td>true</td>
</tr>
<tr>
<td>supportsMultipleResultSets</td>
<td>false</td>
</tr>
<tr>
<td>supportsMultipleTransactions</td>
<td>true</td>
</tr>
<tr>
<td>supportsNonNullColumns</td>
<td>true</td>
</tr>
<tr>
<td>supportsOpenCursorsAcrossCommit</td>
<td>false</td>
</tr>
<tr>
<td>supportsOpenCursorsAcrossRollback</td>
<td>false</td>
</tr>
<tr>
<td>supportsOpenStatementsAcrossCommit</td>
<td>false</td>
</tr>
<tr>
<td>supportsOpenStatementsAcrossRollback</td>
<td>false</td>
</tr>
<tr>
<td>supportsOrderByUnrelated</td>
<td>true</td>
</tr>
<tr>
<td>supportsOuterJoins</td>
<td>true</td>
</tr>
<tr>
<td>supportsPositionedDelete</td>
<td>true</td>
</tr>
<tr>
<td>supportsPositionedUpdate</td>
<td>true</td>
</tr>
<tr>
<td>supportsSchemasInDataManipulation</td>
<td>true</td>
</tr>
<tr>
<td>supportsSchemasInIndexDefinitions</td>
<td>true</td>
</tr>
<tr>
<td>supportsSchemasInPrivilegeDefinitions</td>
<td>true</td>
</tr>
<tr>
<td>supportsSchemasInProcedureCalls</td>
<td>true</td>
</tr>
<tr>
<td>supportsSchemasInTableDefinitions</td>
<td>true</td>
</tr>
<tr>
<td>supportsSelectForUpdate</td>
<td>true</td>
</tr>
<tr>
<td>supportsStoredProcedures</td>
<td>true</td>
</tr>
<tr>
<td>supportsSubqueriesInComparisons</td>
<td>true</td>
</tr>
<tr>
<td>supportsSubqueriesInExists</td>
<td>true</td>
</tr>
<tr>
<td>supportsSubqueriesInIns</td>
<td>true</td>
</tr>
<tr>
<td>supportsSubqueriesInQuantifieds</td>
<td>true</td>
</tr>
<tr>
<td>supportsTableCorrelationNames</td>
<td>true</td>
</tr>
<tr>
<td>supportsTransactions</td>
<td>true</td>
</tr>
<tr>
<td>supportsUnion</td>
<td>true</td>
</tr>
</tbody>
</table>
supportsUnionAll: true
usesLocalFilePerTable: false
usesLocalFiles: false

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

Name

describe — Describe a table

Synopsis

!describe [table name]

Description

Synonym for columns (if an argument is specified) or tables (if no argument is specified).

Example of "describe" command

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

+--------------+------------+-------------+-----------+------------+
| TABLE_SCHEM  | TABLE_NAME | COLUMN_NAME | DATA_TYPE | TYPE_NAME  |
+--------------+------------+-------------+-----------+------------+
| MYDB         | EMPLOYEE   | ID          | 3         | NUMBER     |
| MYDB         | EMPLOYEE   | FIRST_NAME  | 12        | VARCHAR2   |
| MYDB         | EMPLOYEE   | LAST_NAME   | 12        | VARCHAR2   |
+--------------+------------+-------------+-----------+------------+

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

Name

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

Synopsis

!dropall [schema_pattern]

Description

Drop every table in the database.
Example of "dropall" command

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

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

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

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

Warning on using "dropall"

Warning

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

exportedkeys

Name

exportedkeys — List exported foreign keys for a database

Synopsis

!exportedkeys {table name}

Description

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

Example of "exportedkeys" command

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

+----------------+---------------+----------------+-------------+
| PKTABLE_SCHEM  | PKTABLE_NAME  | PKCOLUMN_NAME  | FKTABLE_CAT |
|----------------+---------------+----------------+-------------+
|                | COMPANY       | COMPANY_ID     |             |
+----------------+---------------+----------------+-------------+

0: jdbc:hsqldb:db-hypersonic>

go
Name

go — Change to a different active connection

Synopsis

!go {connection number}

Description

Switch to the specified connection.

Example of "go" command

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

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

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

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

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

help

Name

help — Display help information

Synopsis

!help

Description

Display information about allowed commands.

Example of "help" command

sqlline> !help
!all Execute the specified SQL against all the current connections
!appconfig Set custom application configuration class name
!autocommit Set autocommit mode on or off
!batch    Start or execute a batch of statements
!brief    Set verbose mode off
!call     Execute a callable statement
!close    Close the current connection to the database
!closeall Close all current open connections
!columns  List all the columns for the specified table
!commandhandler Add a command handler
!commit   Commit the current transaction (if autocommit is off)
!connect  Open a new connection to the database
!dbinfo   Give metadata information about the database
!describe Describe a table
!dropall  Drop all tables in the current database
!exportedkeys List all the exported keys for the specified table
!go       Select the current connection
!help     Print a summary of command usage
!history  Display the command history
          -d Print timestamps for each event (default for !history)
          -f Print full time date stamps in the US format
          -E Print full time date stamps in the European format
          -i Print full time date stamps in ISO8601 format
          -n Suppresses command numbers
          -r Reverses the order of the commands
!importedkeys List all the imported keys for the specified table
!indexes  List all the indexes for the specified table
!isolation Set the transaction isolation for this connection
!list     List the current connections
!manual   Display the SQLLine manual
!metadata Obtain metadata information
!nativesql Show the native SQL for the specified statement
!nickname Create a friendly name for the connection (updates command prompt)
!outputformat Set the output format for displaying results (table, vertical, csv, tsv, xmlattrs, xmlelements, json, ansiconsole)
!primarykeys List all the primary keys for the specified table
!procedures List all the procedures
!prompthandler Set custom prompt handler class name
!properties Connect to the database specified in the properties file(s)
!quit     Exits the program
!reconnect Reconnect to the database
!record   Record all output to the specified file
!rehash   Fetch table and column names for command completion
!rollback Roll back the current transaction (if autocommit is off)
!run      Run a script from the specified file
!save     Save the current variables and aliases
!schemas  List all the schemas in the database
!scan     Scan for installed JDBC drivers
!script   Start saving a script to a file
!set      Set a sqlline variable
!sql                Execute a SQL command
!tables             List all the tables in the database
!typeinfo           Display the type map for the current connection
!verbose            Set verbose mode on

Variables:

Variable        Value      Description
=============== ========== ==================================================
autoCommit      true/false Enable/disable automatic transaction commit
autoSave        true/false Automatically save preferences
color           true/false Control whether color is used for display
colorScheme     chester/dark/dracula/light/obsidian/solarized/vs2010 Syntax highlight schema
confirm         true/false Prompts for confirmation before running commands specified in confirmPattern
confirmPattern  pattern    Pattern commands to issue prompt before execution
csvDelimiter    String     Delimiter in csv outputFormat
csvQuoteCharacter char     Quote character in csv outputFormat
dateFormat      pattern    Format dates using SimpleDateFormat pattern
escapeOutput    true/false Escape control symbols in output
fastConnect     true/false Skip building table/column list for tab-completion
force           true/false Continue running script even after errors
headerInterval  integer    The interval between which headers are displayed
historyFile     path       File in which to save command history. Default is $HOME/.sqlline/history (UNIX, Linux, Mac OS), $HOME/sqlline/history (Windows)
incremental     true/false Do not receive all rows from server before printing the first row; uses fewer resources, especially for long-running queries, but column widths may be incorrect
incrementalBufferRows integer Enter incremental mode if a query returns more than "incrementalBufferRows".
isolation       LEVEL      Set transaction isolation level
maxColumnWidth  integer    The maximum width to use when displaying columns
maxHeight       integer    The maximum height of the terminal
maxWidth        integer    The maximum width of the terminal
maxHistoryFileRows integer The maximum number of history rows to store in history file
maxHistoryRows  integer    The maximum number of history rows to store in memory
mode            emacs/vi   The editing mode
nullValue       String     Use String in place of NULL values
numberFormat    pattern    Format numbers using DecimalFormat pattern
outputFormat    table/vertical/csv/tsv/xmlattrs/xmllelements/json/ansiconsole Format mode for result display
prompt          pattern    Format prompt
propertiesFile  path     File from which SQLLine reads properties on startup; default is $HOME/.sqlline/sqlline.properties (UNIX, Linux, macOS), $HOME/sqlline/sqlline.properties (Windows)
rightPrompt      pattern  Format right prompt
rowLimit         integer   Maximum number of rows returned from a query; zero means no limit
showCompletionDesc true/false Display help for completions
showElapsedTime  true/false Display execution time when verbose
showHeader       true/false Show column names in query results
showNestedErrs   true/false Display nested errors
showWarnings     true/false Display connection warnings
silent           true/false Be more silent
strictJdbc       true/false Use strict JDBC
timeFormat       pattern  Format times using SimpleDateFormat pattern
timeout          integer   Query timeout in seconds; less than zero means no timeout
timestampFormat  pattern  Format timestamps using SimpleDateFormat pattern
trimScripts      true/false Remove trailing spaces from lines read from script files
useLineContinuation true/false Use line continuation
verbose          true/false Show verbose error messages and debug info

Key-strokes:
alt-b            Backward word
alt-c            Capitalize word
alt-d            Kill word
alt-f            Forward word
alt-h            Next color scheme
alt-l            Lowercase word
alt-n            History search forward
alt-p            History search backward
alt-t            Transpose words
alt-u            Uppercase word
ctrl-a           To the beginning of line
ctrl-b           Backward char
ctrl-d           Delete char
ctrl-e           To the end of line
ctrl-f           Forward char
ctrl-h           Backward delete char
ctrl-i           Complete
ctrl-j           Enter
ctrl-k           Kill the line
ctrl-m           Enter
ctrl-n           Down line or history
ctrl-p           Up line or history
ctrl-r           History incremental search backward
Open Source Used In DNAC Platform Arica

ctrl-s History incremental search forward
ctrl-t Transpose chars
ctrl-u Kill the whole line
ctrl-w Backward kill the line

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

history

Name

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

Synopsis

!history

Description

Display the command history.

Example of "history" command

sqlline> !history

1. `outputformat xml elements
2. SELECT * FROM PCPOINT;
3. `outputformat vertical
4. SELECT * FROM PCPOINT;
5. `tables

sqlline>

importedkeys

Name

importedkeys — List imported foreign keys for a database

Synopsis
!importedkeys {table name}

Description

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

Example of "importedkeys" command

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

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

indexes

Name

indexes — Display indexes for a table

Synopsis

!indexes {table name}

Description

List all the indexes on the specified table name.

Example of "indexes" command

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

+-------------+-------------+-----------------+-------+--------------+
| TABLE_NAME  | NON_UNIQUE  | INDEX_NAME      | TYPE  | COLUMN_NAME  |
+-------------+-------------+-----------------+-------+--------------+
| EMPLOYEE    | 0           |                 | 0     |              |
| EMPLOYEE    | 0           | SYS_C003115849  | 1     | ID           |
| EMPLOYEE    | 1           | FIRST_NAME      | 1     | FIRST_NAME   |
| EMPLOYEE    | 1           | LAST_NAME       | 1     | LAST_NAME    |
+-------------+-------------+-----------------+-------+--------------+
0: jdbc:oracle:thin:@localhost:1521:mydb>
isolation

Name

isolation — Set the transaction isolation mode for the active connection

Synopsis

!isolation {isolation level}

Description

Set the isolation level for the current transaction. For a description of the different isolation levels, see https://java.sun.com/j2se/1.3/docs/api/java/sql/Connection.html#field_detail. If the specified isolation level is not supported or DEFAULT is specified then there will be used level returned by java.sql.DatabaseMetaData#getDefaultTransactionIsolation

Example of "isolation" command

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

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

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

Transaction isolation: TRANSACTION_SERIALIZABLE

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

list

Name

list — Display all active connections

Synopsis

!list

Description

List all the current connections.

Example of "list" command

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

2 active connections:
metadata

Name

metadata — Invoke arbitrary metadata commands

Synopsis

`!metadata {methodname} {params...}`

Description

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

Example of "metadata" command

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

true

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

+------------+------------+-------------+-----------------+-----------------+
| TYPE_NAME  | DATA_TYPE  |  PRECISION  | LITERAL_PREFIX  | LITERAL_SUFFIX  |
+------------+------------+-------------+-----------------+-----------------+
| NUMBER     | -7         | 1           |                 |                 |
| NUMBER     | -6         | 3           |                 |                 |
| NUMBER     | -5         | 38          |                 |                 |
| LONG RAW   | -4         | 2147483647  | '               | '               |
| RAW        | -3         | 2000        | '               | '               |
| LONG       | -1         | 2147483647  | '               | '               |
| CHAR       | 1          | 2000        | '               | '               |
| NUMBER     | 2          | 38          |                 |                 |
| NUMBER     | 4          | 10          |                 |                 |
| NUMBER     | 5          | 5           |                 |                 |
| FLOAT      | 6          | 63          |                 |                 |
| REAL       | 7          | 63          |                 |                 |
| VARCHAR2   | 12         | 4000        | '               | '               |
| DATE       | 93         | 7           |                 |                 |
| STRUCT     | 2002       | 0           | '               | '               |
| ARRAY      | 2003       | 0           | '               | '               |
outputformat

Name

outputformat — Change the method for displaying SQL results

Synopsis

!outputformat {format name}

Description

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

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

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

Example of table output formatting

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

+----------+-------+
| COMPANY_ID | NAME   |
|-----------+-------|
| 1         | Apple  |
| 2         | Sun    |
| 3         | IBM    |
| 4 | Microsoft |
+--------------------------+
4 rows selected (0.012 seconds)

Example of vertical output formatting

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

Example of CSV output formatting

0: jdbc:calcite:model=target/test-classes/mod> !set outputFormat csv ### @
0: jdbc:calcite:model=target/test-classes/mod> SELECT * FROM COMPANY;
@COMPANY_ID@###@NAME@
@1@###@Apple@
@2@###@Sun@
@3@###@IBM@
@4@###@Microsoft@
4 rows selected (0.014 seconds)

Example of TSV output formatting

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

Example of XML attribute output formatting

0: jdbc:oracle:thin:@localhost:1521:mydb> !outputformat xmlattr
0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;
Example of XML element output formatting

```
0: jdbc:oracle:thin:@localhost:1521:mydb> !outputformat xmlelements
0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;
<resultset>
<result>
    <COMPANY_ID>1</COMPANY_ID>
    <NAME>Apple</NAME>
</result>
<result>
    <COMPANY_ID>2</COMPANY_ID>
    <NAME>Sun</NAME>
</result>
<result>
    <COMPANY_ID>3</COMPANY_ID>
    <NAME>IBM</NAME>
</result>
<result>
    <COMPANY_ID>4</COMPANY_ID>
    <NAME>Microsoft</NAME>
</result>
</resultset>
4 rows selected (0.02 seconds)
0: jdbc:oracle:thin:@localhost:1521:mydb>
```

Example of JSON output formatting

```
0: jdbc:calcite:model=target/test-classes/mod> !outputformat json
0: jdbc:calcite:model=target/test-classes/mod> SELECT * FROM COMPANY;
{"resultset":[
{"COMPANY_ID":1,"NAME":"Apple"},
{"COMPANY_ID":2,"NAME":"Sun"},
{"COMPANY_ID":3,"NAME":"IBM"},
{"COMPANY_ID":4,"NAME":"Microsoft"}
]
4 rows selected (0.03 seconds)
0: jdbc:calcite:model=target/test-classes/mod>
```

Example of AnsiConsole output formatting

```
0: jdbc:calcite:model=target/test-classes/mod> !outputformat json
0: jdbc:calcite:model=target/test-classes/mod> SELECT * FROM COMPANY;
["resultset":[
["COMPANY_ID":1,"NAME":"Apple"],
["COMPANY_ID":2,"NAME":"Sun"],
["COMPANY_ID":3,"NAME":"IBM"],
["COMPANY_ID":4,"NAME":"Microsoft"]
]]
4 rows selected (0.03 seconds)
0: jdbc:calcite:model=target/test-classes/mod>
```
0: jdbc:calcite:model=target/test-classes/mod> !outputformat ansiconsole
0: jdbc:calcite:model=target/test-classes/mod> SELECT * FROM COMPANY;
COMPANY_ID  NAME
1           Apple
2           Sun
3           IBM
4           Microsoft
4 rows selected (0.03 seconds)
0: jdbc:calcite:model=target/test-classes/mod>

primarykeys

Name

primarykeys — Display the primary key columns for a table

Synopsis

!primarykeys {table name}

Description

List all the primary keys for the specified table.

Example of "primarykeys" command

0: jdbc:hsqldb:db-hypersonic> !primarykeys COMPANY

+---------------+-------------+--------------+----------+----------+
| TABLE_SCHEM   | TABLE_NAME  | COLUMN_NAME  | KEY_SEQ  | PK_N     |
|               | COMPANY     | COMPANY_ID   | 1        | SYS_PK_C |
+---------------+-------------+--------------+----------+----------+
0: jdbc:hsqldb:db-hypersonic>

procedures

Name

procedures — List stored procedures

Synopsis

!procedures [procedure name pattern]

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

Example of "procedures" command

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

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

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

properties

Name

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

Synopsis

!properties {file}

Description

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

url: the database URL to which to connect

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

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

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

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

Example of "properties" command

sqlline> !properties test.properties
Connecting to jdbc:mysql://localhost/mydb

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

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

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

quit

Name

quit — Exit SQLLine

Synopsis

!quit

Description

Exit SQLLine.

Example of "reconnect" command

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

Closing: org.hsqldb.jdbcConnection

reconnect

Name

reconnect — Reconnect to the current database

Synopsis

!reconnect

Description

Reconnect to the current database.

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

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

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

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

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

record

Name

record — Begin recording all output from SQL commands

Synopsis

!record {file name}

Description

Save all output from the session to the specified file.

Example of "record" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !record /tmp/mysession.out

Saving all output to "/tmp/mysession.out". Enter "record" with no arguments to stop it.

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;
+-------------+------------+
<table>
<thead>
<tr>
<th>COMPANY_ID</th>
<th>NAME</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>IBM</td>
</tr>
<tr>
<td>4</td>
<td>Microsoft</td>
</tr>
<tr>
<td>1</td>
<td>Apple</td>
</tr>
<tr>
<td>2</td>
<td>Sun</td>
</tr>
</tbody>
</table>
+-------------+------------+
4 rows selected (0.011 seconds)

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

Recording stopped.
rehash

Name

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

Synopsis

!rehash

Description

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

Example of "rehash" command

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

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

0: jdbc:hsqldb:db-hypersonic>

Warning on using "rehash"

Caution

This operation can be extremely slow for some databases.

rollback

Name

rollback — Roll back the current transaction

Synopsis

!rollback

Description

Rollback the current transaction, if autocommit is off.
Example of "rollback" command

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

Autocommit status: false

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

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

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

4 rows affected (0.004 seconds)

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

+-------------+-------+
| COMPANY_ID  | NAME  |
+-------------+-------+
|             |       |
+-------------+-------+
No rows selected (0.01 seconds)

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

Rollback complete (0.016 seconds)

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

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

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

Name

run — Execute a command script

Synopsis

!run {file name}

Description

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

Example of "run" command

0: jdbc:hsqldb:db-hypersonic> !run example.sql
1/11 CREATE TABLE COMPANY (COMPANY_ID INT, NAME VARCHAR(255));
No rows affected (0.001 seconds)
2/11 INSERT INTO COMPANY VALUES (1, 'Apple');
1 row affected (0 seconds)
3/11 INSERT INTO COMPANY VALUES (2, 'Sun');
1 row affected (0 seconds)
4/11 INSERT INTO COMPANY VALUES (3, 'IBM');
1 row affected (0.001 seconds)
5/11 INSERT INTO COMPANY VALUES (4, 'Microsoft');
1 row affected (0.015 seconds)
6/11 CREATE TABLE EMPLOYEE (ID INT, FIRST_NAME VARCHAR(255), LAST_NAME VARCHAR(255), COMPANY INT);
No rows affected (0.004 seconds)
7/11 CREATE INDEX FIRST_NAME ON EMPLOYEE(FIRST_NAME);
No rows affected (0 seconds)
8/11 CREATE INDEX LAST_NAME ON EMPLOYEE(LAST_NAME);
No rows affected (0.001 seconds)
9/11 ALTER TABLE EMPLOYEE ADD CONSTRAINT EMP_COMPANY FOREIGN KEY (COMPANY) REFERENCES COMPANY (COMPANY_ID);
No rows affected (0 seconds)
10/11 INSERT INTO EMPLOYEE (ID, FIRST_NAME, LAST_NAME, COMPANY) VALUES (234, 'William', 'Gates', 4);
1 row affected (0.001 seconds)
11/11 SELECT * FROM COMPANY,EMPLOYEE WHERE EMPLOYEE.COMPANY = COMPANY.COMPANY_ID;
+------------+-----------+--------------+-------------+------------+---------+
| COMPANY_ID |    NAME   | ID           | FIRST_NAME  | LAST_NAME  | COMPANY |
+------------+-----------+--------------+-------------+------------+---------+
Name

save — Save the current preferences

Synopsis

!save

Description

Save the current preferences.

Example of "save" command

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

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

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

Name

scan — Scan class path for JDBC drivers

Synopsis

!scan

Description

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

Example of "scan" command

sqlline> !scan

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

sqline>

schemas

Name

schemas — List all the schemas in the database

Synopsis

!schemas
Description

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

Example of "schemas" command

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

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

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

script

Name

script — Save executed commands to a file

Synopsis

!script {filename}

Description

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

Example of "script" command

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

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

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

Autocommit status: false

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

+-------------+------------+
| COMPANY_ID  |    NAME    |
+-------------+------------+
| 1 | Apple      | |
| 2 | Sun        | |
| 3 | IBM        | |
| 4 | Microsoft  | |

+-----------------------+

4 rows selected (0.001 seconds)

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

1 row affected (0.005 seconds)

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

Commit complete (0 seconds)

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

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

0: jdbc:hsqldb:db-hypersonic>

set

Name

set — Set a preference

Synopsis

!set {preference} {value}

Description

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

Example of "set" command

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

sql

Name

sql — Execute a SQL against a database

Synopsis
!sql {statement}

Description

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

Example of "sql" command

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

4 rows affected (0.005 seconds)

0: jdbc:hsqldb:db-hypersonic>

tables

Name

tables — List all the tables in the database

Synopsis

!tables

Description

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

Example of "tables" command

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

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

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

verbose

Name

verbose — Enable verbose output

Synopsis
!verbose

Description

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

Example of "verbose" command

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

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

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

verbose: on

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

Error: ORA-00942: table or view does not exist (state=42000,code=942)
java.sql.SQLException: ORA-00942: table or view does not exist
    at oracle.jdbc.dbaccess.DBError.throwSqlException(DBError.java:180)
    at oracle.jdbc.ttc7.TTIoer.processError(TTIoer.java:208)
    at oracle.jdbc.ttc7.Oall7.receive(Oall7.java:543)
    at oracle.jdbc.ttc7.TTC7Protocol.doOall7(TTC7Protocol.java:1451)
    at oracle.jdbc.ttc7.TTC7Protocol.parseExecuteDescribe(TTC7Protocol.java:651)
    at oracle.jdbc.driver.OracleStatement.doExecuteQuery(OracleStatement.java:2110)
    at oracle.jdbc.driver.OracleStatement.doExecuteWithTimeout(OracleStatement.java:2324)
    at oracle.jdbc.driver.OracleStatement.execute(OracleStatement.java:909)
    at sqlline.SqlLine$Commands.sql(SqlLine.java:3183)
    at sqlline.SqlLine.dispatch(SqlLine.java:771)
    at sqlline.SqlLine.begin(SqlLine.java:634)
    at sqlline.SqlLine.main(SqlLine.java:332)

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

Parameter Reference

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

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

autosave

When set to true, any changes to preferences using the set command will cause the preferences to be saved. Otherwise, preferences will need to be explicitly saved using the save command. Defaults to false.

color

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

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

confirm

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

confirmPattern

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

csvDelimiter

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

csvQuoteCharacter

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

dateformat

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

escapeOutput

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

fastconnect

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

force

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

headerinterval

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

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

incremental

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

incrementalBufferRows

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

isolation

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

maxcolumnwidth

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

maxHistoryFileRows

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

maxHistoryRows

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

maxwidth

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

mode

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

nullvalue

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

numberformat

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

outputformat

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

prompt

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

rightprompt

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

promptscript

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

The following variables are pre-defined for use in the JavaScript: connectionIndex, currentSchema, databaseProductName, url, userName. For example:

```
sqlline> !set promptscript 'databaseProductName.toLowerCase() + ":" + connectionIndex + "> "'
```

rowlimit

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

showheader

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

shownestederrs

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

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

showwarnings

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

silent

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

strictJdbc

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

timeformat

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

timestampformat

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

trimscripts

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

uselinecontinuation

Use line continuation if true. Defaults to true.

verbose

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

JDBC Driver Support

Project Information
1.2822 clean-stack 2.2.0

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1.2823 tunnel-agent 0.6.0 0.6.0

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1.2826 jsreport-exceljs 3.7.1 3.7.1

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* `protostuff-compiler` Use FQCN everywhere in classes generated by java_v2protoc_schema (Issue 70). Maven plugin to attach generated source directory to the project compile source roots (Issue 69).

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1.2846 **picomatch 2.2.2 2.2.2**

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1.2860 cheerio 0.22.0 0.22.0

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1.2861 regexp-quote 0.0.0 0.0.0

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1.2862 map-cache 0.2.2 0.2.2

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1.2863 swagger-schema-official 2.0.0-bab6bed 2.0.0-bab6bed

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1.2864 netty-codec 4.1.59.Final

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  jar/io/netty/handler/codec/DefaultHeadersImpl.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
  jar/io/netty/handler/codec/CharSequenceValueConverter.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
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/**
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*/
/**
* Enumeration of supported Base64 dialects.
* <p>
* The internal lookup tables in this class has been derived from
* <a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain
* Base64 Encoder/Decoder</a>.
*/

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  jar/io/netty/handler/codec/marshalling/ThreadLocalMarshallerProvider.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
  jar/io/netty/handler/codec/UnsupportedMessageTypeException.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
  jar/io/netty/handler/codec/serialization/ObjectEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
  jar/io/netty/handler/codec/protobuf/package-info.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
  jar/io/netty/handler/codec/LineBasedFrameDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
  jar/io/netty/handler/codec/marshalling/MarshallingDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
  jar/io/netty/handler/codec/compression/SnappyFrameDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
  jar/io/netty/handler/codec/DecoderException.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
  jar/io/netty/handler/codec/Delimiters.java
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* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/LengthFieldPrepender.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/string/StringDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/MessageToByteEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/ByteToMessageCodec.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/FixedLengthFrameDecoder.java
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* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1.jar/io/netty/handler/codec/ByteToMessageDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1.jar/io/netty/handler/codec/CorruptedFrameException.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1.jar/io/netty/handler/codec/base64/Base64Encoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1.jar/io/netty/handler/codec/bytes/ByteArrayDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1.jar/io/netty/handler/codec/serialization/ClassLoaderClassResolver.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1.jar/io/netty/handler/codec/marshalling/MarshallerProvider.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1.jar/io/netty/handler/codec/CodecException.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1.jar/io/netty/handler/codec/base64/Base64Decoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1.jar/io/netty/handler/codec/serialization/ClassResolvers.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1.jar/io/netty/handler/codec/CodecException.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1.jar/io/netty/handler/codec/PrematureChannelClosureException.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/EncoderException.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/MessageAggregator.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/serialization/CachingClassResolver.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/base64/package-info.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/serialization/ClassResolver.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/DelimiterBasedFrameDecoder.java

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* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/MessageFormatter.java
jar/io/netty/handler/codec/CodecOutputList.java
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jar/io/netty/handler/codec/string/LineSeparator.java
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jar/io/netty/handler/codec/string/LineEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/compression/CompressionUtil.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
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* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
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* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/DatagramPacketDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java

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* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/protobuf/ProtocolDetectionResult.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
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 */

/**
 * A decoder that splits the received {@link ByteBuf}s dynamically by the
 * value of the length field in the message. It is particularly useful when you
 * decode a binary message which has an integer header field that represents the
 * length of the message body or the whole message.
 * 
 * {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
 * that it can decode any message with a length field, which is often seen in
 * proprietary client-server protocols. Here are some example that will give
 * you the basic idea on which option does what.
 *
 * <h3>2 bytes length field at offset 0, do not strip header</h3>
 *
 * The value of the length field in this example is <tt>12 (0x0C)</tt> which
 * represents the length of "HELLO, WORLD". By default, the decoder assumes
 * that the length field represents the number of the bytes that follows the
 * length field. Therefore, it can be decoded with the simplistic parameter
 * combination.
 *
 * BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
 * +--------+----------------+      +--------+----------------+
 * | Length | Actual Content |----->| Length | Actual Content |
Because we can get the length of the content by calling

{@link ByteBuf#readableBytes()}, you might want to strip the length
field by specifying <tt>initialBytesToStrip</tt>. In this example, we
specified <tt>2</tt>, that is same with the length of the length field, to
strip the first two bytes.

* BEFORE DECODE (14 bytes)         AFTER DECODE (12 bytes)
* | Length | Actual Content |----->| Actual Content |
* | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
* +----------------+      +----------------+
* </pre>

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

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

* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
* The following message is a simple variation of the first example. An extra
* header value is prepended to the message. <tt>lengthAdjustment</tt> is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.
* <pre>
* <b>lengthFieldOffset</b>   = <b>2</b> (= the length of Header 1)
* <b>lengthFieldLength</b>   = <b>3</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
* | 0xCAFE  | 0x00000C | "HELLO, WORLD" |      | 0xCAFE  | 0x00000C | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
*
* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body. You have to specify a
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
* header into the frame length calculation.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 3
* <b>lengthAdjustment</b>    = <b>2</b> (= the length of Header 1)
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* |  Length  | Header 1 | Actual Content |----->|  Length  | Header 1 | Actual Content |
* | 0x00000C | 0xCAFE  | "HELLO, WORLD" |      | 0x00000C | 0xCAFE  | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field</h3>
*
* This is a combination of all the examples above. There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>. We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame. If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset   = 1 (= the length of HDR1)
* lengthFieldLength  = 2
* <b>lengthAdjustment</b>   = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 + LEN)

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

* 2 bytes length field at offset 1 in the middle of 4 bytes header,
*  strip the first header field and the length field, the length field
*  represents the length of the whole message

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

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

* @see LengthFieldPrepender

Found in path(s):
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
  jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java
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* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
  jar/io/netty/handler/codec/compression/JdkZlibDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
  jar/io/netty/handler/codec/compression/xml/XmlFrameDecoder.java

Found in path(s):
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  jar/io/netty/handler/codec/compression/LzfDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
  jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
  jar/io/netty/handler/codec/compression/FastLz.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
  jar/io/netty/handler/codec/compression/FastLzFrameEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
  jar/io/netty/handler/codec/compression/FastLzFrameDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
  jar/io/netty/handler/codec/compression/Lz4Constants.java
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* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1.jar/io/netty/handler/codec/AsciiHeadersEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1.jar/io/netty/handler/codec/compression/Bzip2MoveToFrontTable.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1.jar/io/netty/handler/codec/compression/LzmaFrameEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1.jar/io/netty/handler/codec/compression/MessageAggregationException.java
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* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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* java.sun.security.ssl

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

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

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org.mortbay.jasper:apache-jsp
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org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat.jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
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1.2870 wide-align 1.1.3

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1.2871 camelcase 5.3.1 5.3.1

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1.2872 concat-stream 2.0.0 2.0.0

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1.2873 readable-stream 1.1.14 1.1.14

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1.2874 kerb-simplekdc 1.0.0

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1.2875 tough-cookie 2.3.4 2.3.4

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1.2877 ws 6.2.2
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1.2878 mime 2.6.0

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1.2879 nan 2.10.0 2.10.0

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1.2880 har-validator 2.1.3 2.1.3

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1.2881 fs-writefile-promise 1.0.3 1.0.3

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1.2882 fs-readfile-promise 2.0.1 2.0.1

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1.2883 expand-tilde 2.0.2 2.0.2

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1.2885 escape-string-regexp 1.0.5 1.0.5

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1.2903 jackson-datatype-jdk8 2.10.5

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Manifest-Version: 1.0
Bnd-LastModified: 1595301005506
Build-Jdk: 1.8.0_162
Built-By: tatu
Bundle-Description: Add-on module for Jackson (http://jackson.codehaus.org) to support JDK 8 data types.
Bundle-DocURL: https://github.com/FasterXML/jackson-modules-java8/jackson-datatype-jdk8
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Jackson datatype: jdk8
Bundle-SymbolicName: com.fasterxml.jackson.datatype.jackson-datatype-jdk8
Bundle-Vendor: FasterXML
Bundle-Version: 2.10.5
Created-By: Apache Maven Bundle Plugin
Export-Package: com.fasterxml.jackson.datatype.jackson-datatype-jdk8;version="2.10.5";uses="com.fasterxml.jackson.core,jackson.databind.deser.std,com.fasterxml.jackson.databind.type,com.fasterxml.jackson.databind.util"
1.2904 google-discovery-to-swagger 2.1.0

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1.2911 nopt 1.0.10 1.0.10

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1.2912 @babel/plugin-transform-unicode-escapes 7.16.0

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1.2913 deep-is 0.1.3 0.1.3

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1.2914 drill-format-httpd 1.19.0

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1.2915 strip-bom 4.0.0

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1.2916 oauth-sign 0.8.2 0.8.2
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1.2918 archy 1.0.0

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1.2919 vector 1.19.0

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1.2921 protostuff-json 1.7.1

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1.2923 jackson-dataformat-yaml 2.9.8

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1.2934 joda-time 2.9.9

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The specification of DOM Level 2’s various parts is at:
http://www.w3.org/TR/2000/REC-DOM-Level-2-Events-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Style-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Traversal-Range-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Views-20001113/

The specification of DOM Level 1’s various parts is at:
Links to all available W3C DOM Java Bindings can be found at:
  http://www.w3.org/DOM/DOMTR

The actual classes of The Simple API for CSS (SAC) came from:
  http://www.w3.org/Style/CSS/SAC/
  http://www.w3.org/2002/06/sacjava-1.3.zip

The actual DOM Java Language Binding classes for SMIL came from:
  http://dev.w3.org/cvsweb/java/classes/org/w3c/dom/smil/
  (both ElementTimeControl.java and TimeEvent.java were taken at revision 1.1)

The actual DOM Java Language Binding classes for SVG 1.1 came from:
  http://www.w3.org/TR/SVG11/java.html

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This is the Debian package of the Cairo multi-platform 2D graphics library

Packaged by Dave Beckett <dajobe@debian.org>

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1.2993 request-local 1.0.5 1.0.5

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7.16.0
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1.2995 buffer-alloc-unsafe 1.1.0 1.1.0
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1.2996 jdo-api 3.0.1

1.2997 fined 1.2.0 1.2.0
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1.2998 swagger-annotations 1.5.0

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 */

package io.swagger.annotations;

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

/**
 * License metadata available within the info section of a Swagger definition, see
 * https://github.com/swagger-api/swagger-spec/blob/master/versions/2.0.md#licenseObject
 *
 * @since 1.5.0
 */

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

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

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

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